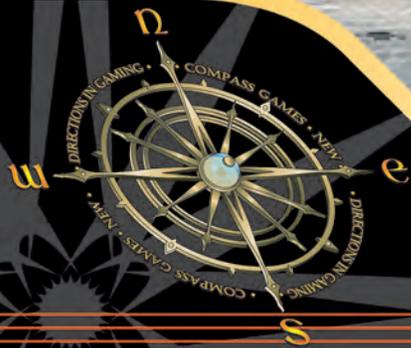
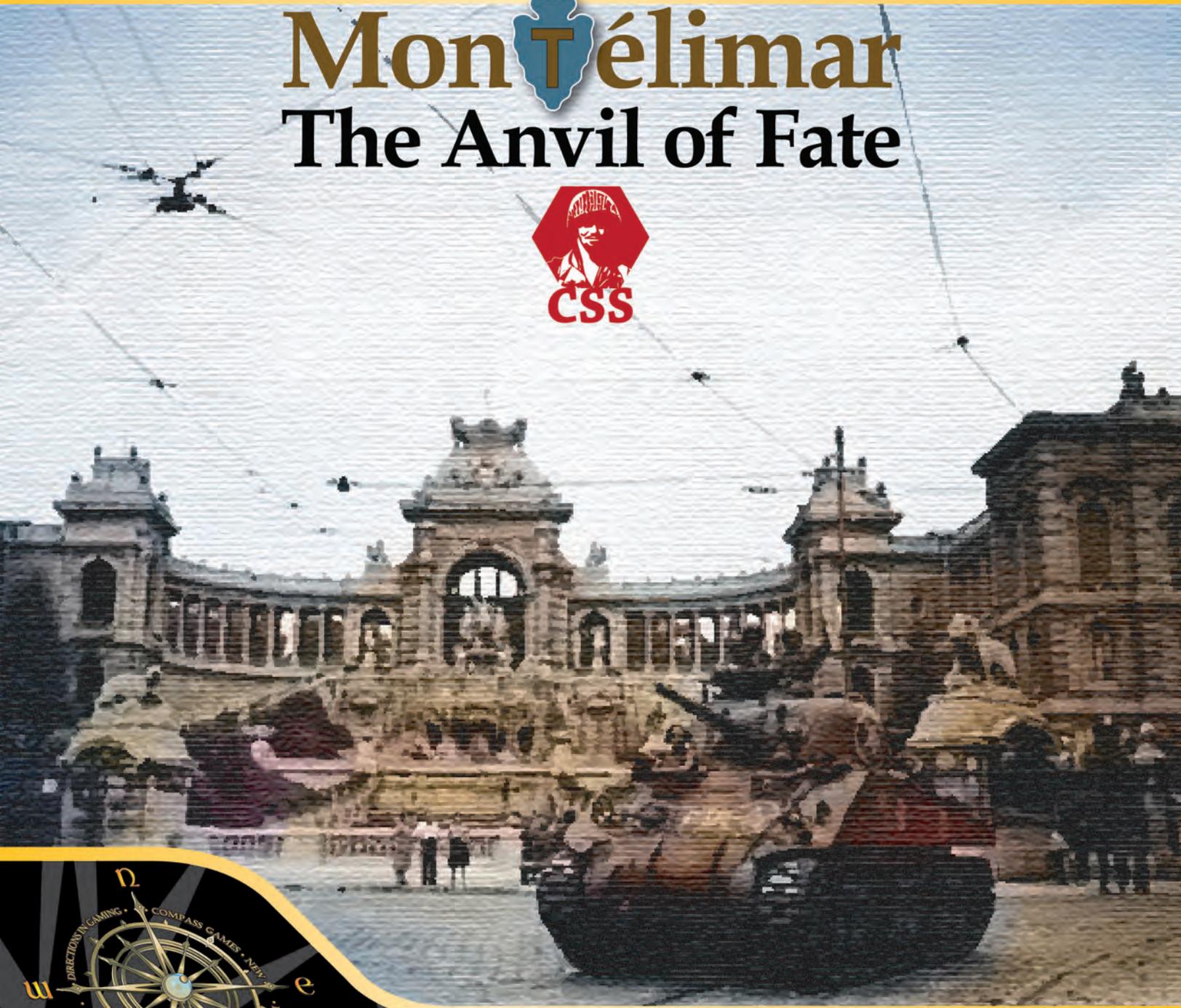


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RULES OF PLAY

Mon^Télimar The Anvil of Fate



Compass Games
New Directions in Gaming

MonTélimar

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1.0 INTRODUCTION

On August 15, 1944, the Allies invaded the South of France in Operation Dragoon. Major General Truscott's U.S. VI Corps landed along a 45 mile stretch of French Coast with the objective of isolating the major German forces defending the western part of France and linking up with the Normandy forces breaking out of their beachhead. The southern beachhead would be secured in only 2 days and the Americans were well established inland. With scattered and only occasionally strong resistance, the Americans and now landed French advanced north up the Rhone valley along highway N-7 – heading quickly toward the key rail and road junction at Aix-en-Provence. This was captured on August 19th. At this point, General Truscott activated a provisional force called Task Force Butler. This roughly regimentally sized unit raced ahead of the main force with the objective of capturing the main route of escape for the German Army. The Task Force set up a defensive position in the high ground to the north of Montélimar. They were to hold until relieved. The Germans would throw everything they could at Task Force Butler in a race to return to Germany before the larger Allied Formations coming up from the south and east would join Task Force Butler.

In the end, both sides could claim victory – the Allies mauled the enemy forces with the Germans suffering 2100 casualties with several thousand soldiers and large amounts of heavy equipment unable to escape. The Allies suffered only 1200 casualties but much of the German Army did get away and a great opportunity was lost.

Montélimar: Anvil of Fate is the third game in the **Company Scale System** and the first game in the Liberation series covering battles in Western Europe in 1944 and 1945. This game, while sharing a similar system to both Saipan and Guam, will offer a completely different feel to how it plays. The game is presented in one rulebook with both the series rules and specific game rules included. Montélimar specific rules will be marked with this symbol:

Changes to the system rules that have occurred from Saipan are not marked here. CSS rules that have changed from Guam are marked with a

2.0 GAME DEFINITIONS

The following are game specific terms that are used in CSS: Montélimar. We have capitalized these terms throughout the rules.

“The Cup”: An opaque container used to store all Chits that will be drawn this turn.

Action: One of a group of operations that an Active Unit can do. Depending on the type of Unit being Activated, the types of available operations include moving, firing, assaulting, rallying, engineering or passing. See also **Second Action**.

Action Phase: A step in the Sequence of Play in which all Activations occur.

Activation: The period from when a Chit is drawn from The Cup during which all Actions occur that lasts until another Chit is to be drawn from The Cup. Individual Units may be Activated.

Active Unit: When a Division or Formation Chit is in play, all Units of that Division or Formation are considered Active and may perform Actions. See also **Direct Commands**.

Assault Action: The game mechanism that represents an attacking force advancing on a defending force to dislodge the defenders from their position. Assault is a type of Action.

Blocking Terrain: A terrain type that obstructs Line of Sight.

Chits: The Markers that go into The Cup and are drawn to determine the order of play for that turn. Chits have the game logo on their fronts and the type of Chit they are on their backs.

Column: A military formation to allow a Unit to spend movement points (and conduct Movement Actions). Usually a Unit is shown to be in Column on the backside of the counter (the front being Deployed).

Colored-Stripe (other than white): A notation on a Unit or Marker that all are part of the same Formation. All Units and Markers that belong to the same Formation have the same colored stripe and belong to the same Division.

Command Rating: A rating representing the overall command ability of a Division. This measures personalities as well as technology.

Defensive Value: A quantitative value of a Unit's or a Support Weapon's Defense ability. Lower is better (i.e., -1 is better than +1).

Deployed: A military formation to allow a Unit to perform combat operations efficiently. Usually a Unit is shown to be Deployed on the front side of the counter (the back being Column).

Direct Commands (DC): An abstraction to show direct supervision of combat Units by leadership. This is tracked using the Direct Commands Marker on each Division's General Records Track. No single Division may have more than 19 Direct Commands on their track. Direct Commands allow for additional Activations by Units. They may also be used for other game mechanics.

Disorganized (DG): A measure of the reduction of a Unit's or group of Units' ability to perform combat operations. As Disorganization increases (by increasing the value of the Disorganized Marker in a hex), a Unit or group of Units is losing cohesion. The higher the number, the more Disorganized the Unit(s) in a hex. This is tracked per hex and applies to all Units currently in that hex. Four Disorganized Points is the maximum number of Disorganized Points any hex can accumulate.

Dispatch Points (DP): An abstraction that represents “planning” and “preparation” by a Formation or Division to accomplish a military task. This is tracked using Dispatch Points on each Division's General Records Track. No Division may have more than 9 Dispatch Points on their track. Dispatch Points allow players to add Division and Formation Chits to The Cup both at the start of the Game Turn and during the Chit draw phase of the Game Turn. They may also be used for other game mechanics.

Dispatch Rating: A rating representing the ability of personnel in a Division to plan attacks, and their general intelligence of the area.

Division: A grouping of many Formations. All Divisions have the same basic background color on their Units and Markers. A Division in game terms isn't necessarily a Division in actual military terms. See also No-Stripe and White-Striped Units.

Division Display: A separate chart that is used to track various administrative functions in the game. Either Player may look at his opponent's Division Display at any time during play.

Engineering Action: Engineering Actions in CSS: Montélimar are limited to building Fortification Markers.

Fire Action: Fire Actions in Montélimar include firing at an enemy as well as stacked with a firing Unit and adding an additional value to the fire.

Fire Zone: A hex is in a Fire Zone for a Unit if that Unit could legally Fire into that hex using a red, yellow, blue, or white Fire Power Value. Black Fire Power Value Units (Indirect Firing Units) do not have a Fire Zone. A Barrage in its hex or an enemy Unit adjacent to a Unit reduces that Unit's Fire Zone to only all adjacent hexes regardless of any other factors.

Formation: A group of Units in the same organizational structure. Usually this is a Brigade or Regiment in military size. A group of Formations make up a Division.

Fortification: A Foxhole, Trench, Pillbox, or Bunker

Game Day: From the beginning of the 0700 turn to the end of the second night turn.

Game Turn: Each daytime turn represents approximately 2 hours of real time. There are two night turns, each representing somewhere from 4-6 hours.

General Records Track: The 0-19 track on each Division's Display where various Divisional Markers are kept (Current Troop Quality, Direct Commands, Dispatch Points and Fatigue).

Hard Target: An armored target. All Hard Targets have either a black or yellow box surrounding the Defense Value on their counter. Hard Targets with black boxes around their defense strengths are "Tanks" in game terms.

Hero: A person of special significance in the battle. Heroes have special attributes to mimic their effect in the actual battle.

In-Command: A Unit is In-Command if it is within command range of its Formation HQ, its Division HQ, or is with or adjacent to any Leader.

Indirect Fire: Fire from a Black Boxed Fire Power Unit. Indirect Fire may be performed with the use of a Spotter.

Initiative Player: The Initiative Player will be defined in the Scenario Book. Being the Initiative Player gives some advantages in sequencing of some game functions.

Kampfgruppen: A special form of Activation Chit available to the German player.

Leader: A commander of a Division or a Formation. Leaders offer combat advantages and can command Units in or adjacent to the hex in which they are currently placed.

Leg Unit: A Unit with a movement allowance in a color other than black or red.

Line of Sight (LoS): A straight line tracing from an observer to a target. Line of Sight can be clear or blocked.

Markers: All game pieces that are not Units. These can be Support Weapons, Leaders, Heroes, Fortifications, Barrages, Division Trucks, or Unit Status Markers (like DGs, Pinned or Suppression)

Movement Action: An Action that expends movement points. A Unit must be in Column to perform a Movement Action. Movement Actions can trigger Opportunity Fire.

No-Stripe Units: These Units are considered part of every Formation in the Division in every way.

Opportunity Fire: A type of Action performed by not Active Units. This is performed when an enemy Movement Action is used in a friendly, inactive Unit's Fire Zone or when a Unit is being Assaulted.

Pinned: A combat result when a Unit or Units fail a rout check from combat. A Pinned Unit loses some ability as noted on the Pinned Marker.

Prepared Assault: How the American player performs Assaults.

Reaction Player: The player that is not the Initiative Player.

Second Action: An Action performed by a Unit after it has performed its first (free) Action. A Second Action costs a Direct Command per activated In-Command Unit. Unless specifically prohibited by the rules, this can be the same type of Action as the first Action.

Spotter: A Unit from the same Division as an Indirect Firing Unit that has a clear LOS to a target that the Indirect Firing Unit wishes to fire upon.

Soft Target: A Unit that does not have any armored protection from enemy fire. These Units or Markers have no box around their Defense Value.

Status Markers: These are all Fortifications, DGs, Suppressed, Pinned, Prepared Assault, and Barrage Markers. Players are free to make more of these if needed.

Support Weapon: A Marker that gives additional ability to a Unit or Units to which it is attached. Support Weapons have the notation "SW" on their Marker

Suppressed: An involuntary state from combat. A Suppressed Unit loses some abilities as noted on the Suppressed Marker.

Sustained Fire: A Support Weapon that allows more than one Opportunity Fire in an Assault or Activation. They break on rolls of 7 or more in combat if they use Sustained Fire.

Tanks: Tanks are a specific type of Hard Target and have a black box around their defense strength.

Tracked Unit: A Unit with a red movement value on its counter.

Troop Quality: A variable quantification of the current morale and quality state of a group (usually the Division). The higher the value, the better.

Troop Quality Check (TQC): is a die roll to see if you roll equal to or less than (to "pass" a TQC) a Unit's current Troop Quality.

Unit: A formed combat force that is usually company size. Units in the game do not have a + or - in their Fire Power box.

Wheeled Unit: A Unit with a black movement value.

White-Stripe Unit: These Units Activate when the Division Activation for their Division is pulled from The Cup or when the Direct Command Chit is pulled. Additionally, Markers have White- stripes. These have the same limitations.

3.0 GAME COMPONENTS

Each game of *CSS Montélimar* contains the following components:

- Five 22" x 34" Game Maps
- Six 5/8" Counter Sheets
- One Rulebook
- One Scenario Book
- Four Division Charts
- Two Identical Combat Results/Terrain Effects Charts
- One Time, Date and Weather Display
- One Sequence of Play Chart
- Two Ten-Sided Dice
- One Game Box

3.2 The Game Counters

UNITS

Deployed (Front)

Column (Back)

5 - Unit ID

Generally Unit/Battalion/Regiment - This is Easy Company, 2nd Battalion, 143rd Regimental Combat Team

6 - Defense Value

If no value is shown, the Defense Value is 0 (Soft Target)
Lower numbers are better

Defense Values in a yellow or black box are Hard Targets. If the Defense Value is in a black box, it is also a Tank Unit.

7 - Unit Symbol

Mostly for historical interest but it is important to know the Engineer Symbol. Only these may do some special Engineering Actions.

US Engineer German Engineer

8 - The Division Color

Allied Units	3 rd Infantry Division	36 th Infantry Division	45 th Infantry Division
	TF Butler	Free French	CC Sudre
German Units	198 th Infantry Division		11 th Panzer Division
	338 th Infantry Division	189 th Infantry Division	
	Attachable smaller German Formations Flak Rgt18, Pio Abt.669, FR71, FR63		

1 - Stripe (red): Identifies Formation

Formation Stripe

Division Stripe

No-Stripe Unit (belongs to any Formation in Division)

2 - Fire Power Box (Identifies Types of Weapon)

Red: Small Arms

+1 Yellow: High Explosive

3⁵ Black: Indirect Fire - Small number above = Range

+1 White: Either Armor Piercing or High Explosive (Firing Player's Choice)

+2 Blue: Armor Piercing fire only. These Units and Support Weapons can only fire on Hard Targets.

3 - Fire Power Value

A value ranging from 0-8 and the unmodified value you use to start determining your strength in a Fire Action

4 - Movement Value

Deployed: May not move

Deployed: Boxed movement number for certain vehicles

Column: Not red or black: Leg movement

Column: Red: Tracked movement

Column: Black: Wheeled movement

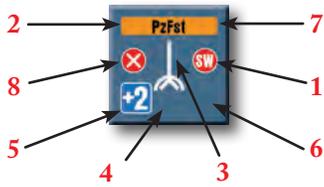
3.1 The Game Map

The Game Map is scaled at 500 meters a hex. Hexes have dots in each Playable Hex to determine the terrain type for that hex, and to trace a Line of Sight. Hexes without a dot are not playable hexes.

The diagram shows a hexagonal grid representing the game map. A scale bar indicates that each hex is 500 meters wide. A specific hex is highlighted with a red dot, labeled 'Hex Dot Determines Terrain Type'. The terrain type is shown as 'Savass' with a numerical value of 18.44. Other hexes are labeled with values like 18.45 and 14.

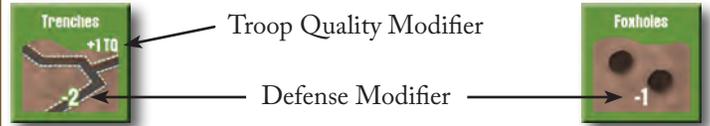
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SUPPORT WEAPONS

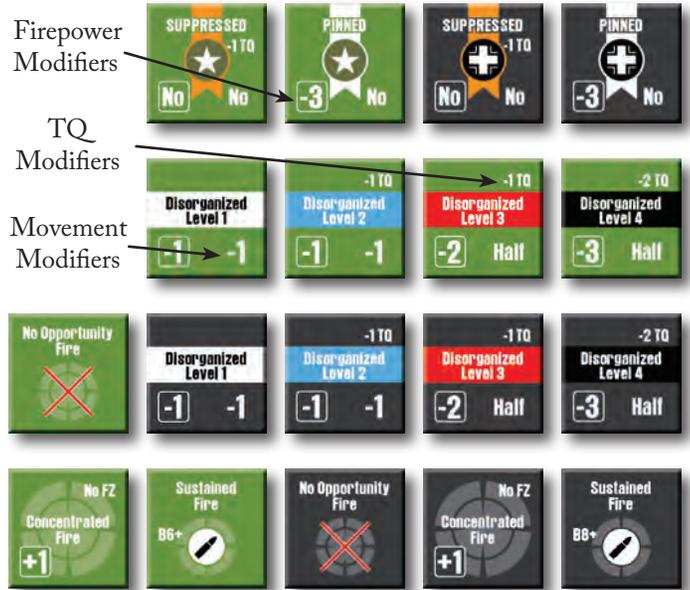


- 1 - All Support Weapons have this symbol:
- 2 - Like Units, Support Weapons have an identifying stripe. Colored stripes belong to a Formation, white stripes belong to a Division and No-Stripes belong to all Formations of that Division
- 3 - Symbol of the weapon type. For historical interest only
- 4 - The Defense addition to a Unit or hex if applicable
- 5 - The Firepower addition and Firepower type change if applicable
- 6 - The Division to which the Support Weapon belongs is shown by the overall color of the counter
- 7 - The type of Support Weapon
- 8 - Any special attributes the Support Weapon offers:
 - Flamethrower Ability
 - Sustained Fire Ability
 - One Use Weapon

FORTIFICATIONS



STATUS MARKERS

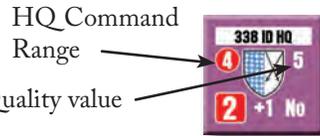


LEADERS AND HQs



Leaders modify the Firepower (1) and Troop Quality (2) for Units in their hex. When the named Leader is lost, flip the counter over for his replacement

Eliminated HQs are placed in the Routed Units box

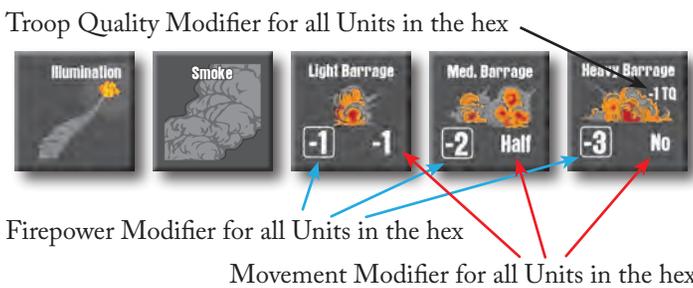


The HQ Unit's constant Troop Quality value (regardless of TQ modifiers)

