



COBRA

RULE BOOK



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COBRA

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at decisiongames.com/wpsite/e-rules

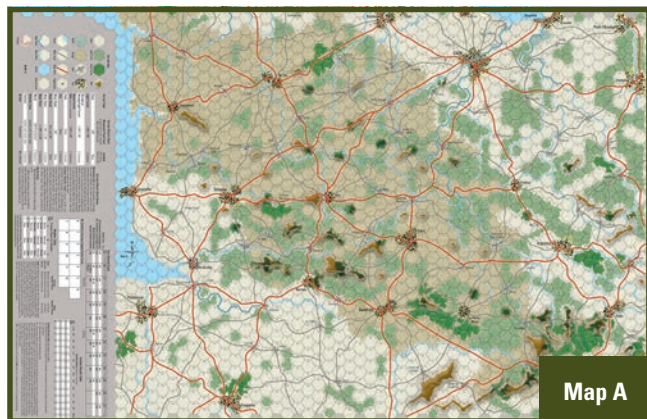
1.0 INTRODUCTION

Cobra is a strategic/operational simulation of the Normandy campaign of 1944, that culminated in the encirclement of some 160,000 German troops in the Falaise Pocket. This edition allows players to simulate the entire campaign, the first half of the campaign, or the breakout operation in the latter stages of the campaign. The rules have been updated from **Strategy & Tactics Magazine** #251 and include all known errata.

1.1 HOW TO READ THE RULES

If this is your first wargame the rules may seem daunting at first due to their length and complexity. Do not panic! You do not need to memorize, or even read through all of the rules before beginning play, though it is advisable to glance through them paying particular attention to the rule headings and the first paragraph of each section.

The rules are organized by topic beginning with some general concepts and the remainder arranged to roughly follow the sequence of play. It is suggested that after familiarizing yourself with the game components, you try setting up a scenario and just start playing, referring to specific rules sections as they apply during the different phases of the turn.



2.0 COMPONENTS

2.1 GAME EQUIPMENT

A complete game of **Cobra** includes the following components:

- Two 22x34 Inch Maps (A & B)
- This Rules Booklet
- One Sheet of 280 die-cut counters
- One Campaign Analysis Booklet

2.2 GAME MAP

The two **Cobra** maps portray the area in which the campaign was fought. They contain charts and tables needed to play the game. A hexagonal grid is superimposed over the terrain features printed on the map to regularize movement and the positioning of the playing pieces.

Map A includes the following charts, diagrams, tracks and tables:

- Combat Results Table (CRT)
- Terrain Effects Chart (TEC)
- Terrain Key
- Turn Record Track (TRT)
- US, British and German Supply Points Track
- Weather Table

Map B includes the following charts, diagrams, tracks and tables:

- Allied Destroyed Units Boxes
- Allied Withdrawn Units Boxes
- Combat Results Table (CRT)
- German Attack Supply Points Track
- German Destroyed Units Boxes
- German Infantry Replacement Track
- German Panzer Replacement Track
- Reinforcement Schedule
- Scatter Diagram
- Sequence of Play
- Terrain Effects Chart
- Terrain Key
- Turn Record Track
- Victory Point Track
- Weather Track

Map Errata: Map A, hex 4202 is misprinted as hex 2802.

2.0 COMPONENTS (CONTINUED)

2.3 THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original campaign. The numbers and symbols on the pieces show the strength, movement capability, and type of unit represented by that piece. The playing pieces will hereafter be referred to as units.

Most units are back printed, showing one strength value on the front and a second, weaker strength value on the back. When a unit that has its stronger side face-up takes a combat loss, it is flipped so its weaker side shows.



Front: Full Strength



Back: Reduced Strength

2.3.1 HOW TO READ THE UNITS

Unit designations are the historic identity numbers of the units. Divisions have only one number, while each regiment has a regimental ID and a number that designates the division to which that regiment belongs (if any). The number to the right of the slash is the number of the division. The term British is extended to include all Canadian and Polish units.

Counter Errata:

I Para Corps should be II Para Corps

19/19SS Mechanized Regiment should read 19/9SS

2.3.2 UNIT & MARKER TYPES

UNIT TYPES



Airborne Regiment



Armored Regiment



Headquarters



German Heavy Tank Battalion (Ferdinand) Optional



German Panzer Grenadier Regiment



German Sturm-Flak Regiment



German Tiger Tank Battalion



Armored Cavalry Regiment



Infantry Division



German Delay Unit



German Infantry Regiment



German Para Infantry Regiment



German Fiedenthaler Jagdverbande Battalion



British Commando Brigade

MARKERS



US Supply



German Attack Supply



Naval Points



Step Loss



Beach Resistance



Game Turn



British Supply



Air Points



Victory Points



Army Boundary



Truck

ALLIED UNIT COLORS

USA

British

French

Polish

Canadian

AXIS UNIT COLORS

German

German SS

2.3.3 UNIT SIZES

Each unit depicts a unit size symbol.

II: Battalion

III: Regiment

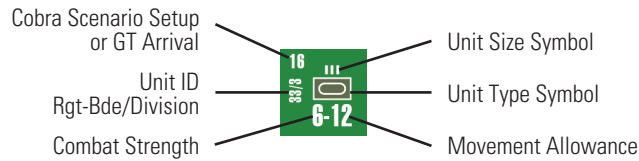
X: Brigade

XX: Division

KG: Kampfgruppe (Reinforced regimental sized unit)

2.3.4 DEFINITIONS

COMBAT UNIT



HEADQUARTERS UNIT



Combat Strength: The relative strength of a unit when attacking or defending. A unit's combat strength may be affected by its supply status, divisional integrity, overruns, or not being stacked with infantry-type units if it is an independent British armored brigade. Terrain may also affect the combat strength of mechanized units.

Movement Allowance (MA): The maximum number of movement points (MP) that may be expended by a unit when it is moved during a Movement Phase (5.0).

Command Radius: The maximum number of hexes away from a combat unit that a headquarters unit may be and still be able to affect any combat that the combat unit is involved (8.3.3 & 9.0).

Allied: Refers to all units of the Allied player.

US: Refers to American and French units unless specifically noted.

British: Refers to British, Canadian, and Polish units unless specifically noted.

2.4 GAME SCALE

Each game turn is equivalent to three days, and each hex represents a distance across of two miles (3.2 kilometers).

2.5 SCENARIOS

Campaign Game: The entire Campaign Game is begins on GT 1 and ends on GT 27 (17.3).

Battle of the Build Up Scenario: The Battle of the Build-Up Scenario begins on GT 1 and ends with the conclusion of GT 14 (17.4).

Cobra Scenario: The Cobra scenario begins on GT 15 and ends on GT 27 (17.1).

Alternate Cobra Scenario: Alternate set up for the Cobra scenario. Uses the same rules and victory conditions as the standard Cobra scenario (17.2).

2.6 ROUNDING RULE

Fractional and decimal values are rounded up unless specified otherwise.

3.0 INITIAL SET-UP

Cobra contains four scenarios; three short scenarios and the Campaign Game. See 17.0 for full instructions and special rules for all scenarios.

a) The basic rules are used for the Cobra Scenario and the Alternate Cobra Scenario. These scenarios can be played on Map A only.

b) Additional rules are used for the Battle of the Build-Up and Campaign Game scenarios.

The Battle of the Build-Up Scenario: Uses both maps.

The Campaign Game: Uses both maps.

c) Players should choose which scenario they will play and the side each player will command. The German player always sets up his units first.

d) Each player (German player first) should then place the units for their side as described below.

- 1)** The hex numbers printed on the counters are those used to place units according to the original SPI/Cobra scenario set-up.
- 2)** The starting locations for all other scenarios are in the specific rules for each of those scenarios.



Important: When setting up the Cobra Scenario, some units (mostly German) start with their weaker strength value face-up. That reflects the battle of attrition that was raging for some time as that game begins.

e) Other units received later in the scenario (reinforcements), are temporarily placed in the appropriate space on the Reinforcement Schedule.

f) Play starts with the first game turn and continues until the final turn of the scenario being played.