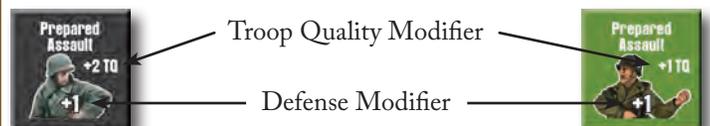
CHITS



BARRAGE MARKERS



ASSAULT MARKERS



MISCELLANEOUS MARKERS				
Attachment Markers				
Division Display Markers				
Formation Transport (see 15.0)				
Cognac & Bourbon Markers			On Fire and Fire Cleared Markers 	
Free French (FFI) Ambush		Victory Point Markers		
Rail Guns		Air Support		
Weather Date Time				

3.4 Game Abbreviations

- Abt: Abteilung (Battalion)
- AFAB: Armored Field Artillery Battalion
- AT: Anti-Tank
- Aufk: Aufklärungsabteilung (reconnaissance)
- BAZ: Bazooka
- CC: Combat Command
- Eng: Engineer
- F-GrR: Fortress Grenadier Regiment
- FAB: Field Artillery Battalion
- Fahrrad: Bicycles
- FFI: French Forces of the Interior
- FH: Feldhaubitze (artillery)
- Fk: Flugzeugabwehrkanone (anti-aircraft artillery)
- FR: Flak Regiment
- Fus: Fusilier
- Gr.w.: Granatwerfer (mortar)
- GrR: Grenadier Regiment
- HMG: Heavy Machine Gun
- Hpt: Hauptmann (captain)
- HQ: Headquarters
- HT: Halftrack
- HW: Heavy Weapons
- ID: Infantry Division
- IR: Infantry Regiment
- LKW: Lastkraftwagen (truck)
- Med: Medium
- MRT: Mechanized Reconnaissance Troop
- Obst: Oberst (Colonel)
- PGR: Panzer Grenadier Regiment
- Pio: Pioneer
- PzD: Panzer Division
- PzFst: Panzerfaust
- PzJ: Panzerjäger
- PzR: Panzer Regiment
- R-GrR: Reserve Grenadier Regiment
- R: Regiment
- RA: Régiment d'Artillerie
- RC: Régiment de Cuirassier
- RCA: Régiment de Chasseurs d'Afrique
- REC: Reconnaissance
- Rgt: Regiment
- RT: Reconnaissance Troop
- SdK: Sonderkraftfahrzeug (halftracks)
- SW: Support Weapon
- TF: Task Force

3.3 Game Charts and Tables

Terrain Effects Chart

Division Displays



Combat Results Table and Game Aids

Game Turn, Weather, and Victory Point Tracks

4.0 EXPANDED SEQUENCE OF PLAY

1. PREPARATION PHASE

A) Weather Determination (if this is the 0700 Turn only)

Roll on the Weather Table to determine the weather for this entire Game Day

Effect of Weather:

Clear — There is no effect.

Rain — Rain reduces visibility to 3 hexes and provides a -1 to all Fire Ratings. In addition, there is a +1 modifier to the next weather roll. No Air Strikes.

B) Check for Division Fatigue (0700 turn only)

If an American or German Division has a fatigue level of 3 or less, increase that Division's Troop Quality by 1 (to that Division's Maximum Value). If an American or German Division has a fatigue level of 5 or more, reduce that Division's Troop Quality by 1 (to a minimum of 0).

C) Redistribute Bourbon and Cognac (0700 turn only)

D) Spending Dispatch Points

Each player may spend Dispatch Points to add Chits to The Cup for this turn. Pay 2 Dispatch Points to add a Division Activation Chit to The Cup and 1 Dispatch Point to add a Formation or Kampfgruppen Chit to The Cup. Spend the Dispatch Points from the Division that owns the Division, Kampfgruppen or Activation Chit. If a Division doesn't have enough Dispatch Points to buy a Chit, that Chit may not be bought this turn.

The German player may pay 2 Dispatch Points to change the Attachment of a Formation to another Division.

If an American or German Division has a Current Troop Quality of 3 or less, no Formation or Kampfgruppen Activations for that Division may be purchased this turn.

If an American or German Division has a Current Troop Quality of 2 or less, no Division, Kampfgruppen or Formation Activations for that Division may be purchased this turn.

E) Fatigue

- If a player adds a Division Activation to The Cup during a day turn, add 1 to the Division's current fatigue.
- If a player adds a Division Activation to The Cup during a night turn, add 2 to the Division's current fatigue.
- If a player does not add a Division Activation to The Cup during a turn, subtract 1 from the Division's current fatigue.

F) Getting More Dispatch Points

Each player may roll a die to add more Dispatch Points to each Division. Roll a die for each Division and if you roll the Division's Dispatch Rating or less, add 3 Dispatch Points to that Division's total. If you roll higher than the Division's Dispatch Rating, add 1 Dispatch Point to each Division's total. You may have no more than 9 Dispatch Points on any one Division's track.

G) Place any Reinforcements due to arrive this turn.

2. ACTION PHASE

A) Put all purchased Chits from step D above into The Cup. Also, always add each Player's Direct Command Chit, the Wind Chit and the Random Event Chit to The Cup. The Allied player may add the TF Butler Division/Formation Chit to The Cup at no Dispatch Point cost.

B) If this is an 0700 turn and there are any Illumination Rounds on the map, remove them.

C) Should the Initiative Player wish to immediately play an available Formation or Kampfgruppen Activation Chit before the draw of any Chit throughout the Action Phase, he may spend 2 Dispatch Points and play a Formation or Kampfgruppen Chit (only if that Formation or Kampfgruppen Chit has not been selected to be in The Cup for that turn in 1, Step D nor been played this Action Phase). If the Initiative Player does not wish to do this, the Reaction Player may do so. This is done before the actual draw of a Chit.

- If the Wind Chit is drawn, remove all Barrages and Illumination Rounds from the map.
- If the Random Event Chit is drawn, roll on the Random Events Table (see 20.0) and resolve the Event.
- If a Division or Formation Activation Chit is drawn**, do the following:
 - If it's a Division Activation, perform any Air Strikes (see 16.0).
 - Move all Active Leaders to any hex of their command (see 13.1).
 - Attach Support Weapons (see 12.1).
 - Move Active Support Weapons from the Reallocating SW box to the Available SW box of the Active Division.
 - Detach Active Support Weapons currently on the map and place in the Reallocating SW box of the Active Division.
 - Remove all Concentrated Fire, Sustained Fire, and No Opportunity Fire Markers from any Active Units
 - Perform any Assaults. All Units that assaulted or fired indirectly are no longer Active for this Activation.
 - Place any new Assault Markers adjacent to Active Units.
 - An Activating Unit may change from Deployed to In-Column and vice versa.
 - Activate any Active Units and perform Actions (move, fire, engineer, rally).

- k) Pay a Direct Command to Perform a Second Action with any In-Command Units.
- l) Check for any Overstacking and apply DGs as needed.
- iv) **If the Direct Command Chit is drawn**, do the following:
 - a) If the German Direct Command is drawn, any German Evacuation Markers may be moved (see 22.2).
 - b) Roll a die for each Friendly Division, halve the result (rounding down) and add that number to the Division's Command Rating. Add this value to a Division's current Direct Command total. Each Division may not have more than 19 Direct Commands on their track.
 - c) Remove any Concentrated Fire, No Opportunity Fire, or Sustained Fire Markers from any hex with an Active Unit. In addition, the Active Unit (only) may change from Deployed to Column or vice versa.
 - d) Active Units one at a time may perform one Action of any type, paying a Direct Command for each Activated Unit.
 - e) If the US Direct Command chit is drawn, activate FFI Units. These cost 2 Direct Command per Unit to Activate (see 23.0).
- v) If there are no more Chits in The Cup, and no more Formations are to be purchased, proceed to the End Phase. If there are Chits remaining in The Cup, return to Step 2C.

3. END PHASE

- A) Check to see if a Victory Condition has been met.
- B) Check to see if the game has ended.
- C) If not, advance the Turn Record to the next turn and repeat this procedure



How to Activate Units and what they can do when Active is the core mechanic of CSS. In general, you will pick a Chit from The Cup and, if it is a Division or Formation Activation Chit, or a Direct Command Chit, this will allow you to perform Actions with Active Units. Actions include moving, firing, Assaulting, rallying, building things (Engineering Actions) and passing. You then perform Actions with Active Units and once you are finished, you draw another Chit from The Cup.

5.1 How to Activate Units

There are two general ways to Activate Units – either by a Division or Formation Activation Chit being drawn from The Cup (or if either player pays a 2 Dispatch Point cost to choose a Formation to Activate Units), or when the Direct Command Chit is drawn

from The Cup. This can only occur during an Action Phase in the sequence of play.

- 1) When the **Division Activation Chit** is drawn from The Cup, all Units of that Division are now Active Units and may perform Actions. All Units of that Division that haven't Assaulted or fired Indirect Fire in support of an Assault, may also perform an additional Second Action (if the owning player pays an additional Direct Command from the Active Division). All Units of a Division have the same base counter color.
- 2) When a **Formation Activation Chit** is drawn from The Cup (or paid for by the Initiative or Reaction Player), all Units of that Formation are now Active (but no other Units of that Division are considered Active). All Units of that Formation that haven't Assaulted or fired Indirect Fire in support of an Assault, may also perform an additional Second Action (if the owning player pays an additional Direct Command from the Division to which the current Active Formation belongs).

To be In-Command, a Unit must be within its Formation HQ range, its Division HQ range, or in or adjacent to a hex with any Leader of its Division. There is no additional advantage to being In-Command from many sources.

Note that White-Striped Units are only Active when the Division Activation Chit is drawn and never when a Formation Chit is drawn. All No-Striped Units of a Division are Active when the Division Activation Chit is drawn or when any Formation Chit of that Division is drawn.

- 3) When a **Direct Command Chit** is drawn from The Cup, no Units are Active unless the player owning the Direct Command Chit pays 1 Direct Command for any Unit (of any Division and the Unit need not be In-Command) belonging to the same player that drew the Direct Command Chit. That Unit is now Active and may perform an Action. Only one Action may be performed by a Unit activated by Direct Command (no 2nd Actions are allowed with the Direct Command Chit).

Non-Active Units may never perform any Actions (except Opportunity Fire – see 8.6).

5.2 What Active Units Can Do

Active Units perform an Action either as a Unit or stack. Unit(s) that complete their first Action may then do a Second Action if they wish, or the owning player may do a first Action with another Unit and return to Second Action eligible Units later. You do not need to do both Actions with one Unit before performing any other Actions with another Unit.

When you Assault, all eligible Units perform the Assault at the same time. After the Assault is completed, all the participating Units become Non-Active Units and may not perform any more Actions that Activation. When you perform a Fire Action (fire at the enemy player), other Deployed Units in the stack with the Units firing may add to that fire. If they do, they are considered to have performed an Action as well as the Firing Unit (but may perform a 2nd Action if eligible).

Actions are specifically addressed in these rules in later sections, but a Unit may fire (a Fire Action, see 8.0), move (a Movement Action, see 6.0), assault (an Assault Action, see 9.0), rally (a Rally Action, see 10.0), or build things (an Engineering Action, see 11.0). A Unit or Units may always pass and do nothing for the Activation.

5.3 Activation Summary Chart

Chit Drawn	The first thing you do is:	Activates...	2 nd Action Possible?
Division Activation Chit	Perform Assault Actions	All Units in that Division	Yes – 1DC per Unit, if In-Command
Formation Activation Chit	Perform Assault Actions	All Units in that Formation	Yes – 1DC per Unit, if In-Command
Direct Command Chit	Roll for more Direct Commands	Any Friendly Unit (Doesn't have to be In-Command), Pay 1 DC from the Unit's Owning Division	No









A Formation Activation

When a Formation Chit is drawn from The Cup, or when a player purchases one for an immediate Activation, this Chit will Activate all the Units and Markers of that Formation. All Formation Units and Markers share the same colored stripe on their counter. In addition, all No-Striped Units and Markers are also Activated.

Here is the 15th Panzer Regiment of the 11th Panzer Division and it has just been put into play (either by draw or by the German player paying two Direct Commands to put the Chit in play). This will Activate the following:

- The four Panther companies of the 1st Battalion.
- The four PzMk IV companies of the 2nd Battalion.
- The Leader of the 15th Panzer Regiment of the 11th Panzer.
- The regimental HQ.
- And the two No-Striped Markers (a Leader and a Hero in this case).

All of these Units and Markers may perform an Action and, if in command range and the owning player pays one Direct Command for each Active Unit, perform a Second Action.

No other Units of the 11th Panzer except those listed above may do any Action or perform any game function.

A Division Activation

There are eight "Divisions" in a standard game of Montélimar - the 3rd Infantry Division, the 36th Infantry Division, the 45th Infantry Division for the Allied forces. There are also the 198th Infantry Division, the 11th Panzer Division, the 338th Infantry Division, and the 189th Infantry Division for the Germans. In addition, there is also Task Force Butler (which is treated as a Division for game purposes), OR if used, the Combat Command Sudre for the Allies. Remember, a Division is a game definition (see 2.0 Game Definitions) and isn't necessarily a division by a military definition.

Here is one Division, the 11th Panzer Division. When you draw the 11th Panzer Division Activation from The Cup, it will activate all the regiments (Colored-Striped) and all the divisional forces (White-Striped) for use. In addition, any No-Striped forces that belong to this Division will also be Active. Here is what is Activated when this Chit is drawn:

-  Eight Units plus one Leader and one HQ. A total of 10 counters.
-  Eleven Units, four Support Weapons, four regimental trucks, five regimental halftracks, one Leader and one HQ. A total of 26 counters.
-  Eleven Units, four Support Weapons, four regimental trucks, five regimental halftracks, one Leader and one HQ. A total of 26 counters.
-  Four Units, three regimental halftracks, one Leader and one HQ. A total of 9 counters.
-  Four Units, one Support Weapon, two regimental trucks, one regimental halftrack, one Leader and one HQ. A total of 10 counters.
-  Three Units, two regimental halftracks, one Leader and one HQ. A total of 7 counters.
- There are 7 total White-Striped counters: Three Artillery Units, three divisional trucks and the Division HQ.
-  No-Striped Units and Markers are also active. There are two of these in this Division - the Leader and a Hero. (note the Leader Marker is also the command staff of the Division - while the Hero is the actual commander's location).
-  All of the above Units and Markers may perform Actions when the 11th Panzer Division Activation is drawn from The Cup. And then, if an 11th Panzer Unit is In-Command at the moment you wish to activate it for a Second Action, and you spend an available Direct Command, it may also perform a Second Action.
- 

The Direct Command Chit

Regardless of your army's fatigue state or your Dispatch Point totals, the two Direct Command Chits, one for each player, will always be added to The Cup. This will insure that some of your Units will always be able to activate in a game turn.

When you first draw out the Chit, before you Activate any Units, you first roll a die to get more of these to add to your totals. The number you roll is halved (rounded down) and added to each Division's Command rating, giving you the total added to each Division's Direct Command track.

For example, for the 11th Panzer, the Direct Command rating is 7. You roll a die and get 7. Half 7 (rounded down) is 3. 3 (half the roll) + 7 (the Direct Command rating) is 10. If you had 5 already on the 11th Division's track, you'd now have 15 to use until your Direct Command Chit is drawn again from The Cup.



You do this same procedure for each friendly Division currently in play (that has its Division HQ on the map). Divisions that don't have HQs on the map may not accumulate Direct Commands.

After this is done for all friendly Divisions, the owning player may Activate one Unit anywhere on the map - paying one Direct Command from the owning Division. He continues to Activate Units until he has no more Direct Commands remaining or he wishes to stop and save what he has left on his track for other uses. You can use Direct Commands to launch airstrikes and to perform Second Activations during Division and Formation Activations, so saving a fair amount can be very important to you army's flexibility.

The German Direct Command is drawn out of The Cup, and the German rolls to add Direct Commands to all of his Divisions. After doing so, he now Activates Units. The 3rd Company of the 1st Battalion, 110th Regiment will perform an Action. One is deducted from the German 11th Panzer Direct Command track (leaving 14). The Unit, since it is now Active, flips to his Column side, and moves to hex 59.52. Note that unless the German player pays the Direct Command for either the 7th or 6th Battalion, neither may go into Column.



After the German player Activates all the individual Units he wishes to Activate; paying the Direct Command for each, another Chit is drawn from The Cup.

As a play note, there are lots of uses for Direct Commands - from using airstrikes to performing Second Actions during Formation and Division Activations - so saving some will likely be a good idea.

Players will also note that German Divisions generally have higher Direct Command ratings while the Allies tend to have higher Dispatch ratings. This is to show the better initiative performance of the German Army while the Allied Divisions tend to run more on planning.



6.0 MOVEMENT ACTIONS

A Movement Action is one in which a Unit spends Movement Points to move to a new hex. Units may move as one Unit, or in a Stack if they all start the Activation in the same hex and move to the same hex. The actual timing of how moving works is you spend the movement points to enter another, adjacent hex and then, after spending those points, move into the new hex. The timing is important for some game mechanisms (such as Opportunity Fire).

Performing a movement action in an enemy Fire Zone creates an Opportunity Fire trigger for your opponent (remember, you spend movement points before you enter a hex so entering a hex is not an Opportunity Fire trigger) unless there is a Deployed Friendly Unit in the hex where Opportunity Fire could occur. An exception to this is if the friendly Unit is performing a Movement Action into another hex and that hex being moved into is also in a Fire Zone from the same enemy Unit that has a Fire Zone in the hex the Unit is leaving (the moving from zone of control to zone of control concept here for old hands).

An Active Unit (or stack of Units if they all begin in the same hex at the start of an Activation) may change to Column or Deployed status at the start of their Division or Formation activation, or if a Direct Command is paid to activate a Unit. In that case, you

may change from In-Column to Deployed or vice versa before performing a Direct Command Action. This is the only time you can change from one mode to the other. A Unit changes from Column to Deployed (or vice versa) immediately before a unit performs an Action or in lieu of performing an Action.

6.1 Stacking

Players may stack up to 3 Units (not including any markers - only Units apply) in a hex without penalty. For each Unit in excess of 3 at the end of any Activation (friendly or enemy), add one Disorganized to the hex. This Disorganized Marker may be rallied away and only occurs at the moment of the overstacking.

In addition, if an Activation ends with Units of different Formations in the same hex (only colored-stripe Units apply - White-Striped Units are exempt if from the same Division), 1 DG is added to the hex. This is in addition to the Overstack penalty and is also not cumulative. Only 1 DG penalty applies regardless of how many additional Formations are in the hex - and the penalty only applies once the moment it occurs; not at the end of each later Activation.

6.1.1 Disorganized Markers

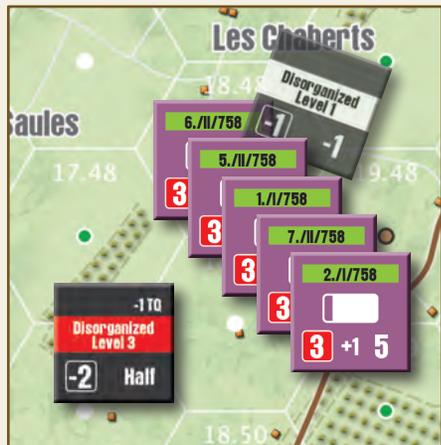
A Disorganized Marker in a hex applies to all the Units in that hex. Should a Unit or Units move out of that hex, it is also Disorganized at the same value it had in the hex it just left. Should a Unit move into a hex that is at a lower Disorganized value than

Stacking Example

The following apply at the end of an Activation; after all Units have completed their movement.

The German player moves the 5th, 1st, 7th, and 2nd Company into a hex that had the 6th Company already at 1 DG. At the end of the Activation, the overstacking penalty applies. Since the German player is 2 over the 3 Unit stacking limit, 2 additional DG are added to the hex - giving the hex a DG value of 3.

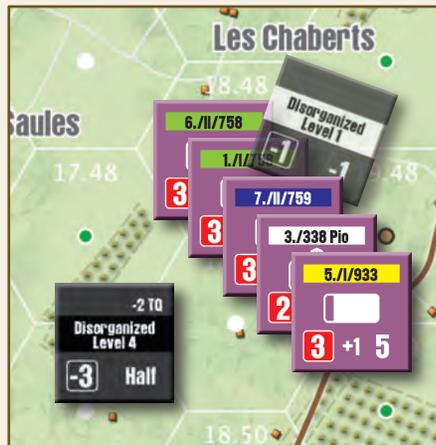
Note that since this is the end of the Activation, the DGs added cannot be rallied away until a Unit in the stack is Active again.



Different Formations Penalty Example

It's a few turns later and 3 of the German Units have moved off (leaving 2 behind) and the added DGs from the earlier overstack have been rallied away to only 1 DG. Now more Units move into the hex - and at the end of another Activation, the 7th Company of the 338 Auf Battalion, the 5th Company of the 933rd, and the 3./338 Pio Unit have entered the hex.

Again there is an overstack (5 Units in the hex) but this time, we also have different Formation Units entering the hex. So 2 DG is again added for the overstack by 2, and 1 DG is added for the different Formation. Note that only 1 DG is added for the different Formation penalty even though there are two additional Formations entering the hex - and the white-striped Unit doesn't ever count as a different Formation (if from the same Division). A 4 DG Marker is placed on the hex now.



it is currently at, the new hex entered becomes Disorganized at the same level as the entering Unit. Should a moving Unit enter a hex at a higher Disorganized level than it is currently at, the just entered Unit is Disorganized at the same level as the hex it just entered.

A Unit that routs is placed in the Routed Units box of its Division. All DG, Pinned, and/or Suppressed Markers it may have at the time of the rout are removed. If the hex occupied by the routed Unit is now empty of all friendly Units, remove any DGs from play that might remain.

6.2 Terrain

Each hex type is defined by the color of the dot in the center of the hex. Use the dot in the hex to determine the type of terrain in a hex and not the terrain graphic in a hex. For example, if the hex has a white center dot, then it is a clear terrain hex regardless of the visual representation of the hex.

A hex without a center dot cannot be entered.

6.2.1 Hex Terrain Types

Clear

Clear terrain has a white circle in the center of the hex.

- A Leg Unit can enter a clear hex for 1 movement point
- A Wheeled Unit can enter a clear hex for 3 movement points
- A Tracked Unit can enter a clear hex for 2 movement points

A clear hex is not Line of Sight Blocking Terrain and does not subtract from the Defensive Value of any Units defending against either an Assault or a Fire Action.

Woods

Woods terrain has a black outline surrounding a dark green dot.

- A Leg Unit can enter a wood hex for 2 movement points
- A Wheeled Unit can enter a woods hex for 8 movement points
- A Tracked Unit can enter a woods hex for 6 movement points

A woods hex is Line of Sight Blocking Terrain and subtracts 2 from the Defensive Value of any Units defending against either an Assault or a Fire Action.

Vineyard

Vineyard terrain has a white outline surrounding a light green dot.

- A Leg Unit can enter a vineyard hex for 2 movement points
- A Wheeled Unit can enter a vineyard hex for 4 movement points
- A Tracked Unit can enter a vineyard hex for 3 movement points

A vineyard hex is Line of Sight Blocking Terrain and subtracts 1 from the Defensive Value of any Units defending against either an Assault or a Fire Action.



CLEAR

WOODS

VINEYARD

MARSH

VILLAGE

TOWN

CITY

GRAYED-OUT

Marsh

Marsh terrain has a black outline surrounding a blue dot.

- A Leg Unit can enter a wood hex for 2 movement points
- A Wheeled Unit cannot enter a marsh hex
- A Tracked Unit cannot enter a marsh hex

A marsh hex is not a Line of Sight Blocking Terrain and adds 2 to the Defensive Value of any Units defending against either an Assault or a Fire Action.

Village

Village terrain has a black outline surrounding a light brown dot.

- A Leg Unit can enter a village hex for 1 movement points
- A Wheeled Unit can enter a village hex for 3 movement points
- A Tracked Unit can enter a village hex for 2 movement points

A village hex is Line of Sight Blocking Terrain and subtracts 1 from the Defensive Value of any Units defending against either an Assault or a Fire Action.

Town

Town terrain has a black outline surrounding a dark brown dot.

- A Leg Unit can enter a town hex for 1 movement points
- A Wheeled Unit can enter a town hex for 4 movement points
- A Tracked Unit can enter a town hex for 3 movement points

A town hex is Line of Sight Blocking Terrain and subtracts 2 from the Defensive Value of any Units defending against either an Assault or a Fire Action.

City

City terrain has a white outline surrounding a black dot. In addition, city hexes have a black outline surrounding the entire hex.

- A Leg Unit can enter a city hex for 1 movement points
- A Wheeled Unit can enter a city hex for 4 movement points
- A Tracked Unit can enter a city hex for 3 movement points

A city hex is Line of Sight Blocking Terrain and subtracts 3 from the Defensive Value of any Units defending against either an Assault or a Fire Action.

In addition, motorized and track units may not deploy in city hexes – they must be in column when in these hexes.

Grayed-Out hexes

Grayed-Out hexes – some hexes and partial hexes are grayed out. An example of a grayed-out hex is 29.08. These gray areas are used to denote out of play areas and, when partially in a hex, what part of that hex is in play and how it may be entered. This prevents a unit from moving to another side of a river, for example, by being in the hex that has both sides of the river represented. The grayed-out areas block hexsides from being crossed. See example on next page.

Grayed-Out Hex Example

I Company is in hex 29.08 and is moving. It can move to either 28.08 or 30.09 but it cannot move to 29.09 or 28.09. The grayed-out hex blocks the movement to these hexes.

G Company is also on the move. While it has at least four hexes it can enter (29.09, 29.10, 31.09 and 31.10), it cannot enter 30.09 as it would have to cross a grayed-out hex area to enter that hex.

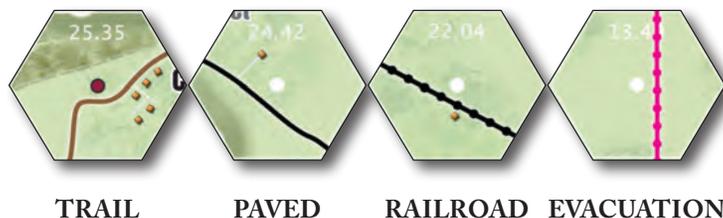


Roads

There are four types of Roads in CSS: Montélimar. They all have several qualities in common. A Unit may use a road to negate any terrain costs for the terrain type in the hex and choose to use the Road costs. A Unit may always choose to not use the Road value and move through the actual terrain instead. A Unit not entering or exiting the Road hex along the Road graphic must pay the underlying terrain cost. No Roads of any type are Line of Sight obstacles.

Only units in column may use roads. A unit that is deployed must always use the underlying terrain in the hex to determine movement costs.

If there are two types of road in a hex, the moving player may choose which type to use – but to change to the other road in a hex, it must pay the terrain cost of the hex.



TRAIL

PAVED

RAILROAD

EVACUATION

Road Types

Trails (example: 25.35) – Trails are brown roads. Trails cost all Units 2 movement points to enter. If a Unit of any type starts, never leaves the trail, and ends its movement along a trail, it may add 2 Movement Points to its movement allowance (in other words, it can move an additional hex).

Paved Roads (example: 24.42) – paved roads are black roads. Paved roads cost all Units 1/2 movement points to enter.

Railroads (example 22.04) – railroads are dashed lined black roads. Railroads cost all units 1 movement point to enter. There are railroad gun units that must stay on the railroad (see 25.0).

Evacuation Road (example 13.49) – the Evacuation Road is a red road. The Evacuation Road is a normal paved road for all movement purposes. There Evacuation Road is used to determine if the Germans can gain Victory Points if it is clear of Allied Units or Allied Fire Zones at certain times. It performs no other purpose.

6.2.2 Hexside Terrain Types

In all cases, a hexside feature is considered to cross the entire hexside even if the graphic doesn't fully extend across the full hexside.

Streams

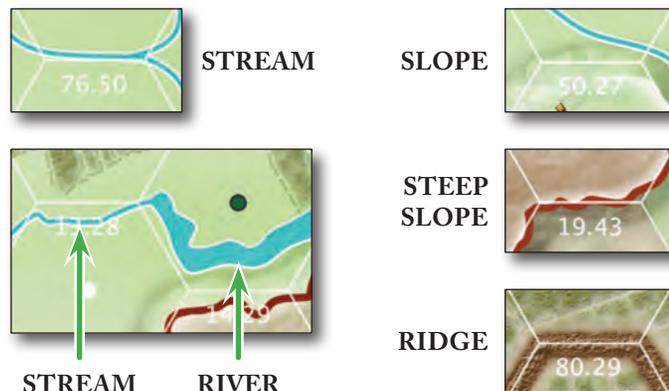
A Stream is a thin light blue line along a hexside (example: 76.49/76.50). A Stream hexside does not block Line of Sight and does not affect the Defensive Value of a hex.

- A Leg Unit pays an additional 1 movement point to cross a Stream hexside.
- A Motorized Unit may not cross a Stream hexside.
- A Tracked Unit may not cross a Stream hexside.

Rivers

A River is a wider blue area that can cover entire hexes. An example of the graphic difference between the two can be seen in hexside 13.27/13.28 (stream) and hexside 14.28/14.29 (river).

A River hexside does not block Line of Sight and does not affect the Defensive Value of a hex. No units may cross a river hexside unless using a road that crosses that hexside.



STREAM

SLOPE

STEEP
SLOPE

RIDGE

STREAM

RIVER

Slopes

A Slope hexside has a white slope line. An example of a slope is in hexside 50.27/50.26.

A Slope hexside can only be upslope or downslope.

Slope hexsides block Line of Sight at the same elevation unless the Slope hexside is a hexside of either (or both) the firing Unit's hex or the target Unit's hex.

There is no additional Movement cost for Units to cross a Slope or downslope hexside. Fire and assault fire across a Slope hexside is not modified.

Upslope/downslope hexsides exist when the hexes immediately adjacent the slope hexside are at different elevations.



There is an additional movement point paid by a unit going upslope (but not downslope)

A Unit firing across an upslope hex has its direct fire value modified by -1

A Unit firing downslope has its direct fire value modified by +1.

If all assaulting Units are assaulting over an upslope hex, reduce their assault roll by 2

If all assaulting Units are assaulting over a downslope hex, increase their assault roll by 2.

Steep Slopes

A steep slope hexside has a dark brown slope line. An example of this would be hexside 19.42/19.43

- A Leg Unit pays 1 additional movement point to cross a steep slope hexside if moving to a hex of the same or lower elevation. Moving to a hex of higher elevation costs 3 movement points. Wheeled or Tracked Units may not cross a steep Slope hexside unless along a Road or Railroad.
 - A Unit with an attached SW may not cross a steep slope hexside. Moving along a Road negates this penalty.
 - Steep Slope hexsides block Line of Sight unless the Steep Slope hexside is a hexside of either (or both) the firing Unit's hex or the target Unit's hex. The Defense Rating of Units defending during an Assault or a Direct Fire that fires upslope a Steep Slope hexside is modified by -3. If the same elevation or lower, the modifier is -1.
- If assaulting, all Units must be assaulting across the Steep Slope hexside for this modifier to apply.
- A Unit with a SW may assault across a Steep Slope but will place the SW in the Reallocated box on the Divisional Display should it choose to advance across a Steep Slope

Ridges

A Ridge hexside has a brown line.

- A Leg Unit can cross a Ridge for +2 movement point in addition to the cost of the Terrain in the hex entered unless you are moving along a Road or Railway.
- An attached SW may not cross a Ridge hexside unless along a Road or Railway.
- A Wheeled or Tracked Unit cannot cross a Ridge hexside unless along a Road or Railway.
- LOS across a Ridge hexside is considered blocked unless the target or spotting Unit is adjacent to the Ridge.
- A Unit receives an additional -2 to its Defense value if Direct

Ridge Example

The German player is moving in to attack F Company and first moves the 7th Company to hex 18.40. The US player "claims" the ridge and a ridge marker is placed on the US Unit.

The US Unit would now benefit from all fire and assault by the 7th Company (if it was the only Unit assaulting). However, next the German player moves the 6th Company to 19.38.

Now while 7th Company would suffer a -3 penalty to its fire, if the 6th Company fired, it would gain an additional +2 to its fire - as it is firing on an enemy Unit with a Ridge Marker but it is not firing over a ridge. The assault benefit of +2 would apply if the US Unit was assaulted by the 6th Company - or if assaulted by both the 6th and 7th Company.

Fire, or assault crosses a Ridge hexside. All assaulting Units must be assaulting for this to apply.

As soon as an enemy Unit moves adjacent to one of your Units and they are separated by a Ridge hexside, you may place a Ridge marker on your Unit. Placing a Ridge marker does not invoke Opportunity Fire. If you choose not to have a Ridge Marker on your Units, then the enemy Unit may in turn claim the Ridge marker.

Once no enemy Units are adjacent to your Units, remove the Ridge marker. You can only remove a Ridge Marker when you are Active. This isn't an Action. Just remove the Marker. If you do remove the Ridge Marker, the enemy may immediately claim the Ridge Marker for themselves.

Units under a Ridge Marker acquire some additional attributes. Good ones if they are assaulted or fired at across a Ridge – but bad ones if they are assaulted or fired upon if they are under a Ridge Marker and that assault or fire isn't across a Ridge hexside. Note that any ridge hexside will give the defender the attributes – it needn't be the one that the Unit "claimed".

If a Unit is under a Ridge Marker, it gains the following attributes:

- If Assaulted or Fired (Direct or Opportunity) upon, across the Ridge hexside of a hex with a Ridge Marker, the Unit receives an additional +1 to its Troop Quality or -1 terrain defensive value (respectively). This is in addition to the -2 it would receive for Assault or Fire across a Ridge hexside if without a ridge marker.
- If a Unit under a Ridge Marker fires (either Direct Fire or Opportunity Fire) across a Ridge hexside, it gains an additional +2. The normal -1 to that Unit's fire is ignored. Indirect Fire is not affected.
- If Assaulted or Fired upon (Direct or Opportunity) across a non-Ridge hexside, the enemy Assaulting or Firing player may add an additional +2 to his Troop Quality or Fire Value (respectively) – in addition to any other modifiers. In this case, the benefit applies if any Units are assaulting an enemy that has claimed the ridge – even if others are assaulting over a ridge hexside.

Units that Assault across a Ridge hexside and advance into a now vacant hex must remove any SW markers with that Unit. Remove the SW and place it in the Reallocating Box of the owning Division.

7.0 LINE OF SIGHT

To fire on a Unit or to spot for an Indirect Fire Unit firing on an enemy Unit, that hex must be seen. In addition, the Line of Sight in conjunction with the Direct Fire range of a Unit, determines a Unit's Fire Zone. Note that while your Fire Zone is never greater than your Line of Sight, it can be shorter than your Line of Sight. For example, a Unit with an enemy Unit adjacent to it only has a Fire Zone of one hex – but can see hexes for spotting for Indirect Fire up to the limit of its Line of Sight. Generally, one traces a Line of Sight from a Unit attempting to see another by tracing a straight line from the friendly occupied hex using the center dot to the center dot of the Unit it is attempting to see.

7.1 Tracing a Line of Sight

7.1.1 General Rules

Draw a line from the center of the hex dot the friendly Unit is in to the hex you wish to "see". This is the Line of Sight.

- If the Line of Sight from the spotting Unit to the hex to be spotted has any Blocking Terrain along the Line of Sight and at the same elevation as the spotting Unit, the LOS is blocked. If the spotted unit is itself in Line of Sight blocking terrain and no other blocking terrain exists, the LoS is not blocked.
- If the LOS is traced along a hex spine and one side has Blocking Terrain and the other does not, the obstacle is not Blocking Terrain.

7.1.2 Line of Sight and Different Elevations

Things get a bit trickier when there are Units at different elevations.

First off, there are three elevations in the game; levels 1, 2, and 3.



If there appears to be two elevations in the same hex, a Unit is always considered to be in the higher elevation level.

Now for the fun stuff for Units at different elevations.

If any hex along the Line of Sight is higher than either the spotting Unit or the hex to be spotted, the Line of Sight is blocked:

- If the Line of Sight passes through any hexes of the same elevation as the higher of the hexes either the spotter or the hex to be spotted, the Line of Sight is blocked.
- If the hex immediately adjacent to the lower of either the spotter's hex or the hex to be spotted along the Line of Sight is higher than the lower of the two hexes, the Line of Sight is blocked. Don't follow that? Look at the example. It is for blind spots.
- If b) doesn't apply, then if any hexside Blocking Terrain (Slope, Steep Slope, or Ridge) is along the Line of Sight and at the same elevation as the higher of the two Units, the Line of Sight is blocked unless either or both of the spotter's hex or the hex to be spotted is in the hex adjacent to that blocking hexside feature.
- If the Line of Sight traces through the hex spine of Blocking hexside terrain, that Line of Sight is always blocked
- Other than these issues, blocking-in-hex terrain does not block a Line of Sight if the spotter is at a different elevation and passes the Line of Sight checks listed in a) through d).

Line of Sight Examples

Case A of 7.1.2

6th Company of the 110th Regiment is checking his Line of Sight. He can see I Company (in hex 10.33) but cannot see the 133rd Battalion (in hex 12.34) as a hex with a higher elevation is higher than both the hex the spotter is in as well as the hex that the Unit to be spotted is in. The 133rd can't see the 6th Company either.

Case B of 7.1.2

The American B Company can see the German 7th Company but can't see the German 5th Company. Along the Line of Sight from the US Company to the 5th German Company, there is a hex lower than the spotter's hex that is adjacent to the spotter - this creates a blind spot in hex 11.31 - the hex the 5th Company is in. 5th Company can't see the US Unit either.

Case C of 7.1.2

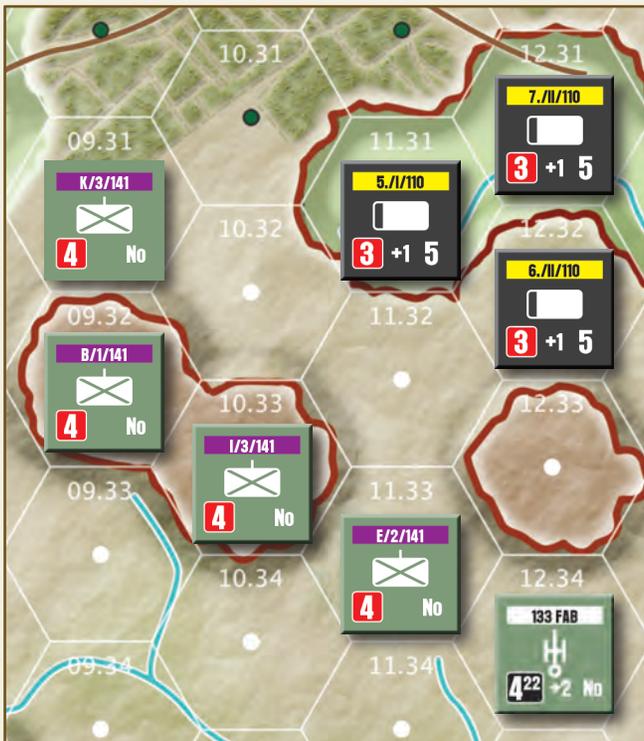
The US K Company can't see the German 7th Company because there is a Steep Slope hexside that is along the Line of Sight but not adjacent to either (or both) the spotting Unit or the Unit to be spotted.

Case D of 7.1.2

The US E Company can't see the German 6th Company because the Line of Sight crosses a hex spine that is blocking terrain.

Summarizing the US Lines of Sight:

K Company can see the German 6th Company
B Company can see the German 6th and 7th Companies
I Company can only see the German 6th Company
E Company can only see the German 5th Company
133 FAB can't see any Germans - and more importantly for the US player, no Germans can see it as well.