4.0 SEQUENCE OF PLAY

COBRA is played in game turns. There are 13, 14 or 27 game turns in a complete game, depending on the scenario being played, and each game turn is composed of two player turns. The player whose player turn is in progress is called the phasing player. Each game turn proceeds in accordance with the following outline. Each phase must be carried out in the order given.

Important: If playing the Battle of the Build-Up or Campaign Scenarios, players will need to implement the Allied Landing Phase (18.3.2) before starting the German Player Turn.

GERMAN PLAYER TURN

1) Weather & German Supply Phase

a) The German player rolls the die and consults the Weather Table (Map A). The weather determines if the German player will be able to move his units up to their full MA and, if not, to what extent they will be restricted for his current player turn (5.3).

b) The German player adds any attack supply points (11.1) he received this turn to his current total on the German Attack Supply Points Track and then adds any replacements to the German Replacement Tracks (12.2).

2) Replacement Phase

The German player distributes replacements to eligible units.

Important: Units that receive replacements halve their MA in following Initial Movement Phase.

3) Initial Movement Phase (5.0)

a) The German player places on the map any reinforcements due him, as listed on the Reinforcement Schedule (Map B).

b) The German player moves any or all his units (including reinforcements) in accordance with the rules governing movement. He may conduct overruns.

4) Combat Phase (8.0)

a) The German player may conduct as many attacks against Allied units in hexes adjacent to his own units as he wishes.

b) To be in attack supply the German player must expend two supply points per attack.

Important: An Allied unit that blocks an advance may be overrun by an advancing unit that has divisional integrity.

5) Mechanized Movement Phase (5.2)

a) The German player may move any or all of his panzer, panzergrenadier or headquarters units as he wishes. Those units may be moved even if they were moved during the Initial Movement Phase.

b) No other units may be moved during this phase.

c) Overruns may not be conducted.

d) If an HQ is moved, it is immediately flipped to its inactive side.

ALLIED PLAYER TURN

1) Supply Phase

The Allied player adjusts the US and British/Canadian supply points markers on the US, British and German Supply Points Track to reflect the addition of any supply points he receives during the current game turn, as printed on the TRT (11.1).

2) Replacement Phase

The Allied player adds replacement steps to any eligible units (12.2) and deploys, or redeploys, truck markers to mechanize US infantry divisions (5.7).

3) Initial Movement Phase (5.0)

a) The Allied player places on the map any reinforcements due him, as listed on the Reinforcement Schedule (Map B).

b) The Allied player moves any or all his units (including reinforcements) in accordance with the rules governing movement. He may conduct overruns.

4) Combat Phase (8.0)

a) Within the Allied command limit, the Allied player may conduct as many attacks against German units in hexes adjacent to his own units as he wishes.

b) To be in attack supply the Allied player must expend one supply point per attack.

Important: A German unit that blocks an advance may be overrun by an advancing unit that has divisional integrity.

5) Mechanized Movement Phase (5.2)

a) The Allied player may move any or all of his mechanized or headquarters units as he wishes. Those units may be moved even if they were moved during the Initial Movement Phase.

b) No other units may be moved during this phase.

c) Overruns may not be conducted.

d) If an HQ is moved, it is immediately flipped to its inactive side.

6) Game Turn Indication Inter-Phase

The Allied player advances the game turn marker one box on the TRT to indicate the end of one game turn and the beginning of the next. Once the last game turn of the scenario has been completed, the game is over and the players determine who has won.

5.0 MOVEMENT

During a Movement Phase, all, some or none of a player's units may be moved. No other units may be voluntarily moved. The only form of combat that may occur during this phase is overrun (5.4).

5.1 MOVEMENT RESTRICTIONS

Movement is calculated in terms of movement points (MP).

- a) A unit expends one MP of its total MA for each clear terrain hex it enters. Other terrain types cost more than one MP to enter or cross. Those costs are summarized on the TEC.
- b) A unit may never enter a hex containing an enemy unit unless that hex contains only enemy HQ units, in which case HQ displacement occurs (9.1b).
- c) Units may move only during friendly Movement Phases. Advances and retreats are combat displacements and do not require the expenditure of MP nor are they considered movement for purposes of this rule.
- d) A unit must stop upon entering an enemy zone of control (EZOC). Once a unit has been moved into an EZOC, it may not be moved out of it during that Movement Phase. A unit that begins a Movement Phase in an EZOC may leave that EZOC by disengaging (5.5).
- e) A unit may not be moved across a major river into a hex in an EZOC unless:
 - 1) The hex is occupied by a friendly unit; or

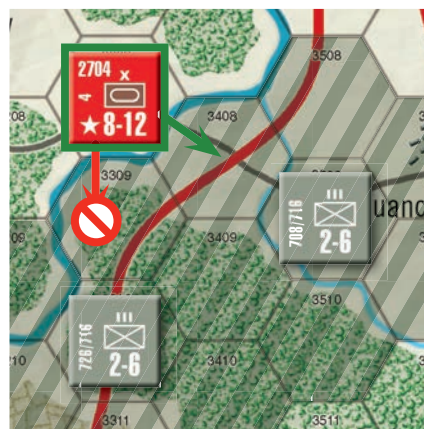
Example: The 4th British Brigade could cross the Orne River (major river) into hex 3408 because the German unit that is projecting a ZOC into 3408 is not adjacent to the river itself. It could also cross into hex 3309, since the hex is friendly occupied (even though the German unit in hex 3310 is adjacent to the river itself).



- 2) The enemy unit exerting the EZOC is not adjacent to the river; or

Example: The 4th British Brigade could cross the Orne River (major river) into hex 3408 because the German unit that is projecting a ZOC into 3408 is not adjacent to the river itself. However, the 4th could not cross into

hex 3309 because the German unit projecting a ZOC into 3309 is adjacent to the major river and that hex is not occupied by a friendly unit.



- 3) The moving unit could ordinarily make the move if no major river was present.

Important: For the purposes of crossing a major river into a hex in an EZOC only, ZOC do extend across major rivers.

Example: The British 4th Armored Brigade is attempting to cross the Orne River (major river) into hex 3408. Normally the German regiment in 3309 would not project a ZOC into hex 3308, however for the purpose of crossing a major river into a hex in an EZOC, the major river is ignored and the 4th would not be able move into hex 3408 as it is moving from one EZOC into another hex in an EZOC.



Important: If the destination was a city hex, the 4th Brigade could move into it because ZOC do not extend into city hexes (7.0).

- f) A unit may not normally expend more MP than its total MA in any one Movement Phase. MP may not be saved from one game turn to the next, nor may they be transferred from one unit to another.

5.0 MOVEMENT (CONTINUED)

Exception: A unit may always move one hex, regardless of MA limitations, unless in an EZOC.

Important: Units may increase the printed MA using 5.3 or 5.7. Units may also have their MA reduced by 5.2c or 10.6.

- g) Units out of supply have their MA halved (10.6).

5.2 MECHANIZED UNITS

Mechanized units receive specific benefits and penalties throughout the rules.

- a) All German panzer, panzer grenadier, and headquarters units are considered mechanized.

Important: Flak units, though they have MA of 12, are considered infantry units for movement purposes.

- b) All Allied armor, armored cavalry and all headquarter units are considered mechanized.
- c) British and Canadian infantry divisions are infantry units; however, they may move up to two-thirds (6 MP) of their printed MA during the Allied Mechanized Movement Phase.
- d) The Allied player may use one truck marker to convert one US infantry division into a mechanized division.
- e) Mechanized units (including mechanized US infantry divisions) pay mechanized MP costs when entering hexes (TEC).
- f) Mechanized units may not move or retreat into marsh hexes unless doing so through a road hexside.
- g) US ranger and British commando units may move one hex during each Allied Mechanized Movement Phase. They may not move from EZOC to EZOC.

Important: This one hex move does not expend MP, the above units have a one hex movement capability during the Allied Mechanized Movement Phase.

- h) The Dives River is a special case. Unbridged Dives River hexsides from A4101 to A4106, inclusive, may not be crossed by mechanized units.