A few general Line of Sight rules:

- Line of Sight is automatically reciprocal unless specifically stated otherwise in a rule
- The maximum range of a Line of Sight is 8 hexes during clear turns, 3 hexes during rain turns and 1 hex during night turns
- Barrage and Bombardment Markers limit Line of Sight of Units in the hex with the Marker to one hex
- Enemy Units never block Line of Sight
- Units can always see adjacent hexes

7.2 Fire Zones

A Fire Zone consists of two basic factors. Can an enemy be seen, and can it be fired at by the Unit "seeing" it? If an enemy Unit is more than one hex away and there is a clear Line of Sight but the friendly Unit can only fire one hex, that enemy is not in a Fire Zone. Similarly, if an enemy Unit is more than one hex away and the Line of Sight is blocked, that enemy is not in a Fire Zone - regardless of the range of the friendly Unit.

A few other restrictions also apply:

- If an enemy Unit is adjacent to a friendly Unit, that friendly Unit only has a Fire Zone in adjacent hexes (i.e., a range of 1).
- If a Unit is under a Barrage or Bombardment marker, that Unit only has a Fire Zone of one hex.
- Black fire value Units never have a Fire Zone.
- A Unit that cannot fire (for any reason) has no Fire Zone
- Units that have a Concentrated Fire Marker have no Fire Zone.

8.0 FIRE ACTIONS

A Fire Action is one of the available Actions a Unit (or Units) may perform when it is Active. In general, the controlling Player chooses a Unit (alone or in a stack) and chooses a target (either a target hex or a specific Hard Target type Unit in the Fire Zone of the Firing Unit), modifies his Fire Value with the appropriate modifiers and rolls the die. Cross reference the die roll with the Fire Type and see if you rolled equal to or less than the modified Fire Value of the Firing Unit. If you have rolled equal to or less, apply the combat result immediately. Results can be a one or more increase in the Disorganized state of the hex, Suppressed, Rout Check, or Eliminated.

You may only Direct or Indirect Fire one time from a hex during any one Action regardless of how many or types of Units you have in the hex.

8.1 Fire Types

There are 3 types of Direct Fire and 1 type of Indirect Fire.

Direct Fire Types:

- Small Arms (shown by a red box outside of a Unit's Fire Power value)
- High Explosive (shown by a yellow box outside of a Unit's Fire Power value)
- Armor Piercing (shown by a blue box outside of a Unit's Fire Power value)

Note that a white box outside of a Unit's Fire Power value means that the owning player may choose to fire either High Explosive or Armor Piercing.

All Units that have no range listing on their Counter have a range of 1 hex.

Indirect Fire is shown by a black box outside of a Unit's Fire Power value.

Note that Indirect Fire Units cannot fire at individual hard targets and Armor Piercing Fire Units cannot fire at a hex.

Target Determination Example

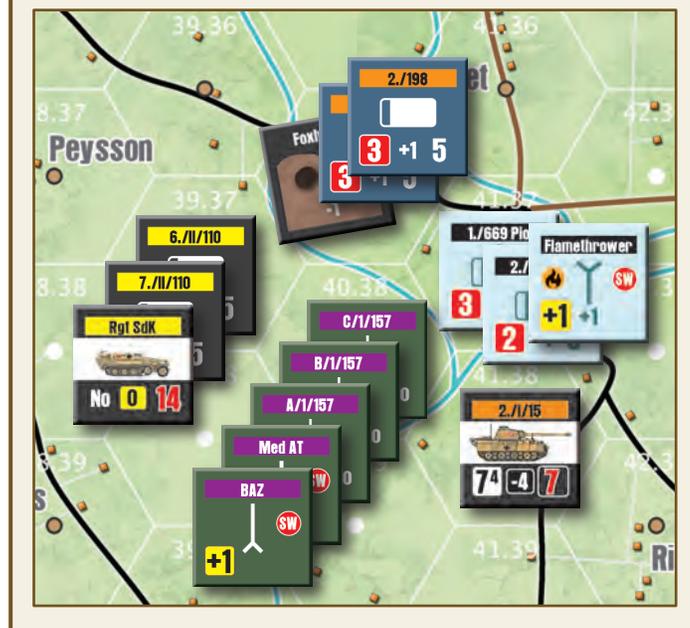
The 1st Battalion of the 157th Regiment has a few choices on which German to fire at...

Hex 39.37 - has an infantry company (the 6th) and the 7th Company riding in Halftracks. The infantry company is a soft target while the halftrack is a hard target. The American player can either fire at the hex (with a -2 modifier for the Hard Target), or fire at the Hard Target itself (the Halftracks).

Hex 40.37 - has two infantry companies (in Column) and a foxhole. The US can only fire at the hex (as there are no Hard Targets) - and that nice AT gun +3 modifier won't be able to be used. Since both Germans are in column, the US player may choose which Unit will be the target (although both have the same defense value so in this case, it wouldn't matter). If the US player can get a rout result, one of the Units will be forced to run away.

Hex 41.37 - has two German companies (one Deployed and one in Column) - plus a Flame-thrower Support Weapon. Again the US can only fire at the hex but in this case, the Flamethrower will add +1 to his fire (as the attacker can always add in a defensive modifier from an enemy SW if he chooses - see 8.3.1, 2nd bullet). Since one Unit is Deployed in the target hex, the defender may choose the target Unit.

Hex 41.38 - has a nice German Panther company. To fire at this hex, the US must fire at a specific Hard Target - as there are no Soft Targets in the hex.



8.2 Performing a Fire Action

To perform a Fire Action, choose a hex within range, in the Fire Zone and Line of Sight of the firing Unit. You may only fire (either Direct or Indirect) once from a hex per Action at one Target.

A hex or a Hard Target may be fired upon as many times as you have eligible Units in different hexes that can fire.

If the target hex has no Hard Targets present, only the "hex" may be fired upon and all results from the Fire will apply to all the Units in the hex. Should the hex have only Hard Targets in the hex, you must choose a single target Unit and fire only on that Unit (and the results only apply to that Unit - except if a Rout Check has been failed - then all remaining Units in the hex will be Pinned).

Should there be both Hard and Soft Targets in the hex, the Firing Player may choose to either fire at the "hex" or a single Hard Target in the hex. Should you roll a 0 - the 0-column result of the Fire Action will always apply to the target regardless of any modifiers to the Fire value. Should you roll a 9, you will always "miss" regardless of your actual modified Fire Value, and there is always no effect from your fire. Units that are chosen to fire, as well as any additional Units that add to that Fire (8.3.4), are considered to have performed a Fire Action. Thus, if you activate a Unit using a Direct Command (either as a Second Action in a Division/Formation Activation or if the Direct Command Chit is in play) and wish to add other Units to the Fire Value of that Unit (via 8.3.4), each additional Unit will also cost an additional Direct Command (and must also be In-Command if a Second Action).

8.3 Fire Rating Modifiers

After choosing which Unit will fire and which hex or target will be fired upon, compute your Fire Modifiers.

Remember to always modify the Firing Unit's Fire value and never the die roll itself. Note that subtractions are always good for the defense while additions are bad for the defense. If you add a negative number, you will be subtracting from the value and if you are subtracting a negative number, you are adding to the value.

- Apply the Defense Value of the Unit being fired upon or the applicable Unit's Defense Value if firing at a hex (see 8.3.1)
- Apply any eligible Support Weapons, Leaders or Heroes with the Firing Unit (see 8.3.2)
- Apply any Status Markers, including fortification markers, on both the Firing Unit and the Defending Unit that may apply (see 8.3.3)
- Add any eligible additional Units in the hex with the Firing Unit (see 8.3.4)
- Apply the target hex terrain Defense Value (see 8.3.5)
- Add +1 to the Firing Unit fire value if it is performing Concentrated Fire (see 8.3.6)
- Subtract 2 if a hex is being Fired upon and there are any Hard Targets in the hex
- Subtract the Rain Modifier (-1) and/or the Night Modifier if applicable. See 8.3.7.

8.3.1 Computing the Defense Value of a Target Hex or Hard Target Unit

- If the Target is an individual Hard Target, use the defense value on the target Unit.
- If the target is a hex:
 - a) If there are any Units Deployed in that hex, the Defender may choose which Unit's Defense Value is used. This is the "Target Unit" for the fire. In this case, the defender may also apply one Support Weapon to his defense value.

OR

- b) If all Units are in Column in the target hex, the Attacking player may choose which Unit will represent the defense of the hex for Target value. In this case, the attacker may (but not must) also adjust the defense value of the target hex using any Leaders, Heroes or Support Weapons that are also in the defender's hex. There are occasional markers of these types that hurt the defense of the target hex (like Flamethrowers).
- Lastly, in either case a) or b), if the target is a hex and there are any Hard Targets in the hex, subtract 2 from the Defense Value of the target hex.

8.3.2 Support Weapons, Leaders, or Heroes with a Firing Unit

If the firing Unit is Deployed, the firing Unit may choose to add one additional Support Weapon to his fire. In addition, whether in Column or Deployed, one Leader, and/or one Hero may also be added to the firing Unit's Fire Value at the Firing Player's choice. All of these must belong to the same Formation as the chosen firing Unit to be eligible to be added to the fire.

In addition, if a Support Weapon is added and it has a different type of Fire Type from the firing Unit, that fire is converted to the Support Weapon's type of fire. Leaders never change the Fire Type (they have a transparent FP box to show this). Lastly, the Support Weapon must have the same range as the firing Unit or longer to be added to the value of the fire strength.

8.3.3 Status Markers

Status Markers can affect the Fire Value of the firing Unit and Defense Value of the target hex or chosen Hard Target. These include Disorganized Markers, Pinned, Barrage, and Fortification Markers. Apply Status Markers in the firing player's hex to the firing Unit and Status Markers in the Defending hex to the target Defense Value.

8.3.4 Adding Additional Units to the Attacker's Fire Value.

If the chosen Firing Unit is Deployed, you may also add other Deployed Units that are in the Firing Unit's hex to the value of the Fire. Each Deployed Unit that isn't the Firing Unit adds one to the Firing Value of the firing Unit's Fire. For example, if the chosen firing Unit is deployed and there are two more Deployed Units in the Firing Unit's hex, add 2 to the Fire Value. A maximum of two additional Units may be added. As an aside, these additional Units that add to the fire do use a Fire Action to do so. Lastly, any additional Units that add to the fire must have the same range or longer as the firing Unit.

Fire Combat Example

Using the same example, let's compute what the fire values would be for an attack by the US player on hex 39.37.

Here we have both a Hard Target and a Soft Target. The US Unit can fire at either a Unit or at the hex - but not both.

Let's fire at the Hard Target and the US chooses C Company as his firing Unit. Although it would be the same value for any of the infantry companies since they all have a Direct Fire Value of 4. C Company has a base value of 4. He adds to this 4, the following modifiers:

- a) The target's Defensive Value (0)
- b) The AT gun can fire its Blue value at a Hard Target, so that Support Weapon will be used (+3) (and this makes the fire Blue on the CRT)
- c) No Status Markers on either the firer or the target (0)
- d) There are 2 more US Units in the hex (+2)
- e) The terrain is clear (0)
- f) Concentrated Fire is a good idea (+1)
- g) Doesn't apply as this is fire at a Hard Target (0)
- h) No rain and the sky is clear (0)

The total modified Fire Value is:

$$4 + (0) + (+3) + (0) + (+2) + (0) + (+1) + (0) + (0) = 10...$$

A great shot - although any amount over 8 is treated the same.

Looking at the right hand column, Firing at a Hard Target, anything but a 9 will cause some hurt. Rolling a 0, 2-3 will cause a Rout Check for the Unit. Rolling a 1 will cause a Rout Check for the Unit but a -1 on the roll against the Unit's TQC.

And 4-8 will eliminate the Halftrack (and the Unit riding inside as well). After the roll, the only impact on the infantry Unit also in the hex (6th Company) would be if the Rout Check failed, then the hex would be Pinned.



8.3.5 Adding the Defense Value of the Terrain

Check the Terrain Effects Chart and apply the Defense Value of hex that the Defending Player is in. If fire is across a hexside (of the target hex) and that hexside provides an additional benefit, apply that value in addition to the hex value.

8.3.6 Concentrated Fire

If the direct firing Unit is Deployed, the player may choose to use a Concentrated Fire Marker to add an additional +1 to his Fire. Place a Concentrated Fire Marker on the Firing hex. This Marker stays in the hex until removed. Remove the Marker when any Unit in the hex becomes Active from a Division or Formation Activation Chit, or if Active (and a Direct Command is played to Activate any Unit in the hex) when the Direct Command Chit is in play. Only one Unit need be Active to remove the Concentrated Fire Marker. A hex with a Concentrated Fire Marker has no Fire Zone and may not Opportunity Fire.

In addition to the above, the US Artillery was particularly effective and because of this, a US (only) Indirect Firing Unit may use Concentrated Fire and add an additional 1 to its strength (this value is used for Barrage size markers). Place a Concentrated Fire Marker on the Indirect Firing Unit's hex. This additional 1 is added for each additional fire on the same hex but the Indirect Firing Unit may not fire on any other hex. The hex with the Concentrated Fire marker must spend an entire Activation to remove the marker. A hex so marked suffers from all the normal effects of Concentrated Fire. This represents the effective "Fire for Effect" tactic.

8.3.7 Rain and/or Night

- Subtract 1 from all Fire on a Rainy Day.
- Subtract 1 from all Fire into a hex when it is night.

(these are cumulative)

8.4 Determining the Results of Fire

After determining the Modified Fire Value of the Firing Unit, roll a die and if that die roll is equal to or less than the Modified Fire Value of the Firing Unit, cross reference that roll with the correct Fire Type and determine the result(s).

If you roll greater than the modified Fire Value, the fire "misses" and there is no effect to the Target Unit or hex. Always use the 0 result if you roll a 0 (regardless of the modified Fire Value) and a die roll of 9 always misses regardless of the modified Fire Value.

If the Firing Player rolled a "9" and used a Support Weapon to modify their Fire value or type, that Support Weapon has "broken" and is placed in the owning Division's Reallocating Box. It can be brought back into play.

8.5 Fire Combat Results

S – Suppressed: all Units in the Defending hex are Suppressed (place a Suppressed Marker on the hex).

DG 1, 2, 3, 4: Disorganized by that value: add this value to the current Disorganized Value of the hex. If this value is greater than 4 DG, a Unit is eliminated from the hex for each additional DG over 4 (defender's choice of which Unit is eliminated – it need not be the Unit that was the target used for its defensive value.

R – Rout Check:** roll for Rout but subtract two from the Troop Quality Check die roll to determine if a Column Unit routs or the hex is Pinned.

R* – Rout Check: roll for Rout but subtract one from the Troop Quality Check die roll to determine if a Column Unit routs or the hex is Pinned.

R – Rout Check: roll for Rout using a Troop Quality Check to determine if a Column Unit routs or the hex is Pinned.

E – Eliminated: remove the target Unit from play.

Perform the combat results in the order they appear on the CRT. DGs are added to the hex before the Rout check is performed.

HQs when eliminated in any way are placed in the Routed Units box of the owning Division.



8.5.1 Rout Check

To perform a Rout Check, if the hex was the target and has any Units Column, the enemy player may choose one of those Units to perform the Rout Check. If firing at a specific Hard Target, that target Unit must be used to perform the Rout check.

Roll a die and modify it as follows:

- Subtract one (if * was rolled) or two (if ** was rolled)
- Apply the Terrain Defense Value of the target hex
- Subtract any TQ modifier from a Leader and/or a Hero that is in the target hex (regardless of whether the fire was at a hex or a specific Target).
- Apply the Defensive Value of the Target Unit (including any Fortification Markers) and apply any TQ modifiers of any Status Markers in the hex.

If the modified roll is equal to or less than the Unit's Troop Quality, nothing further happens.

Should this modified roll exceed the Troop Quality of the Unit being checked, the target Unit has Routed.

If the Unit has Routed, place the Unit in the Routed Units box of the owning Division if the Unit can trace an unlimited line of passable hexes (by the movement type of the Routed Unit) to any HQ of the Unit's Division. Routed Units in the Routed Units box never have Status Markers on them. The hex the Routed Unit is currently in may be in an enemy Fire Zone but no other hex of the trace may be. If it cannot do this, it is eliminated instead.

If a Unit has routed and there are any remaining friendly Units in the hex that the Unit Routed from, place a "Pinned" marker on the hex.

If the hex is now vacant after a Unit Routs, all Status Markers in the target hex are removed from play.

If there are now “excess” Support Weapons in the hex (more Support Weapons than Units), the owner may choose which Support Weapons are placed in the Reallocating Support Weapons box of the Owning Division until there are only as many Support Weapons as Units in the hex.

A roll of 0 always passes a rout check and a roll of 9 always fails.

8.5.2 Returning Routed Units to Play

When a Unit is active (the Unit’s Division or Formation Chit is in play, or the Direct Command Chit is in play and the owner pays a Direct Command to make the Unit active), and in the Routed Units box, it may return to play. Routed Non-HQ Units may be placed on or adjacent to the Division HQ. Routed HQs may return on or adjacent to the Division Leader’s hex. The placement hex may not be in an enemy Fire Zone. Should no such hex exist, the Routed Unit may not return.

Returning Routed Units use an entire Action to be returned to play but may perform a 2nd Action if eligible.

Returning a Routed Unit is always voluntary.

8.5.3 Additional Effects of Combat Results

A hex cannot be both Pinned and Suppressed. If a Pinned hex becomes Pinned again it is now Suppressed. Any additional DGs above 4 from Fire must eliminate Units for all the added DG values above 4.

♥ All Units in a hex are eliminated if the hex is Suppressed or Pinned and it becomes Suppressed again.

Effects of Status Markers are more completely explained in 10.2.

8.5.4 Combat Results Summation

Combat Result	FP	Movement Effects	TQ	Assault
DG	-1	-1	No Effect	No Effect
2DG	-1	-1	-1	No Effect
3DG	-2	Half	-1	No Effect
4DG	-3	Half	-2	May not Assault
S	No	None	-1	May not Assault
P	-3	No	No Effect	May not Assault

8.6 Opportunity Fire

Opportunity Fire is only performed by inactive Units. If an enemy Unit triggers Opportunity Fire, by either Assault or Movement, any inactive Units exerting a Fire Zone into the triggering Unit’s hex may perform a Fire Action on the triggering Unit or Units.

Note that advance after a successful Assault does not trigger Opportunity Fire.

Opportunity Fire is performed by each eligible hex in the order chosen by the Inactive player. Conduct Opportunity Fire as you would a Direct Fire attack (i.e., use same modifiers). Opportunity Fire is triggered when a Unit “leaves” a hex in an enemy Fire Zone - not when it enters. However, if there are any Deployed Units in the triggering Unit’s when that Unit is performing a Movement Action, no Opportunity Fire is allowed unless the triggering Unit is moving from Fire Zone to another Fire Zone of the same inactive Unit.

Opportunity Fire Example

The US player is Active and moving from hex 38.42. He first moves F Company to hex 38.43. As this is leaving a hex but not going from Fire Zone to Fire Zone of the same enemy, and the hex being left has a Deployed friendly Unit in the same hex, there is no Opportunity Fire.

Next the US player moves E Company out of the hex to hex 38.41. As this hex is in a Fire Zone of the Germans in hex 39.41 - and the hex being left is in the Fire Zone of the same Units, an Opportunity Fire trigger has occurred.

The Germans fire, and because of the rapid fire 20mm guns (and the Sustained Fire Marker in the hex), a Sustained Fire Marker is placed on the hex.

The US E Company now moves from 38.41 to hex 38.40, it is leaving an enemy Fire Zone (and no Deployed Unit is in the hex being left, another Op Fire trigger has occurred. The Germans fire but roll an 8. This removes the Sustained Fire Marker and it is replaced with a No Opp Fire Marker - but the fire is resolved.

Later in the turn, the German Direct Command is pulled from The Cup and the German player Activates the 5th Company. Since a Unit in the hex is Active, the No Opp Fire is removed from the hex. It may now Opportunity Fire again if the opportunity presents itself.