5.3 EFFECT OF WEATHER (ALLIED AIR POWER) ON GERMAN MOVEMENT

The MA of German units is dependent on the weather. During the Weather Determination Phase, the German player consults the Weather Table and rolls one die, modifying the die roll as required. The result indicates if the weather for the game turn is storms, overcast or clear.

Exception: When playing any scenario starting on GT 1 (June 6) The weather on GT 1 is always clear. The weather during GT 2 is always overcast. The players must roll for weather on all turns thereafter, with one exception: if there has been no previous storm turn, the weather on GT 6 is automatically storm.

- a) Use the following steps when determining the weather.
 - 1) Beginning the first game turn that weather is determined, use column A, unless the two preceding (consecutive) game turns have been storm turns. In this case use column B.
 - 2) Beginning Game Turn 20, use column C only. Column A and B are no longer used.
- Important:** In both above cases, if the three previous consecutive game turns have been storm, the weather is automatically overcast for the current turn.
- 3) At any time in the game, if there have been three consecutive game turns of clear weather, apply a -1 die roll modifier (DRM) until overcast or storms occur.
- 4) At any time in the game, if there has been three consecutive game turns of non-clear weather, apply a +1 DRM until clear weather occurs.

Important: For both c and d, increase the appropriate DRM by one each game turn (after the initial die roll) if the weather has not changed.

Example: Game Turns 18, 19 and 20 were all clear weather game turns. On Game Turn 21, the German player rolls for the weather condition. A DRM of -1 is applied. The player rolls a 5 and applies the -1 DRM, giving a result of 4. Using the C column, he then crosses reference the modified die roll with the result of clear weather. At the start of the next game turn, a DRM of -2 will be made to the weather roll. The German player rolls a 2 that game turn, which is modified to 0. The lowest value on the "C" column is a 1, making storms the weather condition for that game turn. No more DRM would be made to the weather rolls unless three consecutive game turns of either clear or non-clear weather occurred.

- b) Weather affects the MA of all German units during the Initial and Mechanized Movement Phases as follows:
 - Storms:** All units may move using their full MA.
 - Overcast:** All units reduce their MA by one third.
 - Clear:** All units reduce their MA by two thirds.

Important: If a unit is out of supply, the unit's MA is first halved, then the adjustments noted above are applied. When making any of these adjustments, always round up.

Example: A German unit with a printed MA of 6 would have 6 MP in storm weather, 4 MP in overcast weather, and 2 MP in clear weather.

c) In the first German Player Turn after any Allied unit has exited any map edge, the German MA modification due to weather is as follows:

Storms and Overcast: All units may move using their full MA.

Clear: All units reduce their MA by one third.

Important: The German player may still increase a unit's MA during clear weather using the procedure in 5.3.3.

d) During overcast or clear weather, German units may increase their MA in either Movement Phase. A unit that increases its current MA incurs a risk of air attack. A unit that increases its MA using this procedure cannot conduct overruns. The unit may use the increase to disengage. To increase a unit's MA follow the below procedure.

Important: This MA increase cannot exceed a unit's printed MA, however a player may opt to just increase a unit's MA by one third during clear weather.

- 1) When a unit that has increased its MA completes its movement, the German player must immediately roll one die.
- 2) If the unit increased its MA by one third, that unit suffers one step if the die roll result was a 1 or 2.
- 3) If the unit increased its MA by two thirds, that unit suffers one step loss if the die roll result was 1 through 4.

5.4 OVERRUN

Overruns are a special form of combat conducted by the phasing player that may occur during the Initial Movement Phase and/or when advancing after combat. To initiate an overrun, the overrunning units must meet the following restrictions.

Important: Only armored, panzer or panzer-grenadier and US truck mechanized units may conduct overruns.

Important: Overruns cannot be conducted in the Mechanized Movement Phase.

- a) During the Initial Movement Phase, a unit must have enough MP remaining to expend 3 MP to attempt the overrun and pay the MP cost of entering the target hex (units may use roads).
- b) When advancing after combat, if a defending unit retreats through a hex containing friendly units, and those friendly units remain in place and block what would otherwise be a retreat path into which the attacker could have advanced, the advancing unit may attempt an overrun against those blocking units.

Important: The attacker's advance result must be sufficient that it would have been able to advance into the target hex had there not been any enemy units present to block the advance. Combat overruns are not possible across major river hexsides or into bocage hexes.

- c) Only units with divisional integrity may conduct overruns.
- d) Only the units of a single division may participate in any given overrun. All units of the division attempting the overrun must start the phase stacked in the same hex. A division may not simultaneously conduct an overrun against more than one hex.

e) Units attempting an overrun must be in supply. In this case supply is judged when the overrun is declared.

f) The overrunning units may ignore the ZOC of the units being overrun, however a unit may not conduct an overrun from a hex that has an EZOC being exerted into it by units that are not being overrun.

g) A unit may not disengage and perform an overrun in the same Movement Phase.

h) Units may never overrun across major river hexsides, (bridged or not) or into fortress hexes.

i) An overrun may be conducted against more than one enemy unit, but all of those enemy units must be in the same hex.

j) A given defending unit, or stack of units, may be overrun a number of times by different divisions in the same phase.

5.4.1 OVERRUN COMBAT STRENGTH

A unit conducts an overrun using their printed combat strength.

- a) Do not double combat strength for divisional integrity in the combat phase.
- b) Units performing an overrun into a marsh hex do so at half their printed combat strength.
- c) Overruns during the Initial Movement Phase may be affected by terrain, supply, air, naval and offensive/defensive HQ combat shifts.
 - 1) The HQ must be in range of the hex being overrun.
 - 2) All HQ, except Patton, must not have moved yet during the current Movement Phase.
 - 3) The maximum number of shifts that may be applied, except for Patton, is one.
 - 4) Patton may move first and then apply shifts to the overrun.
 - 5) Patton may either apply one shift to two overruns or two shifts to a single overrun, in addition to any shift provided by one other HQ to the same overrun.
- d) Overruns conducted during advance after combat are only affected by terrain and supply conditions.

Important: HQ and air or naval shifts may not be used.

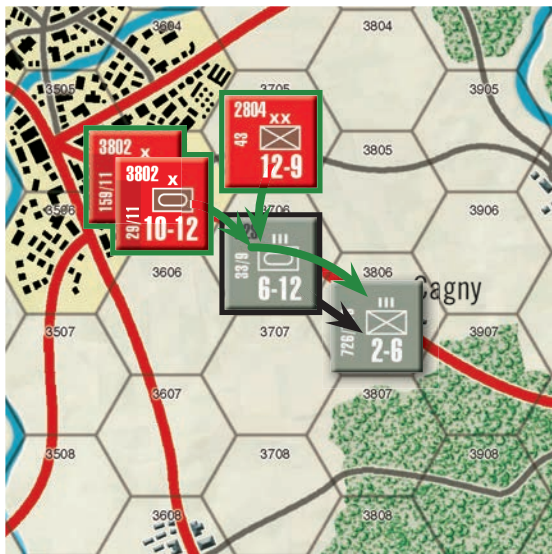
5.4.2 SUCCESSFUL OVERRUNS

If, as a result of the overrun, the target hex is vacated, the overrunning units must all move into the vacated hex.

- a) Victorious overrunning units may continue normal movement if they have any remaining MP and are not in an EZOC.
- b) Armored, panzer or panzer-grenadier divisions may conduct up to two overruns per phase.
- c) US truck mechanized infantry division may conduct only one overrun per phase.

5.0 MOVEMENT (CONTINUED)

Example: The British 43rd Infantry Division and both units of the British 11th Armored Division attack the panzer regiment in hex 3706. They achieve an /2 result. The German player decides to retreat rather than take any step losses (note if the result had been a /3 or greater he would have had to take at least one step loss (8.6b3). The German player retreats the Pz regiment to hex 3806. The British player then decides to advance after combat with both units of the 11th Armored Division (giving him divisional integrity (6.3) that will allow his units to conduct an advance after combat overrun against the infantry regiment in hex 3806. If the overrun succeeds the two units of the 11th Armored Division could advance into hex 3806.



5.4.3 FAILED OVERRUNS

Overrunning units must halt all movement for the current phase if their overrun fails to dislodge the enemy units from the target hex.

- a) Overrunning units do not move into a vacated target hex if the combat result is a split result. They may, however, stay in place and take the loss. A split result stops movement for the affected units for the rest of the phase.
- b) In any combat result where the overrunning force must take a loss or retreat, that force halts its movement for that phase.

Important: Overrunning units must take their first hit as a step loss, even if the result is a split result.

5.5 DISENGAGEMENT

During any friendly movement phase, a unit may be disengaged from an EZOC at a cost of two MP in addition to the terrain cost of the hex being entered.

- a) To disengage, a unit must first be moved out of a hex containing an EZOC directly into a hex not in an EZOC. Units may not re-enter an EZOC in the same movement phase in which they have disengaged.
- b) Units may be disengaged only if they can expend the required MP.

Exception: German units occupying a bocage, light forest or heavy forest hex in an EZOC may always disengage and move one hex provided the hex being entered similarly contains any of those terrain types. Such moves may not be from EZOC to EZOC.

5.6 SPECIAL TERRAIN RULES

Terrain movement costs are not cumulative. A unit pays the single highest cost when entering a hex containing more than one type of terrain.

Important: The movement cost for crossing rivers is in addition to the terrain cost of the hex being entered.

Example: A Mechanized unit moves into a hex containing both light forest and bocage, the movement cost for the hex would be 3 MP.

- a) A unit moved into a hex through a hexside crossed by any type of road expends only the road movement cost for that type of road (minor or major) to enter that hex. In this case ignore movement cost for crossing a river hexside.
- b) A unit moving into a town hex (unless moving along any type of road) pays the movement cost of the other terrain in the hex. Units moving into a city hex always pay clear terrain movement costs unless moving along any type of road.
- c) Mechanized units may only enter and/or exit marsh hexes along any type of road.
- d) All-sea hexsides are impassable. Such hexsides completely block movement, supply, combat, command and ZOC.

5.7 AMERICAN TRUCKS

During the Allied Replacement Phase, the Allied player may mechanize as many US infantry divisions as he has available truck markers. There are three such counters in the counter-mix. He does that by placing a truck marker on top of the counter representing the division. He may place it on a reinforcement entering that game turn.

Note: The large white numbers printed on each truck counter is their turn of entry.

- a) US infantry division must be in supply to be mechanized (have a truck marker placed on it).
- b) The division may be in an EZOC.
- c) The US 2nd Infantry Division may be mechanized (using one truck marker) if all its component regiments are in the same hex in the Allied Replacement Phase. All of the component regiments must remain stacked together when mechanized. The truck marker may be removed, allowing the units to split up.
- d) A US truck-mechanized infantry division possesses all the abilities and characteristics of a regular mechanized division; it may be moved during the Mechanized Movement Phase and may perform one overrun in the Initial Movement Phase (5.4).

e) Truck marker are removed as follows:

- 1) The marker must be removed immediately if the division is forced to retreat as a result of combat. In this case the truck marker is set aside and may be placed on the same or other US infantry division in the next Allied Replacement Phase.

Exception: If the unit stands and incurs a loss rather than retreat the marker is not removed.

- 2) The marker may be removed during any Allied Replacement Phase. In this case, the Allied player may switch the truck marker to another eligible division or temporarily remove it from play.
- 3) If a division with a truck marker is eliminated, the truck marker is set aside (truck markers cannot be eliminated). It is available in the next Allied Replacement Phase.

5.8 ADDITIONAL MOVEMENT RULES

In some cases, players are instructed to exit units from a map edge. An Allied unit must be able to trace a supply path in order to be withdrawn. If it meets that requirement, the unit is simply removed from play at the end of the Allied player turn. Once withdrawn, it may not reenter play.

- a) Units exited from the map are permanently removed from play. In general, they never reenter the game.

Exception: Up to two US divisions may exit the south edge of the game map and reappear anywhere on the south edge one game turn later, during the same phase they exited the map.

- b) Units may exit from a map edge only during a friendly Movement Phase by paying one MP to do so. They may never exit the map during a Combat Phase.
- c) Allied units must stop moving upon entering a fortress hex that has not previously been destroyed. A fortress hex is immediately destroyed immediately after an Allied enters the hex.

Important: This means if a second unit moves into the fortress hex, that unit is not required to stop as the fortress has already been destroyed.

5.9 ALLIED ARMY BOUNDARY

The Allied Army Boundary (AAB) limits the movement of US units into the British area of operations and vice versa.

- a) On GT 1 the boundary markers are placed in hexes A2519 and B3519.
- b) US units may not voluntarily end any move more than one hex east of the line of hexes formed by the two markers.
- c) British units may not voluntarily end their moves more than one hex to the west of the boundary.
- d) Units may move across the boundary, but they may not end their movement in violation of the above rules.
- e) A unit may retreat after combat in violation of this rule, but it must correct the situation at the earliest possible moment.
- f) A unit tracing supply for attack may not trace that supply in violation of the AAB.

5.9.1 CHANGING THE ALLIED ARMY BOUNDARY

At the beginning of each Allied Player Turn, the AAB may be moved one hex east or west, or not, as desired by the Allied player.

- a) The AAB may not be moved west of the 3300 hex row or east of the 4000 hex row.
- b) Following the game turn that any Allied unit is located south of Vire (A2116), the AAB is extended as follows:
 - 1) One AAB marker is placed anywhere within three hexes of Vire
 - 2) The other is placed in a hex in the 5100 hex row of map A.
- c) The extended AAB is the line of hexes formed between those two AAB markers.

Note: After adding the AAB extension, the AAB will extend from Map B (5.9) to the east edge of Map A.

Example: If one AAB marker were placed in 2117 and the other was in 5117, all the hexes in between with a number that contained 17 as the last two digits would be part of the AAB. If the second marker were in 5132, the diagonal row of hexes between the two AAB markers would be the new AAB.

- d) For the extended boundary, the effects remain identical to the original boundary. This AAB may also be adjusted one hex north or south each Allied Player turn.



6.0 STACKING

Stacking is the term used to describe the presence of more than one friendly unit in the same hex.

- a)** There is generally no limit on the number of units that may pass through a hex.

Exception: During retreat after combat.

- b)** At the end of any Movement Phase, and at all times during any Combat Phase, neither player may generally have more than one division in a hex.

- c)** For stacking purposes, a division is defined as:

- 1)** Any one division sized unit; or
- 2)** Any three regiment or brigade sized units.
- 3)** Any two British or Canadian brigades.

Exception: The three British Brigades belonging to the 6th British Division may stack together.

6.1 EXEMPT UNITS

Certain units are exempt from the above stacking rules.

- a)** Up to one HQ and two battalions may stack for free with other units in a hex.
- b)** One British/Canadian independent armored brigade (those without divisional ID) may stack for free with a British/Canadian infantry division.
- c)** One US armored cavalry regiment or the 2+5 ranger unit may also stack for free with any US division (mechanized or not).
- d)** Informational markers never count against stacking limits.

6.2 OVERSTACK PENALTY

If units are ever in excess of the stacking restrictions at the end of a friendly Movement Phase, or at any time during any Combat Phase, the excess units in the hex must be eliminated and removed from the game (owner's choice).

6.3 DIVISIONAL INTEGRITY

The following unit types benefit from divisional integrity:

- German panzer and panzer grenadier divisions
- US armored divisions
- US truck-mechanized infantry divisions
- British armored divisions.

- a)** If all the constituent units of any qualifying divisions occupy a single hex in supply, that division has divisional integrity.

Important: A unit must be in supply to have divisional integrity. To have divisional integrity during an Initial Movement Phase, all the units of a division must have started that phase in the same hex and in supply.

- b)** No units in the hex may belong to other divisions.

- c)** Other non-divisional units may be present, but their strengths are not doubled.