Generally, Units in a hex may only Opportunity Fire one time while inactive. Once any Units in a hex have conducted an Opportunity Fire, place a "No Opportunity Fire" marker on that Unit's hex (however, see Sustained Fire coming up next). This No Op Fire Marker is removed from a hex either if later there are no Units are in the hex or any of the Units in the hex have become Active again. Only one Unit need be Active to remove the No Opportunity Fire Marker from a hex.

A Unit(s) under a Concentrated Fire Marker may not Opportunity Fire at All (sustained fire is also not allowed). The Inactive Unit(s) may choose to not perform Opportunity Fire (saving its fire for a, hopefully, better target later). Opportunity Fire occurs before any other game function caused by movement.

Players may not use Concentrated Fire when Opportunity Firing.

8.6.1 Sustained Fire

Some Units and Support Weapons allow Units to fire using Sustained Fire. These Units (and attached Support Weapons) may fire a potentially unlimited number of Opportunity Fires in an Opponent's Activation Phase or when being Assaulted. These Units and Support Weapons are marked with a Sustained Fire Marker (instead of a No Opp Fire Marker) on their counter after their first Opportunity Fire.

May perform Sustained Fire



After the first Opportunity Fire from a hex that has a Unit that has the Sustained Fire ability in that hex, place a Sustained Fire Marker on the hex. If an Opportunity Fire trigger occurs again for the hex so marked, it may again Opportunity Fire (although again, you must have a Unit or Support Weapon capable of Sustained Fire still in the hex). Should that Unit not be present, immediately replace the Sustained Fire Marker with a No Opportunity Fire marker – and no Opportunity Fire may occur.

When a Unit that has the Sustained Fire ability roll a 6 or greater (if Allied) or an 8 or better (if German), the fire is still resolved but a No Opportunity Fire Marker is now placed on the hex. It may not Opportunity Fire again until the No Opportunity Fire Marker is removed.

When a Support Weapon is in the hex and is used in the Opportunity Fire, place a Sustained Fire marker on the stack after the first Opportunity Fire. After that Fire, they may continue to Opportunity Fire at Units unless they roll a 6 or greater on their fire roll (for Allied Units), or 8 or greater for German Units. As before, the Support Weapon must be present and used in the fire to allow this Sustained Fire.

Additionally, if a "9" is rolled resolving Opportunity Fire, the fire is resolved but the Support Weapon is considered broken and placed in the Reallocating box of the Support Weapon's Division. They may be reallocated as any other Support Weapon may be (see rule 12.0).

This Sustained Fire Marker is removed from a hex either if later there are no Units are in the hex or any of the Units in the hex have become Active again. Only one Unit need be Active to remove the Sustained Fire Marker from a hex.

8.7 Indirect Fire

Units that may fire indirectly always have black Fire Power boxes on their counters. Indirect Fire has many similarities to Direct Fire but fewer modifiers apply here and the procedure to determine which enemy Units you can fire on is different. The front side of an Indirect Unit is its deployed side (showing their black Fire Power box side), and it must be on its Deployed side to perform Indirect Fire. Many Indirect Fire Units have "No" as their movement allowance on their Column side. These Units require Transport to move (see 15.0).

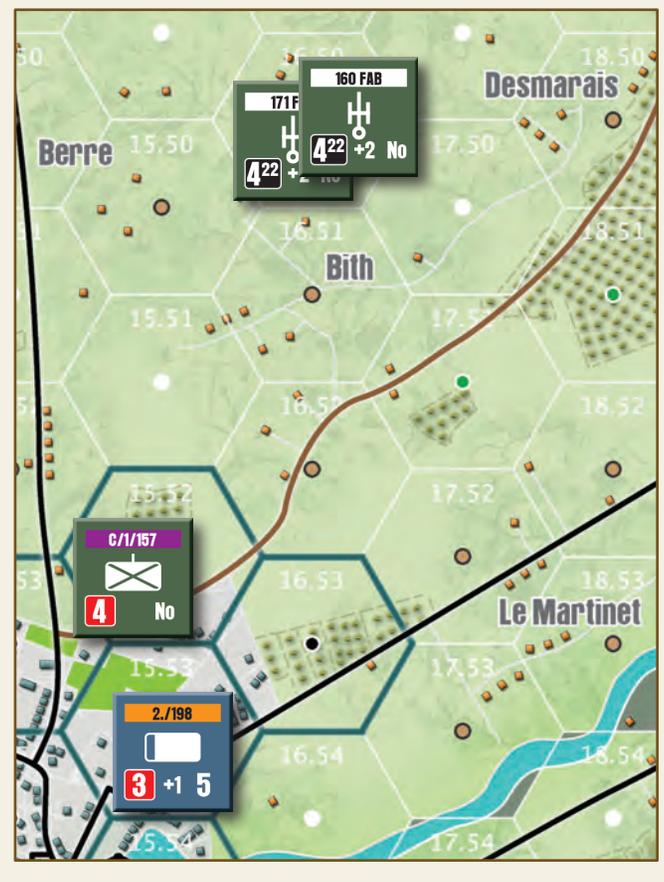


Indirect Fire Example

The US 160 FAB Unit is firing indirectly into hex 15.53. First, can he see it or have a Unit of the same Division that can? C Company is adjacent to the hex and provides spotting. The US player also has the 171 FAB in the hex as well and will use that Unit (performing a Fire Action) to add to the strength of the 160th; and doesn't use Concentrated Fire.

The strength is 5 for Barrage placement purposes. He further modifies his Fire Strength by subtracting 3 for the city hex. Note that the +1 for the defender's defense (good for the US) does not apply for Indirect Fire. His final value is 2 - he needs to roll a 2 or less on the Firing at a hex (left side of the CRT).

Besides the effect of the fire, if the US player rolls a 2 or less, as long as he doesn't roll a 9, a Heavy Barrage is placed on hex 15.53.



If it has a movement allowance on its Column side, it may move as a normal Unit. In addition, this side has the Unit when armed with pistols and rifles and thus it may fire as a Direct Fire Unit. Some Indirect Fire Units that enter column cannot return to deployed state. See rule 21.2.

Solely Indirect Fire Units (black Fire Power Units) may never Opportunity Fire.

There are a few Units in the game that have both an Indirect Fire value and a Direct Fire value. These Units do have a Fire Zone using their Direct Fire values and ranges. The owning player may choose which value to use in an Action but you may only use one value per Action (see rule 21.1).



8.7.1 How to Perform Indirect Fire

To fire an Indirect Fire Unit that Unit must be Active and must “see” its target hex. If the Indirect Firing Unit can “see” the target hex itself, it may fire on the target hex. If it can’t see its target directly, it can also use a “spotter” to see the target as well. If there is a Unit of the same Division and it can see the target hex, then the Indirect Firing Unit may fire at the target hex. The target must be within range of the Indirect Firing Unit. Note that a spotter does not need to be Active to spot, nor does it need to be In-Command.

A Target hex may be enemy occupied, friendly occupied, or vacant.

♥ Indirect Fire may fire as either a First and Second Action - but not both. If there are Direct Fire Units in the hex, the owner must choose one type of fire or the other for that Activation.

Indirect Firing Units can only fire at a hex; never at a specific Hard Target in a hex.

To complete the Indirect Fire, apply any modifiers to the Fire Strength of the Indirect Firing Unit, roll a die, cross reference the roll on Black row of the Combat Results Table, and apply the results. As with Direct Fire, in all circumstances, if you roll a 0 – you have hit your target and look up the results on the appropriate 0 column. If you roll a 9 – you always miss – regardless of the modified Fire Power strength.

If Indirect Fire Units fire at a hex without a valid target: either friendly occupied, enemy occupied but no legal target (all enemy Units are Hard Targets for example), or a vacant hex, there is no combat result from this fire – only a Barrage Marker (if a 9 isn’t rolled) may be placed.

8.7.2 Barrages

When an Indirect Firing Unit fires using Indirect Fire, it will usually leave a Barrage Marker in the hex into which it is firing. The only exception to this is when the firing Unit rolls a “9” for its fire. In this case, no Barrage is placed. If the target hex has friendly Units, there are no enemy Units that can be seen in the target hex, or the hex is vacant, there is no CRT results determined but you do roll a die to see if you roll a “9” or not to be able to place a barrage.

To determine the strength of the Barrage Marker, use the unmodified Fire Strength of the firing Unit as well as any additional

Units (case G of 8.7.4) to determine the Barrage Marker needed.

♥ If the US player chooses to use Concentrated Fire, this too counts towards the Barrage Strength for Marker placement. No other modifiers are considered for determining Barrage strength.

- Indirect Fire of 2 or less, place a Smoke Marker on the hex
- Indirect Fire of 3, place a Light Barrage Marker on the hex
- Indirect Fire of 4, place a Medium Barrage Marker on the hex
- Indirect Fire or 5 or more, place a Heavy Barrage Marker on the hex

Only one Barrage Marker is ever in a single hex. If you can place a Barrage Marker from a higher value Indirect Firing Unit in a hex that already has a Barrage marker, replace the lesser one with the greater one.

Movement reductions or status changes caused by a Barrage Marker apply to all Units (enemy or friendly) that are in the hex that has a Barrage Marker or as soon as they enter such a hex. Round all fractions down. Apply Status Marker effects to movement first. So, if a hex has a DG 3 on it, all Units in the hex have their movement halved first – then, halve it again for the Barrage (example – a Unit with a movement of 5 with a DG3 marker on it and is Medium Barraged, has a movement allowance of 1 to leave the hex. There is no one-hex minimum in CSS.

For another example, if a Unit with a DG3 marker (with a printed movement allowance of 5) moves into a Medium Barrage hex that costs one movement point to enter, it would have no remaining movement points to use after its movement into the Barrage hex. That’s half of 5 rounded down to 2, use 1 to move into the Barraged hex, 1 halved and rounded down is 0.

Barrage Markers limit Units under them to a Fire Zone of only adjacent hexes. Barrage Markers are also Line of Sight obstacles for all Units. You may not trace Line of Sight through a Barraged hex but may see normally out of a Barraged hex if you are under a Barrage Marker.

All Barrage Markers are removed when the Wind Chit is drawn from The Cup.

Friendly Units of all types can place a Smoke Barrage in their hex or in any adjacent hex as a Direct Fire Action. This is handy to restrict enemy Line of Sight into hexes behind the front lines.

♥ In addition, all German Tank Units (only) may place a smoke barrage in each hex it leaves when performing a Movement Action. Just place the Marker (if desired) in the hex just left.

♥ Indirect Fire against Village, Town, or City hexes can catch fire if a 0 is rolled when resolving the fire (in addition to all normal results from the roll of 0). Perform the procedure in 8.8.1 if this occurs.

8.7.3 Illumination Rounds

During a night turn, regular (non-Illumination fire) Indirect Fire may only be performed in hexes adjacent to Friendly Units. An exception to this is for hexes that have an Illumination Round placed in a hex.

To fire Illumination Rounds, select the Active Indirect Unit you wish to fire, choose a target hex that the firing Unit or a spotter can see (remember to apply the Night modifier to Line of Sight).

The target hex may be unoccupied, friendly occupied or enemy occupied. Firing an Illumination Round is a Fire Action. To fire Illumination Rounds, the player rolls one die. If a 9 is rolled, the Illumination counter is not placed, otherwise the Unit may place an Illuminated marker in the target hex. This Hex is now considered to be an Illuminated Area and the hex is treated as if it was a hex during a Day Turn. Fire into an Illuminated area does not suffer the -1 for firing at night and can be seen, subject to normal Line of Sight limits, for the normal 8 hex range in clear weather turns and 2 hexes if it is raining. There is no effect to any enemy Units that might be in the now Illuminated hex (other than they may now be seen).

Illumination Rounds can only be fired at night.

Remove all Illumination markers whenever the Wind Chit is drawn or at the start of the first day turn; whichever comes first.

8.7.4 Indirect Fire Strength Modifiers

Only the following modifiers (and no others) are used with Indirect Fire:

- Any Status Markers currently on the Indirect Firing Unit
- Any Barrage Markers currently on the Indirect Firing Unit
- If there are Hard Targets in the target hex: -2, or,
- If there are only Hard Targets in the target hex: -4
- The Terrain value of the target hex.
- Any Fortification Markers on the target hex (only)
-  Add 1 for each additional, Active Indirect Fire-able Unit stacked in the same hex with range equal to or greater than the firing Unit.
- A US Indirect Firing Unit using Concentrated Fire

No other modifiers are applicable to Indirect Fire (including Unit Defense modifications).

Pinned or Suppressed Units may not Indirect Fire.

8.7.5 Indirect Fire Units and Column

Whenever any Active Indirect Firing Unit is adjacent to an enemy Unit, it must immediately be flipped to its Column side. Units in Column, (if eligible see rule 21.2) may flip back to their Deployed side when Active again as long as there is not an enemy adjacent to the Active Indirect Firing Unit.

If an Indirect Firing Unit has no Column side, it is eliminated when forced to flip to its Column side.

8.8 Flamethrower Attacks

In any Direct Fire attack by any Unit that has a Flamethrower Ability or in a Direct Fire in which Support Weapons are present that provide the Flamethrower Ability, there is a chance that the target hex will catch fire.

If the attack is against a hex with one of the following terrain types, a fire may occur:

- Vineyard
- Woods
- Village
- Town
- City

Vineyard or Woods hexes will catch fire if the Firing Player rolls a 0, 1, or 2 in its attack.

Village, Town and City hexes will catch fire if the original die roll for the attack is 0.

If a hex catches fire, then place an On-Fire marker in the hex and apply the On-Fire rules below

8.8.1 On Fire

If a hex catches fire, then place an On-Fire marker in the hex.



An On Fire marker has the following effects:

- It counts as Blocking Terrain for all fire.
- No Unit may enter a hex containing an On-Fire marker.
- Any Active Units in an On-Fire hex at the end of their next Activation are eliminated.
- Should the weather become Rain then remove all On Fire markers upon weather determination.

Whenever the Wind Chit is drawn, roll for each existing On Fire marker in Vineyard or Woods terrain. If the die roll is a 0, 1, or 2, then flip the On-Fire marker to its Fire Cleared side. A hex with a Fire Cleared marker counts as Clear Terrain for the rest of the game (the "CT" on the Fire Cleared Marker is to remind you of this).

If the die roll is 8 or 9, the fire has possibly spread. If one of the hexes immediately to the northeast or southeast of the currently on fire hex are hexes that can also catch fire (Vineyard, Woods, Village, Town, or City), place a Fire marker on this hex. If more than one hex is flammable, roll a die to see which one catches fire: 0-4 northeast or 5-9 for southeast.



Assault is a two-step process. First, a Prepared Assault Marker must be placed adjacent to a friendly Active Unit and then, the next time any Units adjacent to that previously placed Prepared Assault Marker are Active, they may Assault. This activation can be the result of drawing either a Division Chit or a Formation Chit. Assaults are never performed on a Direct Command Chit. Assault is an Action and any Units that Assault have completed their Action for that Activation. Note you always first conduct Assaults on previously placed Prepared Assaults, and then place new Prepared Assaults Markers for a later Activation. It usually takes a little while for an Assault to occur. If you "call off" the assault, none of the sequence that follows occurs.



9.1 The Assault Sequence of Play

- A. The Assaulting player may “call off” the Assault. If this happens then proceed to Step K below. If the hex with the Assault Marker is currently empty of any enemy Units, proceed to Step J. If the Assault is not being called off, the Assaulting player must state which Units are Assaulting – these Units are now committed to the Assault.
- B. Fire any Assaulting Player Indirect Fire Units that are currently Active (up to 3 Artillery Units may fire for both the Germans and the Americans – Units supporting Indirect Fire from another stacked in the same hex count towards this three Unit limit. Each Firing Indirect Fire Unit will add an additional +1 to the Attacker’s die roll during step G below (including those that supporting the fire by being stacked with the firing Unit).
- C. All Assaulting Units must flip to their Column side.
- D. The Defending Player may retreat to an adjacent hex (if he has an adjacent hex he can move to and it isn’t in an enemy Fire Zone, and all his Units are in Column). This hex must not be in an enemy Fire Zone and after retreating, place a Suppressed Marker on the just retreated Unit(s). All Units must retreat if any retreat, and they all must retreat to the same hex. If this happens, proceed to step J below.
- E. Perform Defending Player Opportunity Fire at one Assaulting hex (more if the Defender can perform Sustained Fire)
- F. Compute Odds for the Assault
- G. Each Player rolls one die and applies appropriate modifiers
- H. Remove or Replace any Leaders lost from the Assault
- I. Compare the difference in the die rolls and apply the results.
- J. The Attacker must move at least one Assaulting Unit into a vacated Assault Marker hex
- K. Remove the Assault Marker
- L. All Units that participated in the Assault have completed their Action for this Activation and may not activate again for the remainder of the Activation.

9.2 Placing a Prepared Assault Marker

Assault Markers may be placed whenever a Formation or a Division Chit is pulled from The Cup. This is done after any Prepared Assaults previously placed have been completed. Spend 1 Dispatch Point from the Active Division (or the Division that the Active Formation belongs to) and place a Prepared Assault Marker in any hex adjacent to a currently Active Unit of that Division or Formation. This hex can be unoccupied, friendly occupied or enemy occupied. It must be a hex that the adjacent Active Friendly Unit could legally move into with a Movement Action (although no actual movement takes place). Should there not be a friendly Unit adjacent (it needn’t be the one that allowed placement in the first place) to a Prepared Assault marker at any time, remove the Prepared Assault marker from play. Note that the Prepared Assault marker has no effect on play while awaiting friendly Active Units adjacent to it to assault. The enemy Player may freely leave the hex, reinforce the hex or move through the hex at will.

9.3 When Prepared Assaults Occur

Prepared Assaults are completed whenever a Formation or Division Chit is pulled from The Cup and there are Active Units adjacent to a previously placed Prepared Assault Marker. Assault is voluntary and if you choose to call off the Assault, remove the marker from play. If you don’t “call off” the Assault, all active Units adjacent to a Prepared Assault marker must Assault. If Units are adjacent to multiple Assault Markers, they do not have to Assault the same hex nor do all in the hex have to Assault the same hex – but all must Assault somewhere.

All Assaulting Units are considered to have used their Actions for the current Activation (they can’t do anything else for that Activation). Only Assaulting Units that can legally enter the Assaulted hex may assault (this includes temporary restrictions from Markers like Suppression, Pinned, or Heavy Barrage). If any Support Weapons cannot make a legal move into the assaulted hex, they must be left behind and if alone after the assault, must be placed in the Reallocating Support Weapons box of the owning division.

9.4 Conducting a Prepared Assault

The Assaulting player (only) may fire Active Indirect Fire Units at the hex to be assaulted. This will be the Indirect Firing Unit’s entire Activation for this Chit. Both players may add up to 3 Indirect Firing Units (see 9.5, step g), if at least that many Indirect Firing Units have fired in this step. Indirect Firing Units that are stacked with the firing Unit and added their 1 additional value (see 8.7.4; step g) also are counted as part of the three that may be added.

Secondly, the player defending in the Assault marked hex (only) may perform Opportunity Fire against the Attackers (if he doesn’t have a No Opportunity Fire Marker on his Unit). The Prepared Assault Marker has an additional Defense modifier to apply to the Assaulting Units that are being fired upon. This is a normal Opportunity Fire and unless the Defender has a Sustained Fire Support Weapon that he can attach to the firing Unit, he may only fire at one Assaulting hex (or a Hard Target). If he has Sustained Fire, he may fire at each assaulting hex (or Hard Target) but the SW breakdown rule applies here as well. If breakdown occurs, either remove the SW from the map after the Opportunity Fire that caused the Breakdown occurs, or if a Unit, place a No Op Fire Marker on the just fired hex. In either case, no more Opportunity Fire may occur and place a No Opportunity Fire Marker on the Assaulted hex.

After the Assaulting Player has fired any Indirect Fire and the Defender has fired his Opportunity Fire, the actual Assault is conducted.