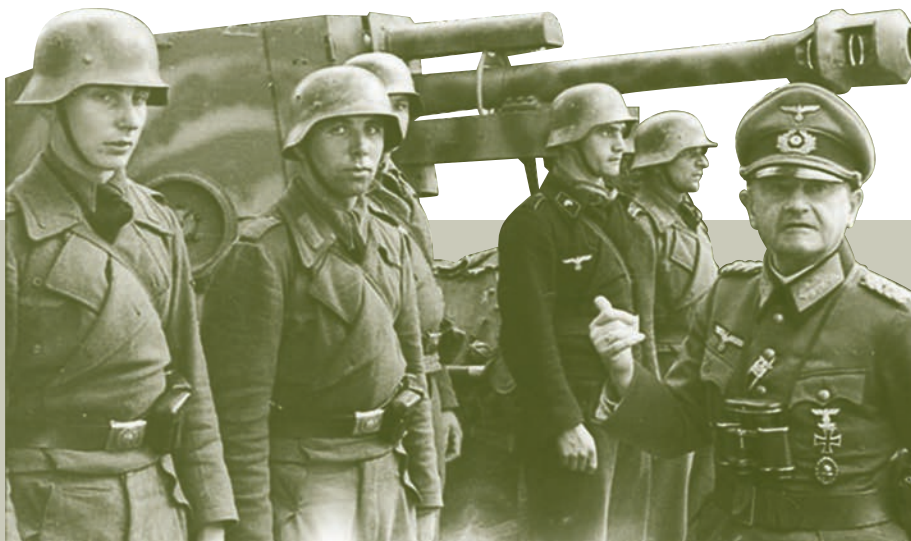
- d)** US infantry divisions with truck markers automatically have divisional integrity. Divisions with separate units must be stacked deliberately in the same hex in order to attain it.

- e)** Units with divisional integrity are doubled in combat strength for both attack and defense during the combat phase, and for defense against overruns.

Important: Units with divisional integrity are not doubled when conducting an overrun. They attack at face value.

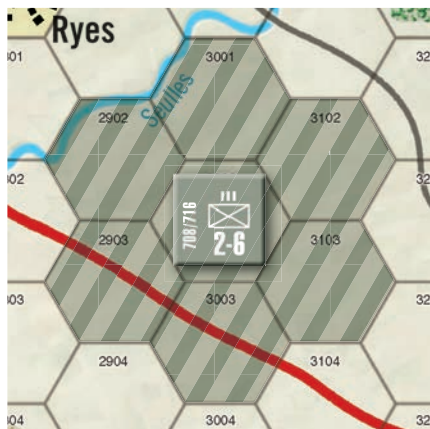
- f)** Only units with divisional integrity may conduct overruns.

Important: Attacking British armored brigades not stacked with British infantry divisions have their combat strengths halved.



7.0 ZONES OF CONTROL (ZOC)

All units, with the exception of HQ, battalions and Flak units, exert zones of control (ZOC) into the six hexes adjacent to the hex they occupy.



- a)** ZOC do not extend across major river hexsides, nor across all-sea hexsides.
- b)** ZOC do not extend into the city hexes of Caen or Cherbourg or fortress hexes. They do extend out of those hexes.
- c)** There is no additional effect for having more than one unit exerting its ZOC into a given hex.
- d)** Hexes into which a unit exerts ZOC are called controlled hexes.
- e)** Units must stop moving when they enter an enemy ZOC (EZOC). They may not leave that hex voluntarily until the beginning of the next friendly movement phase.
- f)** There is no additional MP cost to enter an EZOC.
- g)** Units may leave an EZOC only as a result of combat, overrun or disengagement.
- h)** Friendly ZOC never affect friendly units.
- i)** Friendly units, other than HQ, negate the presence of EZOC for the purposes of:
 - 1) Tracing supply lines
 - 2) Command radii
 - 3) Retreat after combat

Important: Friendly units do not negate EZOC for purposes of movement.

8.0 COMBAT

Combat occurs between adjacent opposing units at the phasing player's discretion. The phasing player is the attacker, the non-phasing player is the defender, regardless of the overall strategic situation.

8.1 COMBAT OVERVIEW

Units may attack only during friendly Combat Phases. They may then attack any and all enemy units adjacent to them. Only those units directly adjacent to a given enemy unit may participate in an attack upon that unit.

- a)** Attacking is voluntary; units are never compelled to attack, and not every unit adjacent to an enemy unit must participate in any attack.
- b)** An enemy occupied hex may be attacked by as many units as may be brought to bear in the six adjacent hexes.
- c)** No unit may attack more than once per Combat Phase, and no enemy unit may be attacked more than once per Combat Phase.
- d)** American units may participate in attacks with French units, and vice versa. French and American units may not cooperate in attacks with Canadian, British or Polish units.
- e)** British units may participate in attacks with Canadian or Polish units, and vice versa; however, Canadian, British or Polish units may not cooperate in attacks with American or French units.

Important: Overruns are considered movement.

8.2 MULTIPLE UNIT & MULTI-HEX COMBAT

All units in a given hex must be attacked as a single defense strength. The defender may not withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other units in that hex in the same combat.

- a)** Other units in a hex containing an attacking unit do not have to participate in that combat or any other attack. A friendly unit in a stack not participating in a given attack is never affected by the results of that attack.

Example: When one unit in a stack is attacking a given hex, the other units in that stack could attack another hex, or they might not attack at all.

- b)** If a unit is adjacent to more than one enemy controlled hex, it could attack all of them in a single combat. Thus, units in a single hex may attack more than one hex. The only requirement is all attacking units must be adjacent to all defending units.
- c)** A given unit's combat strength is always unitary; it may not be divided among different combats either for attack or defense.

8.0 COMBAT (CONTINUED)

8.3 COMBAT BENEFITS

Units defending in certain types of terrain receive a defensive benefit. The CRT is composed of a series of ratio columns, with the results generally improving for the attacker as one moves to the right (to higher odds) on the table. Defensive benefits are always expressed in column shifts to the left.

Example: If a unit in a town hex is attacked, the defensive benefit is a column shift to the left (-1). So, an attack that has odds of 3:1 would be resolved using the 2:1 column to cross-reference with the die roll.

- a) Calculate the combat odds and locate the appropriate ratio column on the CRT before applying any column shifts.

Important: Attacking British armored brigades not stacked with British infantry divisions have their combat strengths halved.

Important: When dividing a unit's combat strength, always calculate each unit's modified combat strength first (round all fractions up to the nearest whole number) then add all modified and/or unmodified combat strengths together.

Important: Divisional Integrity (6.3), Supply Status (10.0) and use of supply points (11.0) may effect combat strength.

- b) Neither side may decline the defensive benefit of terrain, but both may decline the benefit of headquarters units, which must be declared prior to the resolution of combat.
- c) To determine the overall number of shifts applied to a combat, subtract the defender's total number of shifts from those favoring the attacker.
 - 1) If the resulting value is negative, the ratio is shifted that number of hexes to the left.
 - 2) If it is positive, shift the ratio that number of columns to the right.

Important: If the combat odds is 1 to 5 or 10 to 1, the total shifts are determined from those columns.

Example: The Allies are attacking and have 12 points attacking a German unit with a strength of one. The 10 to 1 column is used. If the Allies have four total shifts and the Germans two. This results in the odds staying on the 10 to 1 column. If the Germans had four shifts and the Allies two, then there would have been two overall shifts applied to the odds column in favor of the Germans and the 8 to 1 column would be used

8.3.1 TIGER TANK BATTALIONS



In any combat, if one or more tiger tank battalions are involved, the German player receives a one column shift in his favor. That benefit may never be more than one column, regardless of how many battalions are involved in the combat.

Important: This shift applies if the German player is attacking or defending, including overruns.

8.3.2 TERRAIN

See the Terrain Effects Chart (printed on both maps) for terrain benefits. Terrain effects on combat are cumulative.

Example: A unit defending on a hill behind a minor river would have a defensive benefit of -3 columns.

- a) The Bocache Area is delineated on the map by a hedge pattern. Any unit defending in a Bocache Area that also has a light woods symbol treats the hex as a Bocache Area hex.

Important: A marsh hex in the Bocache Area is treated as only marsh, not as marsh and bocache.

- b) A mechanized unit that attacks into or from a marsh hex, or defends in such a hex, has its combat strength halved.

Important: Mechanized units may only attack, advance after combat, or retreat after combat into or out of a marsh hex via a hexside containing a road.

- c) Mechanized units attacking across the Dives River between hexes A4101 and A4106, inclusive, have their final combat strengths quartered if doing so through an unbridged hexside. If attacking through a bridged hexside, their strengths are halved.

8.3.3 HQ EFFECTS

If all the units involved in a battle are in the command radius of the same HQ unit, they may receive a benefit of one column shift in their favor (to the left on defense, to the right on offense). See 9.0 for further details concerning HQ.

- a) An HQ may give that bonus to only one combat during either player turn (friendly or enemy) of a game turn.

Important: Starting on GT 17, each Allied HQ may provide one shift to two separate attacks, or two shifts to one Allied attack. This does not apply to defensive shifts.

Example: An Allied HQ could confer its defensive bonus one time during the German Combat Phase (the HQ is then flipped so that its inactive side is up). Then during the Allied Replacement Phase, the HQ could be flipped so that its active side is up and then be used offensively in either the Allied Initial Movement Phase (supporting an overrun), the Allied Combat Phase.

- b) An HQ may confer its bonus to an overrun conducted during the Initial Movement Phase, however it cannot confer a bonus during advance after combat. See 5.4.1 for more details on the restrictions and use of HQ during overruns.

Important: Players must flip an HQ that has used its command benefits over to its inactive side. During each friendly Replacement Phase, flip the HQ back to its active side (front of counter showing).

- c) To receive benefits of an HQ, all friendly units involved in a combat must be within the command radius of the HQ
- d) British HQ may benefit only British, Canadian and Polish units.

- e) US HQ benefit only US and French units.
- f) The use of an HQ must be declared just prior to the resolution of an attack. The attacker declares first, followed by the defender.
- g) US combat units within the command radius of Patton may gain a benefit on offense only. The Patton HQ may confer a bonus of two shifts to one US attack or one shift to two separate US attacks per Combat Phase. It may not be used defensively.

Important: The Patton HQ shifts are in addition to those given for other HQ.

8.3.4 AIR & NAVAL EFFECTS

See 14.0 for the effects of air and naval support.

8.3.5 SUPPLY & SUPPLY POINT EFFECTS

See 10.0 and 11.0 for the effects of supply.

8.4 COMBAT RESOLUTION

Total the combat strengths of all attacking units involved in a specific attack and compare that sum to the total combat strength of defending units in the hex under attack. State the comparison as a ratio: attacker's strength to defender's strength. Round off the ratio in favor of the defender to conform to the simplified odds found on the Combat Results Table (CRT). Roll the die and read the result on the appropriate line under the odds column headings. Apply the result immediately, before resolving any other attacks being made during that Combat Phase.

Important: Combat odds are always rounded down (in favor of the defender).

Example: An attack with a combined attack strength of 26 against a defense strength of nine (26 to 9) would be rounded down to the next lowest ratio column on the CRT: 2:1. That column would be used to resolve the attack.

8.5 UNIT STEPS

Each of the units in the game has a number of strength levels called steps. The results on the CRT are expressed in terms of step losses or hexes retreated. In most cases you have the option of either retreating or standing and taking step losses.

- a) Battalions, delay units and HQ each have one step. Such units are eliminated if they suffer a single step loss.
- b) Regiments, brigades, and some German static divisions each have two steps. The second step is printed on the reverse side of the counter. Should such a unit incur a one-step loss, it is flipped over to its weaker side. Should it incur another loss, it would be eliminated.

Important: Several units (mostly German) begin some scenarios already reduced one step.

- c) Most Allied infantry divisions have four steps.

- 1) The first and second steps are represented by the front and back of the counter, respectively.
- 2) If a division is reduced by two steps, that is indicated by placing an Allied step loss marker on top of the counter, with the 6 strength side face up. That six is the unit's combat strength after having been reduced two steps.
- 3) Should that unit incur a third step loss, flip the step loss marker over to its 3 side.
- 4) A fourth step loss would eliminate the division.

8.6 COMBAT RESULTS

All combat results are expressed in terms of steps lost or hexes retreated.

- a) An "e" result means all steps for the attacking units are lost and no retreat option is possible.
- b) A number result means the affected unit(s) must lose the indicated number of steps and/or retreat all units in that combat that given number of hexes.
 - 1) Results may be taken as a combination of step losses and retreats, with each retreated hex satisfying one potential step loss.
 - 2) Step losses are total losses taken from the total affected force, not suffered by each unit individually.

Important: Every unit in a given combat must have taken one step loss before second step loss can be inflicted on the same unit.

Example: Three defending Allied units incur a "-/2" combat result. The Allied player could choose to have one unit take 1 step loss and then retreat one hex, or he could have two units take 1 step loss each. He could not assign both step losses to the same unit.

- 3) If the combat result is greater than 2, at least one step loss must be taken from the affected stack.
 - 4) If the attacker retreats at least one hex, then the combat result for the defender is reduced by one.
 - 5) The attacker must always take at least one result as a step loss.
- c) Some results on the CRT are split results. In a split result the attacker always takes his result first, whether it is a step loss or retreat. Then the defender takes his result.

Important: A split result halts an overrun.

- d) If any attacking units remain in the original hex, they may advance after combat, provided the defending hex has been vacated.
- e) The defender may never advance after combat in a split result.
- f) To facilitate VP calculations, players should place eliminated units in the Destroyed Units Boxes printed on map B. Then, at the end of the game, it is only necessary to multiply the VP value of units in the box by the number of counters found therein in order to get their VP total.

8.0 COMBAT (CONTINUED)

8.7 RETREATS

Retreats are always optional. The player may choose to lose steps rather than retreat.

- a) A retreating unit must be retreated as far away (in hexes) as the combat result indicates from the hex it occupied when the combat or overrun was resolved. If that is not possible, the combat result must be satisfied by step losses.
- b) A unit may never retreat into or through an enemy unit or an EZOC, unless the hex in the EZOC is occupied by a friendly unit that is not an HQ or delay unit.
- c) Units may not retreat through all-sea hexsides or off the map.
- d) Retreats are always conducted by the owning player.
- e) Units in a stack may be retreated in different directions.
- f) Retreating units must, if possible, retreat into a vacant hex. If no vacant hex is available, the units may retreat into or through a hex occupied by a friendly unit.
 - 1) Units may retreat through other friendly units without disturbing the non-retreating units.
 - 2) The non-retreating units are not affected by the retreating units; they do not have to move out of the way of retreating units.
 - 3) The retreating player may opt to have any units that did not participate in the original combat join with the retreating stack; however, stacking limits must be observed. This may occur at any point along the path of retreat.

Important: This may be done to prevent advancing units from overrunning units that would otherwise be left behind in the path of retreat.

- 4) If a unit is forced to retreat into a friendly occupied hex and that hex undergoes attack (regular or overrun), the retreated unit does not add its strength to the units in that hex; however, if that new hex suffers any adverse combat result (step loss or retreat), the previously retreated unit is automatically eliminated.

Important: The retreated unit's elimination does not count toward satisfying the new combat result.

- g) Units may not retreat in violation of stacking restrictions; units forced to do so are eliminated instead.

Important: If a US truck-mechanized infantry division is retreated or eliminated, the truck marker is removed. It is available again in the next reinforcement phase

8.8 ADVANCE AFTER COMBAT

Whenever an enemy unit is forced to retreat or is eliminated and leaves vacant its original hex as a result, it will leave a path of vacant hexes behind called the path of retreat. Any or all friendly victorious units that participated in that combat are allowed to advance along the path of retreat.

Important: Advance after combat does not apply to overruns. Overruns are part of movement.