Determine all applicable values for each player to the upcoming Assault roll and then each player rolls a die - and adds (or subtracts) all his Assault modifiers to/from the roll to get a total die roll. If both players roll the same final modified number, add one DG to each Assaulting hex (note the “each” here), and also add one DG to the Defending hex, and the assault is over – proceed to step K in the Assault Sequence. If there is a difference in the rolls, the lower roller adds that number of DG to his hex (or, if the Attacker, distributed amongst his assaulting hexes as he sees fit) and applies the result. If either player rolls a “9” and that rolling player used a Leader to aid in his assault, the Leader is replaced or removed from play (if already a replacement Leader).

9.5 Assault Modifiers

The **Assault Player** applies all the following values:

- The Odds of the Assault: form a ratio of the number of Assaulting Units by the number of Defending Units and round that ratio to the lowest whole number. Add or subtract this number to the Assaulting Players die roll (only – not the defender):

1-3 or less:	-5	2-1:	-1
1-2:	-4	3-1:	0
1-1:	-3	4-1:	+1
3-2:	-2	5-1 or more:	+2

- If any Tanks are Assaulting: add 2, *or*
- If only Tanks are Assaulting: subtract 2
- Add the Troop Quality Bonus on the Prepared Assault Marker
- Subtract any Status Markers on the Assaulting Units Troop Quality as applicable. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total.
- Add a Leader and/or Hero Troop Quality modifier
- Add for each Friendly Indirect Fire Unit that fired earlier in the sequence
- Add the lowest Troop Quality value of any of the Assaulting Units
- If a German player has a PzFst SW in any of the assaulting hexes, he may add 2 to his roll. This will constitute “one use” of the PzFst and it is removed from play if the modifier is used in the attack.
- If a player has any Flamethrower Units or Flamethrower Support Weapons in the assaulting force, add 3 to his roll.

Note that only one of b) or c) apply

The **Defending Player** applies all the following values:

- Subtract the Terrain Defensive Value (including adding any Fortification Markers) Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total.
- The Defense Value of one Unit is subtracted (if all are in Column, the Assaulting Player may choose any one of those. If any are Deployed, the Defender may choose one Unit. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total.
- If any Tanks are Defending: add 2 or,
- If only Tanks are Defending: subtract 2
- Subtract any Status Markers on the Defending Units Troop Quality as applicable. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total.
- Add a Leader and/or Hero Troop Quality modifier
- Add the lowest Troop Quality value of any of the Defending Units
- If a German Player has a PzFst SW in the defending hex, he may add 3 to his roll. This will constitute “one use” of the PzFst and it is removed from play if the modifier is used in the defense.

Note that only one of c) or d) apply

Assault Example

The German Unit has declared a Prepared Assault on hex 47.41 in a previous Activation and now, the 111th Formation Chit has been pulled from The Cup – Activating all of the red-stripe Units – and the no-stripe Leader – it is also Active and may participate in the Assault.

The German can't add the 6./II/110 to the Assault as it is not Active. First, according to 9.1, any Indirect Fire Units may fire. The Gr.w./111 (a mortar) fires and applies any results. A Light Barrage is placed on the hex if a 9 isn't rolled. The German player will also get to add one to his assault roll for the firing Indirect Fire Unit.

Next up, all Assaulting Units must go into Column.

Now the Defender may Opportunity Fire. Normally just one fire would be allowed against either hex 46.41 or 46.42 – but the US has a Sustained Fire SW with the defending stack – so he fires one at hex 46.42, places a Sustained Fire Marker on the hex, and fires again. If he rolls higher than 5, the SW is removed from the stack and placed in the Reallocating Box of the owning HQ. Let's say he fires, misses both times, but rolls a 5 on the second shot.

Our assault looks like this just before the Germans begin their assault.

The Assault itself now takes place. Running through the modifiers as listed in 9.5, we will get the final die modifiers.

For the **attacker**:

- 4 Units are assaulting 2 - 2-1 odds **(-1)**
- Doesn't apply - there are no tanks here **(0)**
- Doesn't apply - there are no tanks here **(0)**
- The Germans get a +2 bonus for the Prepared Assault **(+2)**
- No Status Markers on the Assaulting Units **(0)**
- We have a Leader **(+3)**
- One mortar fired earlier **(+1)**
- The current TQ for the 11th Pz is 6 – and no Unit present assaulting changes that value **(+6)**

The attacking Germans will be rolling a D10 with: **(-1) + (0) + (0) + (+2) + (0) + (+3) + (+1) + (+6)** totaling **11** added to his roll.

The **defender** has the following modifiers:

- Terrain is a town hex **(+2)** and in foxholes **(+1)**
- All the US Units have no defensive modifier **(0)**
- No tanks are present **(0)**
- No tanks are present **(0)**
- The US does have a DG 3 – that reduces his TQ by 1 **(-1)**
- A Leader is present **(+2)**
- The 3rd Division has a TQ of 5 now – and no unit changes that **(+5)**

The defending US player will be rolling a D10 with: **(+3) + (0) + (0) + (0) + (-1) + (+2) + (+5)** totaling **9** added to his roll.



10.0 RALLY ACTION

Units can have various Status Markers on them that temporarily change Unit values. These always apply to all Units in a hex equally and only one is ever placed on a hex. Fortifications (Caves, Foxholes, Trenches and Pillboxes) are removed when there are no more Units in a hex with a Fortification. Barrages are removed when the Wind Chit is pulled from The Cup. Prepared Assault Markers are removed via the Assault Procedure. Concentrated Fire, No Opportunity Fire and Sustained Fire Markers are removed when a Unit becomes Active.

Suppressed, Pinned, and Disorganized Markers are only removed using a Rally Action.

10.1 How to Rally

A Rally Action may be performed whenever a Unit is Active. You may do so in an enemy Fire Zone. Only one Unit in a hex need be Active to remove or reduce a Status Marker via Rally. Only one Rally Action is allowed per hex per Activation. Just announce you are doing a Rally Action and remove or reduce the applicable Status Marker.

A Rally Action either removes a Suppressed or Pinned Marker, or reduces a Disorganized Marker by one level (as an example, if at DG 3 and you rally, replace the DG 3 Marker with a DG 2 Marker).

If a hex is Suppressed or Pinned, that must be the first Status Marker you remove by Rally. If a hex is Suppressed or Pinned and also has a Disorganized Marker, you can't rally the Disorganized before you remove the Suppressed or Pinned Marker.

A hex may not be both Pinned and Suppressed. If a Suppressed hex receives a Pinned result, ignore the Pinned result. If a Pinned hex receives a Suppressed result, remove the Pinned Marker and replace with a Suppressed Marker. A hex that is Suppressed that receives another Suppression result, eliminates all Units in the hex.

10.2 Suppressed, Pinned, and Disorganized Markers

10.2.1 Suppressed Markers

Suppressed Markers must be removed via a Rally Action before any other Markers may be removed by Rally. Suppressed Markers do not allow a Unit to Fire or move in any way and the Unit's Troop Quality is reduced by 1. The only Action a Suppressed Unit may do is Rally to remove a Suppressed Marker. It may also not Opportunity Fire. Suppressed Markers apply to all the Units in a hex. Only one Unit need do a Rally Action to remove the Suppressed Marker from a hex but only one Rally Action is permitted per hex, per Activation. Suppressed Units may not Assault. A hex that is Pinned or Suppressed that receives another Suppression result eliminates all Units in the hex.



10.2.2 Pinned Markers

Pinned Markers must be removed via a Rally Action before any Disorganized Markers may be reduced by Rally. Pinned Markers subtract 3 from a Unit's Fire Value and Pinned Units may not move. Pinned Markers apply to all the Units in a hex. Only one Unit need do a Rally Action to remove the Pinned Marker from a hex but only one Rally Action is permitted per hex, per Activation. Pinned Units may not Assault.



10.2.3 Disorganized Markers

Disorganized Markers have values ranging from 1 to 4, with each reducing various values as the amount of Disorganization increases. A Rally Action removes one level of Disorganization (4 goes to 3, 3 goes to 2, etc.). Only one Unit need perform a Rally Action to remove one level of Disorganization from a hex, but only one Rally Action is allowed per hex, per Activation. Disorganized Markers values apply to the entire hex and should a Unit move out of a hex with a Disorganized Marker, leaving other Units in the hex, it will keep the same level of Disorganized Marker with it – and the Units remaining in the hex remain at the same level of Disorganization. Should any Unit enter a hex with a Disorganized Marker, it also becomes Disorganized to the same level. Should a Unit with a Disorganized Marker enter a hex with other Units those Units in the newly entered hex will also

be Disorganized at the same level as the entering Unit. If both the entering Unit and the hex it is entering have a Disorganized Marker, the higher value Disorganized Marker applies to all of them. This includes Units just “moving through”. The acquisition happens upon entry into the hex for all Units concerned. Units at DG4 may not Assault.

DG 4 is the maximum level of Disorganization a hex may be at – after 4, each newly acquired DG will eliminate a Unit in the hex.

Movement penalties are applied in the following order, Disorganized Markers first, then Barrages. Always round fractions down to the nearest whole number – and the game does not have a minimum move rule.

For example, a Unit with a movement allowance of 5 has a DG3 marker on the hex. It also has a Medium Barrage Marker on the same hex. The DG3 makes the movement allowance of the Unit two movement points, and the Medium Barrage makes the movement one point.



Rally Action Example

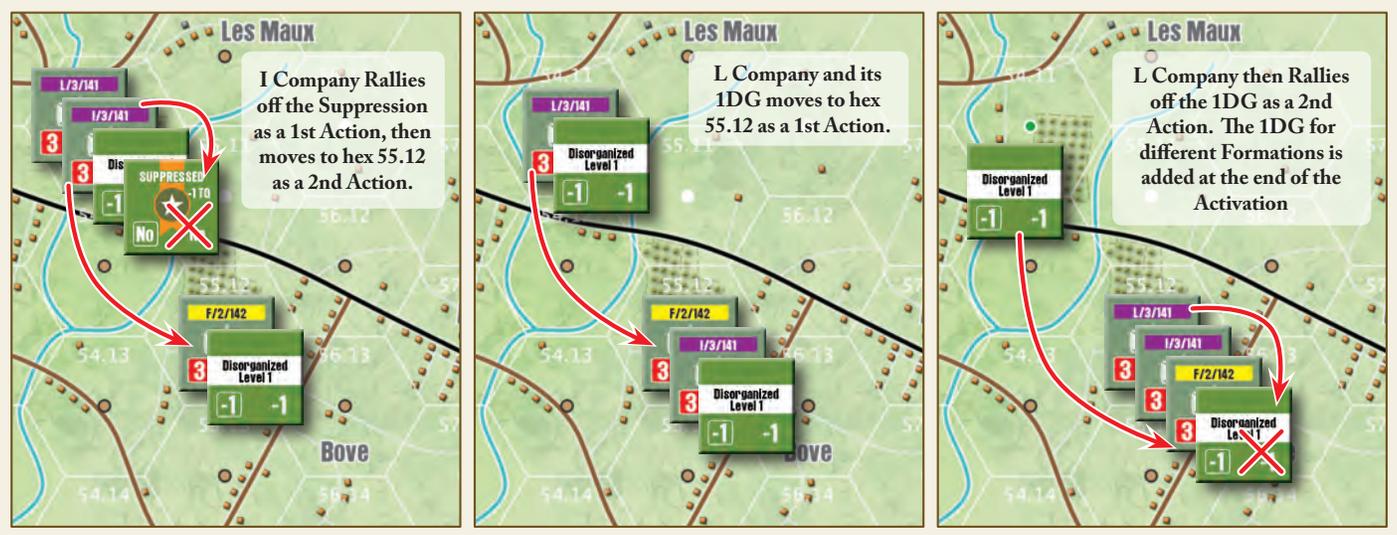
The 36th Infantry Division Formation Activation is the current Chit.



I Company and L Company of the 141st Infantry Regiment are both Suppressed and at DG1 - and are on the move. The Suppressed Marker must be removed first - I Company performs a Rally Action and removes the Suppression. As only one Rally Action per hex is allowed, the DG cannot be removed by a second Rally Action by I Company or by a first or second Action by L Company.

I Company moves out as a second action and enters the hex with I Company of the 142nd - as these are different formations in the same hex, an additional DG is added to the hex and will be payed at the end of the Activation - but not yet.

L Company now moves into the same hex - no additional DGs are added as they are both at DG1. Lastly, L Company of the 142nd performs a Rally Action - and the DG is removed from the hex. At the end of the Activation, since there are different formations in the same hex, an additional DG is added to the hex.



11.0 ENGINEERING ACTIONS

12.0 SUPPORT WEAPONS

At Montélimar, Engineers were used almost exclusively as fighting troops. The only Engineering Action that Engineers can do is to build Foxholes or Trenches.

11.1 Building Fortifications

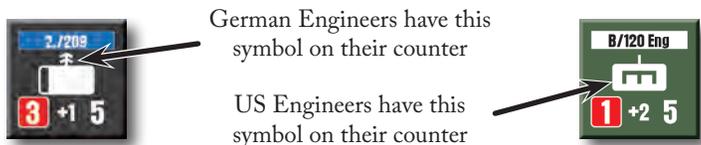
Fortifications Status Markers include Foxholes and Trenches.



These all subtract from the defense strength in a hex by the amount listed on their marker. Trenches also add additional TQ value to Units that are in the same hex. Foxholes and Trenches may be built on any hex. All Leg Units (shown by movement value in any color other than red or black) that are deployed can build Foxholes. There is no Troop Quality Check to do this. Just use an Action and place the Foxhole. Only one Unit in a hex need be Active to build a Foxhole but only one Engineering Action per hex, per Activation is allowed. No movement points are spent to do this and thus no enemy Opportunity Fire is allowed.

Only Engineers that are Deployed can build Trenches. There is no need to have a Foxhole in the hex first. This is an Action but does require a Troop Quality Check to be passed. If you roll the modified Troop Quality or less, add a Trenches Marker to the hex. A roll of 0 always passes; a roll of 9 always fails. You can't have both a Foxhole and a Trench in the same hex and replace a Foxhole with a Trench if one is built there. Only one Unit in a hex need be Active to build a Trench but only one Engineering Action per hex, per Activation is allowed. No movement points are spent to do this and thus no enemy Opportunity Fire is allowed.

Foxholes and Trenches are removed from play when a friendly Unit no longer occupies the hex in which they have been placed.



Support Weapons are Division, Regiment or Battalion assets that can be attached to Units to add or change their Fire Power - or provide an additional benefit as shown on the middle left of the Marker. Generally, you attach a Support Weapon Marker to a hex and any Unit in that hex may use that Support Weapon in a Fire Combat. They can “break” when used in Direct Fire and can be detached and later added to another or the same Unit. Support Weapons all have an SW on their counter to show they are Support Weapons

All Support Weapons have this symbol on their counter



12.1 Attaching a Support Weapon

Only hexes that have Leg Units may have Support Weapons attached to it. A Leg Unit must be Active to receive Support Weapons and it must attempt to receive support before it does a non-Assault Action. Support Weapons that are to be placed with a Unit(s) must be part of the Formation that is currently Active. No-stripe Support Weapons are active when any Formation of their Division is Active and may be attached to any Leg Unit of their Division.

To attach a Support Weapon to a Leg Unit(s), take an available Support Weapon (in the Available Support Weapons box on the Division Display) and trace an unlimited series of passable hexes (for a Leg Unit) from the owning Formation or Division HQ to the hex that the Support Weapon is to be placed in. The final hex traced may be in an enemy Fire Zone but no other hexes may be.

You may only attach as many Support Weapons as there are Units in the hex to which you are attaching. So up to three Support Weapons (assuming no overstacking) may be attached to any hex. If there are fewer Units than Support Weapons in a hex at any time, the owner of the Support Weapon may remove as many Support Weapons as necessary and place in the Reallocating Support Weapons box of the owning Division's Display.

12.2 Detaching Support Weapons

To voluntarily remove the Support Weapon from a hex, you do the reverse of how you attached it. Before an Active Unit has performed any non-Assault Actions, trace an unlimited line of passable hexes (for a Leg Unit) to the owning Formation or Division HQ. The first hex in which the SW starts its trace may be in an enemy Fire Zone, but no other hex may be. If so, pick up the Support Weapon and place it in the Reallocating box of the owning Division Display.

Support Weapons can also be removed involuntarily from a Unit. As mentioned before, if there are fewer Units than Support

Weapons in a hex, for any reason, the excess Support Weapon(s) (owner's choice) is removed and placed in the Reallocating box of the owning Division Display. In addition, if an SW is used in combat and the firing player rolls a 9 (breaking the Support Weapon), remove the Support Weapon that provided the Support Weapon bonus for that Fire, and place it in the Reallocating box of the owning Division's Display. An American or German Support Weapon that uses Sustained Fire and breaks down (rolls a 6 or more for the US, or 8 or more for the German) is also removed from a Unit and placed in the Reallocating box of the owning Division Display.

Both players still need to trace to an owning HQ in the same way when removed involuntarily and if no trace is possible, the removed Support Weapon is removed from the game instead of being placed in the Reallocating box.

Any Status Markers in the hex from which the Support Weapon has been removed do not follow the Support Weapon into the Reallocating box.

12.3 Using Support Weapons

Support Weapons may be moved with Units. They move with any Unit in the stack to which they are attached when that Unit moves. Remember that you can't have more Support Weapons in a single hex than you have Units.

Support Weapons can be added to a Fire Combat. When firing, you may choose any one Support Weapon in the firing player's hex and use that Support Weapon to support a fire. You can only add a Support Weapon that belongs to the same Formation as the firing Unit. This adds the value of the Support Weapon in the Fire Box and, in addition, changes the type of fire (Small Arms, High Explosive or Armor Piercing) to the Support Weapon's type of fire for combat resolution.

Only Deployed Units may use a Support Weapon.

When defending in a Fire attack and any in the hex being fired at are deployed, the owning player may choose which Support Weapon in the hex will modify the defense strength of the hex being fired at - you must choose one if present. If there are no Deployed Units in the hex, the defender may not use any Support Weapon Defense modifier for the enemy fire. The attacking player, in the case of all Units being In-Column, may choose one Support Weapon to apply to the defender's hex if he wishes. Individual deployed Hard Targets being Fired upon may not use Support Weapons to add to their defense - nor can the attacker choose one if he wants in this case.

PzFst (Panzerfaust) Support Weapons are one-use Support Weapons. This is indicated by the One-Use symbol on their counter. When the German player uses the weapon in an attack or an assault, the Support Weapon is removed from play.



Leaders may provide Command, Change TQ values for Units, and modify Fire Attacks for Units of the same Formation that are using the benefit. Leaders work in many ways as Support Weapons but with the following exceptions:

13.1 Moving Leaders

Leaders move at a specific time in the Sequence of Play. To move a leader, pick the leader from where it currently is and place it on another Unit that belongs to the same Formation as the leader. White-Striped Leaders must be placed with any other White-Striped Unit, and No-Stripe Leaders may be placed with any Unit of any Formation of the Leader's Division. You must trace a line of unlimited length from where he is to where he is going, and each hex entered must be a passable hex by a Leg Unit. In addition, the hex from which the Leader leaves and the hex entered may be in an enemy Fire Zone, but no other hexes in the trace may be.

Leaders then move with the Unit or Units to which they are stacked for the remainder of the Activation. During a Direct Command Activation, they may move with an Active Unit but never move on their own. Should a Leader ever be alone in a hex, they are immediately moved to another Unit of their command the moment they are alone (the owner of the Leader may choose any eligible hex to move the Leader). You must trace a path as above and if no such path exists the leader is placed off board until it has a Unit of its command back in play. If there are no more Units in play that belong to a Leader, eliminate the Leader from the game. Should a replacement Leader be available, flip the Leader to this side and place the replacement Leader with any Unit of his Formation.

13.2 Using Leaders

- Leaders put Units in their hex or adjacent to their hex In-Command to allow Direct Commands to be spent on Units to allow Second Actions
- Leaders add their Troop Quality bonus to any eligible Units in the hex in which they are stacked
- Leaders add their Fire Bonus to any eligible fire from the hex they are currently in. They never change the type of fire (as Support Weapons do).