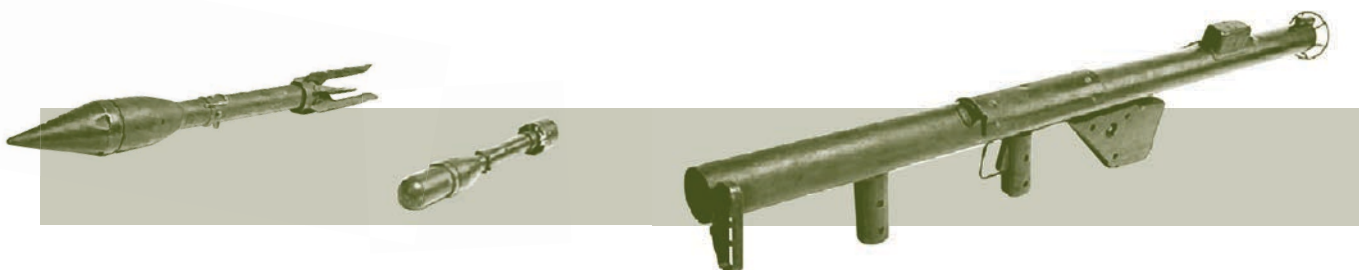
- a) Any victorious unit may advance after combat, whether it was the attacker or defender in the battle.

Important: Defending units may not perform overruns when advancing after combat.

- b) The option to advance must be exercised immediately, before any other combat's resolution is begun.
- c) Units are never forced to advance after combat.
- d) After advancing, units may not attack (or be attacked, if they are advancing defending units) in that phase, even if their advance places them adjacent to enemy units whose battles are yet to be resolved or who were not involved in combat.

Important: Advancing units may overrun enemy units in the path of retreat.

- e) Advancing units may cease advancing in any hex of the path of retreat.
- f) If all units in a hex are eliminated, the victorious units may advance a maximum of two hexes after combat. The first hex must be the hex formerly occupied by the destroyed force. The second hex may be any empty hex.
- g) Advancing victorious units ignore EZOC.
- h) An advancing unit may not stray from the path of retreat.
- i) A unit that advances into a bocage hex or across a major river may not advance any farther, regardless of how far the defender retreated.
- j) A unit that advances into a fortress, marsh or defense zone hex may not advance any farther, regardless of how far the defender retreated or if the defender was destroyed.
- k) Allied units may not stack with units of different nationalities unless a retreat path allows no other option. If a hex containing US and British units is attacked, the combat strengths of all units in that hex are halved for defensive purposes.



9.0 HEADQUARTERS UNITS (HQ)



Headquarters (HQ) units generally represent corps headquarters. See 8.3.4 for combat benefits and use.

- a) The command radius of an HQ is the maximum distance in hexes a combat unit may be from an HQ and still gain any benefits from that HQ (8.3.3). It is traced to the using units through any path of traversable hexes free of enemy units and EZOC.

Important: For this purpose, friendly units negate EZOC in the hexes they occupy.

9.1 CHARACTERISTICS OF HEADQUARTERS UNITS

All HQ units are treated as mechanized units, paying mechanized terrain costs and may move during the Mechanized Movement Phase.

- a) Any HQ that moves during a Mechanized Movement Phase is flipped over to its inactive side (this is in addition to any other time an HQ is required to flip (8.3.3). An HQ on its inactive side may still move normally, but it may not be used for combat shifts. An inactive HQ may be flipped back to its active side during any friendly Replacement Phase.
- b) If an HQ is alone in a hex and an enemy unit enters that hex using movement (not overrun), the HQ unit is displaced by the owning player to any hex within four hexes of its starting hex. The HQ is then flipped to its inactive side. The enemy unit pays no MP cost to do that.

Important: An HQ may only be displaced once per phase. If forced to displace twice in the same phase, it is eliminated instead.

- c) HQs do not exert ZOC.
- d) They have no combat strength and may never attack. If stacked with a combat unit, they contribute no combat strength to the total strength of the defense; however, if attacked alone in a hex, they defend with a strength of one.
- e) Each HQ unit is considered to be one step for purposes of combat losses. If an HQ is in a stack of units suffering a combat loss, the owning player may choose to eliminate the HQ to satisfy one step loss.
- f) HQ do not count against stacking limits.
- g) An HQ that is unsupplied or in an enemy controlled hex may not confer any combat bonus.
- h) For supply or retreat, an HQ does not negate EZOC in the hex it occupies.
- i) Inactive HQs may not contribute shifts to a combat.

10.0 SUPPLY

A unit must be in supply to use its full combat strength and MA. To be in supply, a unit must be able to trace a line of supply to a supply source.

- a) If a unit is not in supply, it is penalized with respect to movement and combat capabilities.
- b) A player may attack without supply points, as long as his command limits allow it, but the attacking units are then considered out of supply.

10.1 DETERMINING MOVEMENT SUPPLY

Supply status for movement purposes is determined at the beginning of each movement phase.

- a) A unit that is in supply at the beginning of a Movement Phase may move its full MA.
- b) If a unit starts a Movement Phase out of supply, even though it may either be moved into supply or have a supply line opened to it, is considered out of supply for that entire phase.

10.2 DETERMINING COMBAT SUPPLY

Supply determination for combat purposes is made at the instant of combat; therefore, if a unit had been in supply at the beginning of the combat phase, but a preceding combat cut its line of supply, the unit would be out of supply for its own combat.

10.3 LINES OF SUPPLY

A hex is determined to be in supply if a path of hexes, free of enemy units and their ZOC, can be traced to the owning player's supply source.

- a) The line of supply may be no longer than 12 hexes traced from the unit to a supply source. The major road path may be any number of hexes long.

Example: A unit traces a line of supply of 12 hexes to a major road, and that major road then is traced any number of hexes to the unit's supply source.

- b) A line of supply cannot be traced into or through:
 - 1) A hex occupied by an enemy unit (including German delay units).
 - 2) An EZOC (including German delay units). For the purposes of supply, EZOC are negated in hexes occupied by friendly units (except HQ).
 - 3) Any type of terrain except all sea hexsides and unbridged Dives River hexsides between A4101 and A4106 inclusive.
 - 4) Through more than one marsh hex except via hexsides containing roads.
- d) Bocage hexes count as two hexes when tracing the 12-hex supply path (when not tracing along a minor or secondary road).
- e) When tracing along a minor road each hex counts as one hex, no matter the terrain.
- f) When tracking along a major road, all major road hexes are counted as one hex, no matter the number of hexes traced along.

10.0 SUPPLY (CONTINUED)

Example: An Allied unit is in hex A1212. It would trace its supply to hex A1312 (Bocage 2), then along the minor road to hex A1809 (minor road total of 6) then along major road to Isigny (major road 1), using a total of 9 hexes. The unit is in supply.

- g) Crossing a major river, unless using a road, counts as six hexes.

10.4 GERMAN SUPPLY SOURCES

German supply lines must be traced to a primary road that runs off the eastern or southern edge of the map.

- a) The eastern map edge is defined as any hex from A5101 through A5134, inclusive.
- b) The southern map edge is defined as any hex on map A ending with "33" or "34."

Important: Once an Allied unit has exited the south edge, that edge may no longer be used as a German supply source.

10.5 ALLIED SUPPLY SOURCES

Allied supply lines must be traced to a primary road running off the northern edge of the map (defined as hexes 0101 and 3701, inclusive).

10.6 EFFECTS OF BEING OUT OF SUPPLY

Any unit not in supply has its MA and combat strength halved.

- a) A unit's combat strength may never be reduced below one.
- b) Units may remain out of supply indefinitely; they are never eliminated for lack of supply.
- c) Units may attack when out of supply as long as their command limits allow it.

Important: Units may not conduct overruns when out of supply.

- d) Supply for overrun is determined at the instant of the overrun (just like combat).



11.0 SUPPLY POINTS & COMMAND LIMITS

Each game turn each side receives supply points. In order to initiate any supplied combat, you must expend supply points (SP).

- a) The Allies must expend one SP to be in attack supply for each combat.

Important: SP are never expended for overruns.

- b) The German must expend two SP for each attack.

- c) SPs may be accrued from game turn to game turn. The German total may never be more than 12.

Important: The number of Allied attacks is also restricted by the command limits of the US and British armies.

11.1 ACCRUAL OF SUPPLY POINTS

At the start of the scenario, the Allied player places his US and British supply points markers in the appropriate boxes of the US, British and German Supply Points Track (SPT) as dictated by the scenario rules. As SP are gained or used, adjust the marker to reflect the current number of SP remaining.