13.3 Losing Leaders

Leaders may be lost in an Assault when the owning Player rolls a "9" for his Assault Roll and has a Leader present in one of the Assaulting or Assaulted hexes. In this case, the leader is flipped to his Replacement and that Replacement is immediately available. If already on his Replacement side, remove the Leader from play.

 If a hex in which a leader is present takes fire (Opportunity, Direct, or Indirect) and the firing player rolls a "0", one Leader is eliminated from the hex. Flip a Leader to its replacement side if it is available.



Heroes are either setup at the start of play or arrive on the reinforcement schedule and once available, may be used as the rules for the game allow. Only one Hero may be used in any one combat.

Heroes always have the word “Hero” on their counter.

Heroes, that stay on the map (are not immediately used and removed), must always either be with a Unit or be placed off map awaiting Units of their Formation to return to play. If all the Units in a hex are eliminated and a Hero remains, place the Hero with another Unit of the same Formation.

There are both named Heroes for the Americans and, through the Random Events chit, other Heroes can be created in play.

14.1 Named Heroes

2nd Lieutenant Stephen Raymond Gregg



The President of the United States of America, in the name of Congress, takes pleasure in presenting the Medal of Honor to Second Lieutenant (Infantry), [then Technical Sergeant] Stephen Raymond Gregg, United States Army, for conspicuous gallantry and intrepidity at risk of life above and beyond the call of duty on 27 August 1944, while serving with Company L, 143d Infantry Regiment, 36th Infantry Division, in action in the vicinity of Montélimar, France. As his platoon advanced upon the enemy positions; the leading scout was fired upon and Second Lieutenant Gregg immediately put his machineguns into action to cover the advance of the riflemen. The Germans, who were at close range, threw hand grenades at the riflemen, killing some and wounding seven. Each time a medical aid man attempted to reach the wounded, the Germans fired at him. Realizing the seriousness of the situation, Second Lieutenant Gregg took one of the light .30-caliber machineguns, and firing from the hip, started boldly up the hill with the medical aid man following him. Although the enemy was throwing hand grenades at him, Second Lieutenant Gregg remained and fired into the enemy positions while the medical aid man removed the seven wounded men to safety. When Second Lieutenant Gregg had expended all his ammunition, he was covered by four Germans who ordered him to surrender. Since the attention of most of the Germans had been diverted by watching this action, friendly riflemen were able to maneuver into firing positions. One, seeing Second Lieutenant Gregg’s situation, opened fire on his captors. The four Germans hit the ground and thereupon Second Lieutenant Gregg recovered a machine pistol from one of the Germans and managed to escape to his other machinegun positions. He manned a gun, firing at his captors, killed one of them and wounded the other. This action so discouraged the Germans that the platoon was able to continue its advance up the hill to achieve its objective. The following morning, just prior to daybreak, the Germans launched a strong attack, supported by tanks, in an attempt to drive Company L from the hill. As these tanks moved along the valley and their foot troops advanced up the hill, Second Lieutenant Gregg immediately ordered his mortars into action. During the day by careful observation, he was able to direct effective fire on the enemy, inflicting

heavy casualties. By late afternoon he had directed 600 rounds when his communication to the mortars was knocked out. Without hesitation he started checking his wires, although the area was under heavy enemy small arms and artillery fire. When he was within 100 yards of his mortar position, one of his men informed him that the section had been captured and the Germans were using the mortars to fire on the company. Second Lieutenant Gregg with this man and another nearby rifleman started for the gun position where he could see five Germans firing his mortars. He ordered the two men to cover him, crawled up, threw a hand grenade into the position, and then charged it. The hand grenade killed 1, injured 2, Second Lieutenant Gregg took the other two prisoners, and put his mortars back into action.

Game Use:

Gregg arrives via the reinforcement schedule and is placed in the “Available Heroes” box of the 36th Division when he arrives. While in this box, and when the 143rd Infantry Regiment is Active, the Allied Player may use his effect to do any of the following:

- 1) The Allied player may demand a surrender from a selected German Unit adjacent to any Unit of the 143rd Regiment of the 36th Infantry Division. The selected Unit is removed from play and considered to be eliminated.
- 2) The Allied player may change the 143rd Mortar fire roll to a “0” roll. He may do this after seeing the initial roll.
- 3) The Allied player may remove all DG, Suppressed, or Pinned Markers from any hex that contains a Unit of the 143rd Regiment (but only if there are no other Formations in the hex and the hex is not overstacked).

After each use, roll a die. If you roll a 5 or less, Gregg is removed from play.

2nd Lieutenant Patrick Adams



The President of the United States of America, authorized by Act of Congress July 9, 1918, takes pleasure in presenting the Distinguished Service Cross to Second Lieutenant (Infantry) Patrick H. Adams (ASN: 0-1299976), United States Army, for extraordinary heroism in action against a hostile force. Second Lieutenant Adams distinguished himself by intrepid actions on 29 August 1944 while serving with Company I, 7th Infantry Regiment, 3d Infantry Division, in action north of Montélimar, France. When one of his scouts was seriously wounded by machine pistol fire, Lieutenant Adams, although afflicted with a knee injury, crawled forward, and jumping into the machine pistolman’s foxhole, seized him by the throat and took him prisoner. Inspired by his example, his platoon attacked, killing six Germans. After combing out two enemy-held buildings and taking forty more prisoners in the process, Lieutenant Adams led his platoon forward through a concentration of mortar fire and took five more prisoners in a third house. Under his relentlessly aggressive leadership, the men of his platoon, although exhausted from incessant marching and fighting, overwhelmed three successive German strongpoints, killing six and capturing approximately fifty of the enemy. Second Lieutenant Adams’ unquestionable valor in close combat is in keeping with the highest traditions of the military service and reflects great credit upon himself, the 7th Infantry Regiment, and the United States Army.

Game Use:

Adams arrives via the reinforcement schedule and is placed in the “Available Heroes” box of the 3rd Division when he arrives. While in this box, and when the 7th Infantry Regiment is Active,

the Allied Player may use Adams to make a surrender request of any Germans in a hex adjacent to a Unit of the 7th Infantry Regiment. The German Units must take a Troop Quality Check and should they fail, all Units in the hex are eliminated from play. Adams may only be used once and after use, is removed from play.

2nd Lieutenant Audie Murphy

Lieutenant Murphy was one of the most decorated soldiers of World War Two. He was awarded the Congressional Medal of Honor, the Distinguished Service Cross, two Silver Stars, Legion of Merit, two Bronze Stars and three Purple Hearts. His service to all Americans is beyond imagination. His Medal of Honor wasn't won at this battle – but his Regiment did receive a Unit Citation for its exemplary service in the area around Montélimar for August 27-29. To not have him in the game would be a great disservice. His Medal of Honor was won a few months later and is worth memorializing here.



Second Lieutenant Audie L. Murphy, 01692509, 15th Infantry, Army of the United States, on 26 January 1945, near Holtzwihr, France, commanded Company B, which was attacked by six tanks and waves of infantry. Lieutenant Murphy ordered his men to withdraw to a prepared position in a woods while he remained forward at his command post and continued to give fire directions to the artillery by telephone. Behind him to his right one of our tank destroyers received a direct hit and began to burn. Its crew withdrew to the woods. Lieutenant Murphy continued to direct artillery fire which killed large numbers of the advancing enemy infantry. With the enemy tanks abreast of his position, Lieutenant Murphy climbed on the burning tank destroyer which was in danger of blowing up any instant and employed its .50 caliber machine gun against the enemy. He was alone and exposed to the German fire from three sides, but his deadly fire killed dozens of Germans and caused their infantry attack to waver. The enemy tanks, losing infantry support, began to fall back. For an hour the Germans tried every available weapon to eliminate Lieutenant Murphy, but he continued to hold his position and wiped out a squad which was trying to creep up unnoticed on his right flank. Germans reached as close as 10 yards only to be mowed down by his fire. He received a leg wound but ignored it and continued the single-handed fight until his ammunition was exhausted. He then made his way to his company, refused medical attention, and organized the company in a counterattack which forced the Germans to withdraw. His directing of artillery fire wiped out many of the enemy; he personally killed or wounded about 50. Lieutenant Murphy's indomitable courage and his refusal to give an inch of ground saved his company from possible encirclement and destruction and enabled it to hold the woods which had been the enemy's objective.

Game Use:

Murphy arrives via the reinforcement schedule and is placed in the "Available Heroes" box of the 3rd Division when he arrives. While in this box all Units of the 15th Infantry Regiment gain the following advantages:

- 1) All TQ values for the Regiment are increased by 2 over the 3rd Division Troop Quality
2) All Direct and Opportunity Fire gain an addition +1 to their values

After each use, roll a die. If you roll a 1 or less, Murphy is removed from play.

Generalleutnant Wend von Wietersheim

Wietersheim was a highly decorated German General and arrives in the game via the reinforcement schedule. Awarded many honors including the Iron Cross (2 of them – one for each World War), Knight's Cross, German Cross, Panzer Badge, and the Wound Badge, Wietersheim took over command of the 11th Panzer in the Summer of 1944. His command would save the division from sure destruction.



Game Use:

When von Wietersheim is in the Available Heroes" box of the 11th Panzer Division, all is normal. The 11th Panzer Leader counter is a normal Leader counter. The German player may also bring in the hero von Wietersheim from the Available Heroes box and use him as a Hero. If you choose to do so, and the 11th Panzer Division or any Formation is Active, flip the 11th Panzer Division Leader counter to its replacement side and place the Hero von Wietersheim on either the 11th Panzer Division HQ or any Active Unit. He now moves as another leader. The 11th Panzer Leader does not have an additional replacement and von Wietersheim cannot return to the Available Heroes box.

If he is stacked with the 11th Panzer Division HQ, the command range of the HQ is increased by two and the division's troop quality is increased by one (this is an increase in the Maximum Troop Quality for the Division).

If he is placed on a Unit of the 11th Panzer that is not the HQ, the Unit has its firepower for Direct or Opportunity Fire increased by two.

Colonel Walter Ernst Emil Rolin

Colonel Rolin was a career Prussian officer and the son of a foreman from Posen. He was the winner of the Iron Cross 1st and 2nd class in World War One – and continued his military distinction in World War Two. He was the master of the night attack – planning a key night attack on the 28th of August that saved his division.



Game Use:

Colonel Rolin arrives via the reinforcement schedule and when he arrives, he is placed in the Available Heroes box of the 338th Division. While in this box, no Units of the 338th Infantry Division suffer the -1 Night modifier for fire and at the start of each Night turn, the German player may freely place 3 Illumination rounds in any hex that any Unit of the 338th Infantry Division can spot (see 8.7.3).

In addition, the German player may place one Assault Marker (paying the Dispatch cost) and immediately Assault the hex (he doesn't need to wait until adjacent friendly Units are adjacent in another Activation).

14.2 Unnamed Heroes

Unnamed Heroes appear through the Random Events procedure. When the Hero Event occurs, pick any owning stack that has a friendly Unit and place a Hero marker. That Hero Marker then stays with that Unit as it moves. The Hero Marker then changes all the values of any one Unit by the values



on the marker. The use of the values on the Hero Marker are voluntary but if used to modify any die roll, roll a die after use, if you roll a 4 or less, the Hero is removed from play.

15.0 TRANSPORT

In CSS: Montélimar, both players have transport assets at their disposal. These are at play at the start of the game, either on the map and in use (loaded), or in the transport pool on the Division Display. Transport assets can also arrive on the reinforcement schedule and are placed in the transport pool when they arrive. To use these transports, the transport must be active (through a Division Chit, a Formation Chit or a Direct Command). When the transport is Active, and the player wishes to load a Unit into a transport, choose a Unit that is deployed that is either of the same Formation or, if a Division Transport (White-stripe) any Unit of the Division and place the transport asset on the Unit. The Unit need not be Active – only the Transport. This is the Transport's entire Movement Action for that Activation. To unload from the Transport, the Transport must spend another Movement Action (again using all of the Transport's Movement Action) and remove the Transport – and place the transport back in the owning Division's transport pool. When unloaded, the Unit is Deployed and may Activate normally on a later Activation Chit. Although it is not Active when unloaded and cannot perform any Actions during the Activation it was unloaded.

No Tracked or Wheeled Units may be transported.

Transporting Units are always in Column. Units being transported are always Deployed.

All of the Transport's values are now used for the Unit being transported. Both the rider and the transport count as one Unit for stacking and for target purposes.

Loading or unloading is an Opportunity Fire trigger. The Opportunity firing player may choose if the Opportunity Fire is before or after the unloading of the transported Unit. The Transport remains in the hex for possible modifiers until after the fire has been resolved. After the Opportunity Fire has been resolved, if the Transport is still in the hex, place it, free of any Status Markers, in the Available Transport Pool.

To show a Unit is being transported, place the Unit directly below the transporting Unit.

One Support Weapon can also be transported with a Unit being transported. You cannot transport Support Weapons alone. An unlimited number of leaders and heroes may ride as long as at least one Unit rides as well.

If the transport is eliminated in play, the Unit it is transporting is also eliminated. Eliminated transports do not return to play and are gone for good.

After both loading into a transport or unloading from one, you may still perform a second Movement Action.

If a transport routes, the transport is placed back in the transportation pool – and the Unit is placed in the Routed box of its owning division.

You may not use a transport Unit to both load and unload in the same Activation.



16.0 AIRPOWER

Airpower in the battle of Montélimar was random and chaotic. In the game, airpower is represented by Air Strikes and arrive via Random Events (see 20.0). When the Air Strike event occurs, it brings in both Allied and German Air Support Markers. There is a total of 6 Allied Air Support Markers and 4 German Air Support Markers. This is the maximum allowed. If the Event occurs again, only those Air Support Markers not in play when the Event occurs (including any used or removed in air to air combat) come in and those are what is available to perform the new Air to Air Combat.



16.1 Air Superiority

When the Air Strike Event occurs, first perform Air to Air combat. Each Allied Air Support Marker may first fire at each German Air Support Markers. You perform the combat one at a time. Multiple Air Support Markers may fire at each enemy Air Support Marker. If the Allied player rolls a 6 or less, remove the target German Air Support Marker. If there are any German Air Support Markers remaining, they then may fire at each Allied Air Support Marker. A 4 or less and the Allied Air Support Marker is removed. After this has been completed, the players then place any remaining Air Support Markers on the Air Strikes Available box on any friendly Division Display that has Units on the map. These are available for use by that Division as Air Strikes (see 16.2).

Air Strikes do allow Barrages to be placed.

16.2 Air Strikes

There are two ways to use Air Support - Interdiction and Air Strikes.

16.2.1 Interdiction

If an enemy Unit in column and performing a Movement Action along a road is seen by a Unit of a Division that has Air Support Available, it may attack that enemy Unit with an Air Strike. This is a no modifier attack using the Firepower Value of the Air Support Marker. You may attack either the hex or a Hard Target. This costs one Direct Command from the owning Division.

16.2.2 Air Strikes

When the Division Activation Chit is pulled for a Division that has Air Support Available, it may attack any enemy hex with its Firepower value. This requires no spotter (any hex may be struck) and there are no modifiers to this attack. You may attack either the hex or a Hard Target. This costs one Direct Command from the owning Division.



17.0 NIGHT TURNS

Montélimar has two night turns each Game Day. They follow the 2100 hours turn.

During either of the two night turns the following changes are in effect:

- Maximum Visibility is reduced to 1 hex
- All Fire Ratings are reduced by 1 (-1). If it is also raining, the Fire Ratings would be reduced by 2 (-2)
- The both players may place Illumination Rounds
- No Air Strikes can be performed at Night. Should there be any Air Strikes on any Division Display, they are removed at the beginning of the Night turn.

17.1 Illumination Rounds

During Night Turns, players may only spot for Indirect Fire into hexes that are adjacent to friendly Units. To spot any other hexes, players must use Illumination Rounds.



To fire Illumination Rounds, select an Indirect Fire Unit to fire within range, and any hex your Indirect Firing Unit can see during a normal day turn, or that has a spotter to a hex that it could see during a normal day turn may be targeted. Rain, if it applies, does also still count for spotting range. Firing an Illumination round is an Action. To fire Illumination Rounds, the player rolls one die. If anything other than a 9 is rolled, the Illumination counter is placed in the targeted hex. If a 9 is rolled, the Illumination Round is not placed (although the American player may try again in the same hex with another Action). This Hex is now considered to be an Illuminated Area. Fire into an Illuminated area does not suffer the -2 or -1 for firing at night. The Illuminated hex is considered as if it is a Day Turn in that hex only for spotting and combat modifiers (although again, if it is raining, that also still applies).

Other than visibility, there is no other effect on Units in an Illuminated hex.

Illumination Rounds can only be fired at night.

Remove all Illumination Markers whenever the Wind Chit is drawn or at the start of the first day turn; whichever comes first.




18.0 REINFORCEMENTS

Reinforcements are placed as noted in the Sequence of Play (step G of the Preparation Phase) and are placed in a Reinforcement hex as labeled in the Reinforcement Schedule of the game. Division and Formation Activation Chits are Available for purchase on the same turn any reinforcements of that Division and/or Formation enter play. You may also roll for Dispatch Points and Direct Commands at the applicable moments after any Unit of that Division or Formation enters play.

No enemy Unit may move, no Air Strikes may attack, no ambushes may be placed, and no Indirect Fire may occur within 6 hexes of a friendly reinforcement hex. No enemy Unit may any type of fire on friendly Units in reinforcement hexes. No friendly Unit may fire out of a reinforcement hex.

Stacking is not enforced in reinforcement hexes.

Units, Support Weapons, Leaders, and Heroes are considered “on the map” when in a reinforcement hex.

Units in Reinforcement hexes are always considered In-Command.



19.0 DIVISION DISPLAYS

Each Division in the game has a display to use for keeping track of various points and values, as well as Division assets and available (or soon to be available) Support Weapons, Routed Units, Available Air Strikes and Available Heroes. There is a total of 4 Displays – 3 of which have two Divisions on each of them and one that has 3 Divisions on it.



The overall Command Values of each Division is listed on the Display. These are used to compute how many Dispatch Points and Direct Commands the players will have to spend in game play. The accumulated values are tracked on the General Records Track at the bottom of each Display.

19.1 Dispatch Points and Direct Commands

The Command Values for each Division can be found on the Display. Track accumulated Direct Commands and Dispatch Points on the General Records Track.

When the friendly Direct Command Chit is drawn from The Cup, roll a die and halve the result (rounding down as necessary) – and add that total rolled to the Command Rating of each of your Divisions that have a Division HQ on the map. These totals are added to each Division’s total of Direct Commands. No more than 19 Direct Commands may ever be on this track. If you acquire more, the excess is ignored.

Dispatch Rating is used in Step D of the Preparation Phase of the Sequence of Play. When this time comes, roll a die and if you roll equal to or less than the Dispatch Rating, add 3 more to the General Records Track. If you roll over the value, add 1 to the Track instead. No more than 9 Dispatch Points may ever be on this track. If you acquire more, the excess is ignored.

Note that scenarios, as they cover a smaller campaign, might have different values for that scenario from that listed on the display.

19.2 Division Troop Quality

Each Division has a maximum Troop Quality Value. For Task Force Butler for example, it is 7. This is a base number and changes to the value are tracked with the “Current Troop Quality” Marker – which may be lower but not usually higher unless specifically mentioned. This current value is what is used when a Division Troop Quality value is needed and can go down from the base number. The Division Troop Quality can also go up and down through game mechanisms, but the value listed on the Division Display can't be higher than the maximum listed. Note that is a base value – individual Units can have a higher TQ value higher than this value – but when called for using a Division Troop Quality, use the current Troop Quality of the Division and modify any changes from this total.

The absolute maximum Troop Quality for any Unit is 8. All modifiers in excess of 8 are ignored.

In addition, current Troop Quality can have an effect on which Activation Chits can be purchased.

- If a Division has a Current Troop Quality of 3 or less, no Formation Activation Chits may be purchased this turn.
- If a Division has a Current Troop Quality of 2 or less, no Division or Formation Activations may be purchased this turn.

20.0 RANDOM EVENTS

The Event chit is added to the Cup every turn. When it is drawn from The Cup, roll a die and look up the number rolled on the Random Events Table to see what happens.



Random Events Table

- 0: American Officer shows initiative:** Add 3 Dispatch Points to an American Division of the US Player's Choice.
- 1: German Officer shows initiative:** Add 4 Direct Commands to a German Division of the US Player's Choice.
- 2: Air Strike!** If it is a day turn and there is no rain, the Allies get 6 Air Support Markers and the Germans get 4 Air Support Markers. See rule 16.0 for what to do next. Should it be raining or a night turn, ignore the event.
- 3: Evacuation Panic:** Place a Traffic Jam Marker in any hex of Montélimar. All terrain costs are doubled and any roads within

the contiguous city hexes in the city are ignored for movement. All City hexes in Montélimar have a Defense Value of +1 (not -3) while the Traffic jam is placed.

In addition, roll a die. If you roll 0-6, place an Evacuation Marker in reinforcement hex 11.60. If you roll 7 or 8, place an Evacuation Marker in reinforcement hex 03.60. If you roll a 9, place an Evacuation Marker in reinforcement hex 01.12. See rule 22.0 for a full explanation of the Evacuation Event.

If the Evacuation Road is clear of all Allied Units and Fire Zones, award the German Player Victory Points per the Scenario Victory Points section.

The Traffic Jam Marker is removed when the next Event occurs (unless it is Evacuation again).

- 4: Allied Hero!** Place an Allied Hero Marker on any friendly Allied Unit.
- 5: German Hero!** Place a German Hero Marker on any friendly German Unit.
- 6: German Supply Shortages:** Remove all German Division and Formation Activation Chits. The German player may not buy any for use for the remainder of the game turn.
- 7: Americans are out of Radio contact:** the German player chooses one on-map American Division and reduces its Troop Quality by one.
- 8: German Desperation:** The Allied player chooses one on-map German Division and reduces that Division's Troop Quality by one.
- 9: Germans Intelligence Breakthrough:** The German player may either add 3 Dispatch Points to any German Division's total or subtract 3 Dispatch Points from any Allied Division's total.

If any Event occurs but is not applicable than treat the Event as no Event.

21.0 DUAL PURPOSE UNITS, GERMAN ANTI-TANK AND ANTI AIRCRAFT UNITS

21.1 Dual Purpose Units

Some Units in the game have two values on them – one for Direct Fire and one for Indirect Fire.



These Units are primarily considered Direct Fire weapons for rules purposes. They may only fire once per hex (either Direct or Indirect) per Activation and they do not automatically go into Column when an enemy Unit is adjacent to them. They can also fire Indirect Fire (but again, only once per hex per Activation) using the normal Indirect Fire rules.

21.2 German Anti-Tank and Anti-Aircraft Units

The German forces were on the verge of disintegrating throughout this campaign and the large gun units were very skittish. This rule is to cover that problem. If the German player ever puts one of these Units in Column, they abandon their guns and may never return to deployed status. They may be used as regular Units with the values on their Column side normally. They can be transported by transport assets (which must be in Deployed State).

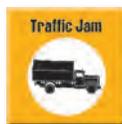


22.0 GERMAN EVACUATION

The overall objective of this campaign was to prevent the successful evacuation of German forces (for the Allied player) and for the German player, to save as much of his army as possible. This is covered in the game by both the German Units in play getting off the northern edge of the map as well as the random event “Evacuation”. Getting actual German Units off the map is covered in the special rules of each scenario – as well as the Victory Point awarded for success in the Victory Conditions of each scenario. This section covers the Random Event “Evacuation”.

22.1 Traffic Jam

When the Random Event occurs, first place a Traffic Jam Marker anywhere in Montélimar. For each of the 32 contiguous hexes of the city of Montélimar, all terrain costs are doubled to enter any of the 32 hexes. In addition, all City hexes of Montélimar now have a Defense Value of +1 (not -3). Road movement may not be used in any of the 32 hexes. The Traffic Jam Marker is removed from the map when the next Random Event occurs (unless it is Evacuation again – if so, it stays until the next Random Event occurs).



22.2 Evacuation Markers

There are three Evacuation Markers in the game. When the Random Event occurs, place one of these Markers in the rolled for hex. If all three are in play when the event occurs, the Allied player may choose one of those in play and remove it (and gain Victory Points for doing so if applicable) to allow one of the Markers to be placed in its reinforcement hex.

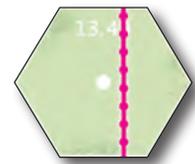


These Units move when the German Direct Command is pulled. There is no Direct Command cost to move these – and their Activation and movement (if the German player wishes to do so) occur before any other Units are Activated by a Direct Command.

The only Action these Units may perform is a Movement Action. They also must always be on a road or railroad hex (they may

not use trails) – and all movement must be along those roads or railroads throughout their movement. If a Traffic Jam is in progress in Montélimar, they don't get the movement benefit of the roads but must pay other terrain and keep in those type of hexes.

Once they reach hex 29.01, The Evacuation hex, they are removed from the map and are available for reuse if the event comes up again. The German player also gains Victory Points when this happens.



22.3 The Evacuation Hex

Hex 29.01 leads to Valence (which is about 8 miles off the north edge of the map), and for the German, freedom.

No Allied Unit may be within 3 hexes of hex 29.01 (which is just to prevent some gamey edge of the world stuff).

As soon as a German Unit or Marker enters this hex, it is removed from the game and Victory Points are awarded to the German player per the scenario instructions. Units that have evacuated can never return to play.

23.0 FRENCH FORCES OF THE INTERIOR (FFI) UNITS

FFI were units of the French resistance that fight alongside of the US forces in the area. These rules do not refer CC Sudre (which is a Formation of the French Army). There are two types of FFI units – regular Units that arrive as reinforcements and are used as Allied Units in all ways, and FFI Ambush Units that arrive via the Random Events procedure.

23.1 FFI Units

These are the 6 Units of Captain Faure and are labeled “FFI-1 through FFI-5” and its HQ. There is no Formation Chit for these forces. These forces only Activate when the US Direct Command is in play through the use of Direct Commands spend by TF Butler, or if TF Butler has been disbanded, by 36th Infantry Division. In addition, to Activate an FFI Unit with a Direct Command, costs 2 Direct Commands to Activate one Unit instead of the normal 1 Direct Command. All of these Units have a Troop Quality of 5 that never changes (regardless of the current Troop Quality of TF Butler or the 36th Infantry Division).



23.2 FFI Ambush Units

When a German Unit moves into a new hex that is more than 5 hexes away from another Unit of the same division, the Allied Player may attempt to place a FFI Ambush Unit in any hex adjacent to that German Unit. The hex can be occupied by an Allied Unit (although different Formation penalties will apply as might overstacking). Roll a die for placement – if the Allied Player rolls a 5 or less, place the FFI Ambush Unit. The Allied player may



place up to 5 of these and may remove one already on the board to use again. The Allied Player must remove an FFI Ambush Unit before knowing the success of the placement of the new Ambush Unit.

FFI Ambush Units activate the same way that regular FFI Units activate above. These Units may never go into Column nor be transported.

23.3 CC Sudre (optional rule)

Combat Command Sudre was a Formation of the French 1st Armored Division. There was the strong possibility that this Formation would be used instead of Task Force Butler. In the end, the American Commander didn't fully trust the French and formed the ad-hoc Task Force from American Units. As an optional rule, the Allied player may use CC Sudre instead of Task Force Butler in Scenario 8 of the Scenario Book. Just enter the entire Combat Command instead of Task Force Butler and use the CC Sudre as its own Division. Note that when this option is chosen, all Task Force Butler Units do not arrive – and the Units that were part of the Task Force now arrive as 36th Infantry Division Units.



24.0 GERMAN KAMPFGRUPPEN

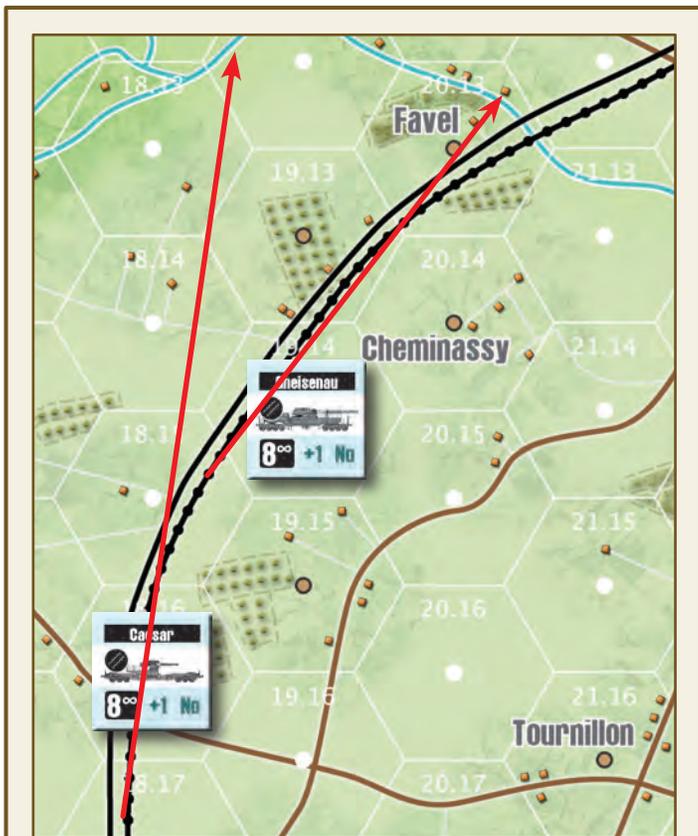
The Americans and Germans approached the problem of forming Units to perform specific tasks differently. The Americans would form larger units, often regimental in size, and they would fight as a cohesive Unit for long periods of time. Task Force Butler is perhaps the best example of this in the entire war. TF Butler was formed by cherry picking formations out of larger formations and they would fight together for some time.



The Germans did things differently. They tended to form much smaller ad-hoc Units that would fight together over just the time needed to accomplish the tactical mission. Hence, while the Allies have the pre-made Task Force Butler, the Germans have the ability to make Kampfgruppen as the game is in play.

The 11th Panzer Division, the 198th Division, and the 338th Division each have one Kampfgruppen Marker each. Kampfgruppen Markers are Activation Chits (like Divisions and Formations) and are purchased exactly like and with all the same restrictions as any other Formation chit. They cost the same 1 Dispatch Point to add to The Cup during step 1.D of the Sequence of Play, and 2 Dispatch Points if purchased during the Action Phase. These are exactly like any other Formation Chit except in how they Activate Units.

When the Kampfgruppen Chit comes out, or is purchased to be immediately in play, place it anywhere on the map. All German Units within 2 hexes of the hex in which the Kampfgruppen has been placed are now Active and may perform one Action (only – no Second Actions). All of the Active Units are considered part of one Formation (regardless of their regiment, division, etc.) and may stack, attack together, assault together, etc.. No different Formation penalties apply unless the composition of the hex changes later in play.



25.0 RAIL GUNS

There are three German Rail Guns in the game – Caesar, Gneisenau, and Scharnhorst. They are part of Pio Abt 779 and are Attached to a larger Formation (see rule 26.0). They each have a special symbol on their counter that means they can only travel by rail – and can never leave a rail hex.



All three may deploy and fire their massive guns albeit with a highly restrictive fire arc. In all other ways, they are a normal Indirect Firing Unit. To figure what they can fire on, take a straight line and run it from the place the rail line enters the southern or southwest part of hex they are in to the place where the rail line leaves the northern or northeastern part of hex they are in – and extend this now to the north/northeast to all hexes on the map (the gun's range is infinite). Any enemy Unit along this straight line may be fired upon (as long as all other rules of Indirect Fire apply – must have a spotter, Active, etc.). If the trace is along a hexside, both hexes adjacent to the hexside may be fired upon.

Rail Gun Fire Arc Example

The Caesar Rail Gun can fire on any enemy Units in hexes 18.15, 18.14, 18.13, 19.12 - and any other hexes to the north of those hexes if the firing arc intersects the hex. This is a normal Indirect Fire in all other ways.

The Gneisenau Rail Gun Unit can fire on hexes 19.13, 20.13 21.12 - and all other hexes to the northeast that this firing arc intersects.

26.0 GERMAN FORMATION ATTACHMENTS

There are four regimental Formations in the game that the Germans can attach to a German Division. These Formations must always be attached and when any Units of an attachable Formation enter play, they must be assigned to a Division. To show this attachment, place the Attached marker in the Attached Formation box of the division to which the Formation is attached. To change the Division the Formation is attached, pay 2 Dispatch Points during Step D of the Preparation Phase and move the Attachment marker to the new Division. No more than 2 Formations may ever be attached to any one division in this manner.

The Attached Formation assumes the Troop Quality of its Parent Division.



If an Attachment enters and there is no eligible Division to which it may be attached, it does not enter play and all the Units of the Formation are considered to be eliminated.

27.0 VICTORY IN THE GAME

27.1 Tracking Victory Points

In most scenarios, the players track their Victory Points by using the "Victory Point Track" on the Turn Record Display chart. Should either player acquire 29 Victory Points, no additional Victory Points are awarded to that player but for each additional Victory Point gained, subtract one from the opposing player's total. Should one side ever have 29 Victory Points and the other side have 0 Victory Points, the game is over and the player with 29 is awarded victory.



Should a player be given Victory Points for Unit elimination and an HQ has been eliminated and placed in the Routed box, this counts as an eliminated Unit for Victory Points.

27.2 Victory Hexes

Several hexes on the map are marked as Victory Hexes. These are marked in three colors – red, yellow and green. The colors are used to represent different values for these hexes depending on the time of the scenario you are playing – as explained in the Victory Conditions section of the scenario you are playing. Generally, Victory Hexes that are in the southern part of the map are more important to the German player, while Victory Hexes in the northern part of the map are more important to the Allied player. A player is considered to control a Victory Hex at a Victory Point Hex Check (or at the end of a scenario) if they have a friendly Unit in the Victory Hex.

27.3 German Withdrawal

The Allied Player can also gain Victory Points by denying the Germans their timely evacuation – and the Germans, in turn, gain Victory Points by successfully exiting the map with their Evacuation Markers and Units. German Units withdraw by entering hex 29.01 and are immediately removed from play. Withdrawn Units may never return to play.

27.4 German Losses

Lastly, the Allied player can gain Victory Points by eliminating German Units (only). Eliminated Markers do not offer any Victory Point award. An HQ that has been eliminated but placed in the Rout box is considered eliminated for Victory Point purposes.

In all scenarios, the player with the most Victory Points wins at the end of the scenario – or if an Automatic Victory has occurred per 27.1. Should both players have the same number of Victory Points at the end of the scenario, the German player is the victor.

28.0 BOURBON & COGNAC

At the beginning of most scenarios, the American Player is given a Bourbon Marker and the German Player is given a Cognac Marker. These allow both players one opportunity per day to re-roll one die roll if they don't like the original roll. Each Marker can only be used once per roll (although both Bourbon and Cognac can be used if available on the same roll after it has been re-rolled). In other words, a die roll result has been rolled and the American Player does not like the roll. If he has Bourbon available, he may re-roll this roll. If the German has Cognac available and now doesn't like the new roll, he may re-roll it once as well. But after that, no more re-rolls are allowed.



At the start of every game day (the 0700 turn), both players receive their Bourbon and Cognac respectively again and may use it for that entire game day.

The American Player must choose first if he wishes to re-roll and he must state this before another die roll has been made or another Action performed. If the American Player doesn't choose to use his re-roll, the German Player then chooses.

Optional – but a great Command and Control aid as well as being enjoyable:

We recommend the following Bourbon for the American Player to enjoy while playing: Bulleit Frontier Whiskey Barrel Strength. Great hint of toffee and oak.

We recommend the following Cognac for the German Player to enjoy while playing: HINE Bonneuil 2005 – pricey but worth it.

29.0 TASK FORCE BUTLER

While Task Force Butler has not yet been disbanded, the following special rules apply to its Formation Chit. Each turn, the Allied player may choose to add the TF Butler Formation Chit to The Cup for no Dispatch Point cost. This is considered a Division Formation Chit for Fatigue purposes. Once the Chit has been drawn from The Cup, the Chit is now considered to be a Formation Chit for Fatigue purposes and may be purchased for immediate play that turn (when appropriate, depending on initiative) by spending 2 Dispatch Points from Task Force Butler. This option is available each turn before Task Force Butler is disbanded. This same rule applies to CC Sudre if that Formation is in the game instead of TF Butler. You may purchase the Task Force Butler Chit as a Formation Chit even if you haven't placed it in The Cup as a Division Formation Chit.



Once TF Butler has been disbanded on the 0700 turn of August 24th, TF Butler no longer exists. All TF Butler Units and Leader Butler are considered to be part of the 143rd Infantry Regiment in all ways. The TF Butler Formation Chit is removed from the game and cannot be purchased.

CC Sudre is removed from play completely on the Night I turn of August 23rd. It is never part of another Formation. When removed, just pick up the Units from the map and remove them from play.

30.0 INFANTRY RIDING ON TANKS

Both sides suffered significant transport shortages in this battle. To compensate for this, Leg Units often rode on top of vehicles so they could still move quickly.

Only Leg Unit may ride on only Tanks. The Tank Unit being ridden upon must be from the same Formation (if Colored Stripe) or the same Division (if White Striped). To do have a Leg Unit ride on a Tank Unit, spend one Movement Action from the Tank Unit (the riding Unit need not be Active) to climb aboard and one Movement Action from the Tank Unit to get off (again, the riding Unit need not be Active). A dismounted Unit may not be Active the Activation it dismounts.

Once the Leg Unit is riding on the Tank Unit, only the Tank Unit need be active to move both Units – and both Units now count as one Unit for Stacking. No Leg Units may ride a Tank within 10 hexes of an enemy Unit of any type. Should an enemy Unit move within 10 hexes of a Leg Unit riding on a Tank, the Leg Unit is immediately gets off the Tank. A Leg Unit may not get on and get off a Tank Unit in the same Activation. One Support Weapon and an unlimited number of Leaders and Heroes may ride with a Leg Unit on a Tank.

Should the Leg Unit and Tank Unit be attacked, the Leg Unit immediately dismounts and the hex gains 1 DG. The attack may then target either the hex or the Tank Unit with its attack (but not both).

Once dismounted, there are now two Units in the hex and overstacking penalties may apply.

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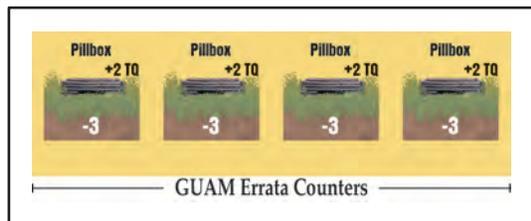
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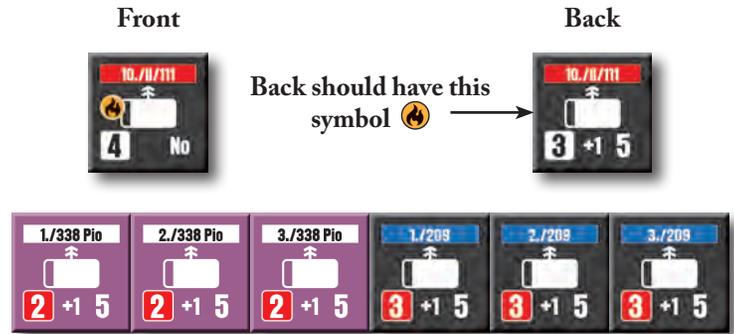
Special Gratitude: my very special gratitude to Eric Lee Smith, one of the great innovators of our hobby. This system is based on his great design *Panzer Command*.

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Counter Note 1: On the right side and very bottom of countersheet 6, there are four errata counters for *CSS: Guam*. These add to the Guam Fortification Markers to give you the amount needed for the campaign game.



Counter Note 2: The following German Units should have a Flamethrower symbol on their Column side:



Counter Note 3: The four Halftracks of Task Force Butler should have tracked movement (in red) - they are tracked transport.



We'll have the corrected counters in the next CSS game.