- a) During the Supply Phase of the first game turn of play, and every Supply Phase thereafter for the rest of the game, the Allied player receives supply points. The number of SP received each GT is noted on the Game Turn Record Track (GTRT) on map B.

- b) The Allied player receives one half (round up) of his normal SP during storm turns.

Exception: On the first storm game turn the Allied player does not receive any SP.

- c) If a player cannot or does not expend the SP required to fully support an attack, the attack strength of all involved attacking units is halved.

- d) The German player receives one SP during clear weather game turns, two SP during overcast game turns, and three SP during storm game turns. Consult the scenario instructions for his at start totals.

11.2 SUPPLY POINT EXPENDITURE

US and British SP are not interchangeable or exchangeable.

Example: The Allied player may not support an attack by US units by expending British SP or vice versa.

11.3 ALLIED COMMAND LIMITS

Each game turn the Allied player may not conduct more attacks or overruns than are allowed by the command limits given on the GTRT.

- a) The number given for each GT indicates how many attacks of each type may be made during that game turn by that nationality.
- b) The attacks do not all have to be supplied.

Important: Overruns due to advance after combat do not count against those limits.

Example: On GT 14 the track shows 4/4 on the US Command Level/Supply Points line. That means the player may conduct a total of four attacks and four overruns with US forces during that game turn.

12.0 REPLACEMENTS

During each Replacement Phase, the active player may take replacements by adding a step to units that have been reduced due to combat. For any unit eligible to receive a replacement step, the player flips that unit over to its full-strength side; or, if it is an Allied division reduced two or three steps, either flip over the step loss marker or remove it altogether, as appropriate.

Important: Units that have been eliminated cannot receive replacements.

12.1 RESTRICTIONS ON THE USE OF REPLACEMENTS

No unit may receive a replacement step unless it is in supply and at least three hexes away from the nearest enemy unit.

- a) The units of any given division may not receive more than one replacement step in any one game turn no matter how many steps the unit has lost.

Important: A division that is composed of more than one counter may still only receive one replacement step for the division. Not one for each separate counter.

- b) Units that receive replacements may not move more than half their current MA.

12.2 RESTRICTIONS ON THE NUMBER OF REPLACEMENTS

The Allied player may have as many of his units receive replacements as he wishes in any game turn, within the restrictions of 12.2.

Exception: The British player may replace no more than two infantry steps per turn starting with the GT 20.

- a) On GTs 2 through 9, the German player receives one mechanized and two infantry steps each GT.
- b) On GTs 10 through 20, the German player receives one half a mechanized step and two infantry steps each GT.
- c) Starting on GT 21 and continuing to the end of the game, the German player receives one infantry replacement step each GT.
- d) The German player may accumulate no more than one step of each to use during future turns. No more than one mechanized or two infantry steps may be used during any given turn.

Important: The German *Third Sturm-Flak Korps* units are considered infantry units for the purposes of receiving replacements.

13.0 REINFORCEMENTS

During a player's Initial Movement Phase, the active player may deploy reinforcements on the map. Reinforcements may be moved on the GT received.

- a) Consult the GTRT to determine if any reinforcements are due in any given game turn.
- b) The exact reinforcements received each GT is listed on the Reinforcement Schedule printed on map B.

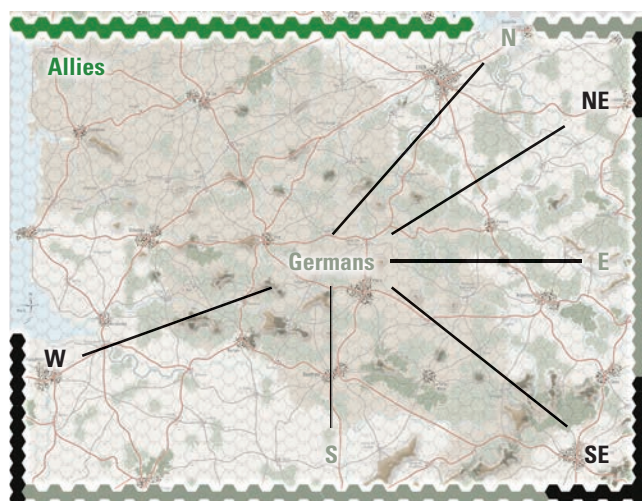
13.1 WHERE REINFORCEMENTS ENTER THE MAP

Important: When playing the Cobra scenario, the counters are noted with either a set up hex, or a number and letter. The number indicates the GT of arrival and the letter the area where the unit enters. If a unit is set up or arrives in a reduced state the above notations will be on the back of the counter. In all other scenarios, use the Reinforcement Schedule for the appropriate at start and arrival information.

Designer's Note: When playing the Cobra scenario, to facilitate play, it is recommended to layout each side's reinforcements on the Reinforcement Schedule on map B.

- a) Allied reinforcements enter the map along the north edge of map A, between hexes A0101 and A3701, inclusive.
- b) The Reinforcement Schedule indicates the edge of map A where reinforcements may enter. If more than one map edge is given, the German player is free to choose which map edge the units may enter (he may choose to enter units from both).
 - North (N):** Hex 4301 through 5101.
 - Northeast (NE):** Hex 5102 through 5107
 - East (E):** Hex 5108 through 5125.
 - Southeast (SE):** Hex 5126 through 4433.
 - South (S):** Hex 4334 to 0233.
 - West (W):** Hex 0123 through 0134.

- c) Reinforcements may not be placed on the map directly into an EZOC.

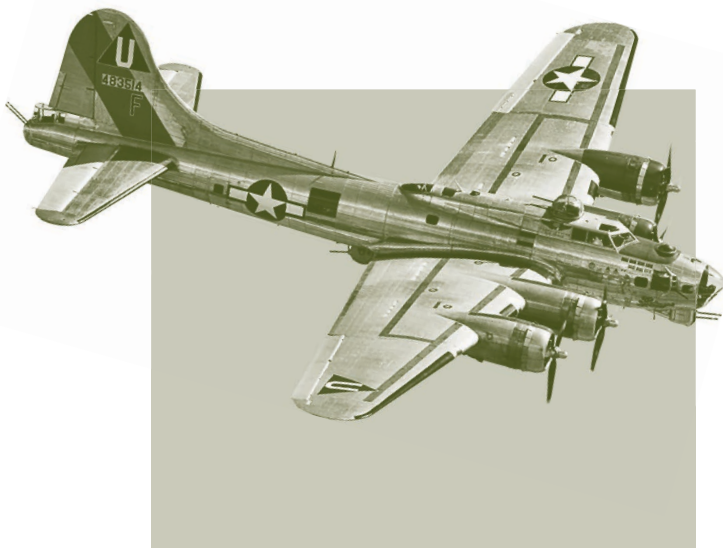


13.0 REINFORCEMENTS (CONTINUED)

13.2 STATE & USE OF REINFORCEMENTS

Reinforcements enter the map at full-strength unless counter shows the arrival GT and arrival area on the back (reduced side) of the counter.

- a)** The first hex in which a reinforcement unit is placed costs one MP regardless of the terrain actually involved. The unit may be moved normally up to its full MA.
- b)** Reinforcements may engage in combat during the game turn they enter the map.
- c)** Beginning with the Mechanized Movement Phase of GT 1, Allied reinforcements may enter at any time after they become available. They need not enter during the phase they become available.
- d)** All German reinforcements, and any Allied reinforcements that appear before the Mechanized Movement Phase of GT 1, must enter the game when they are scheduled. They may not be withheld. If they're unable to enter when scheduled, they never appear but they do not count for VP accumulation.
- e)** Reinforcements that enter using a road must pay an additional one half MP for each unit that arrived on the same road before it in the same game turn. In other words, such units enter in column.



14.0 ALLIED AIR POWER & CARPET BOMBING

During every clear weather game turn the Allied player has the use of six air points (AP).

- a)** The number of AP is reduced to three during overcast turns.
- b)** When the weather is storms, the Allied player may not use any AP.

14.1 COMMITTING AIR POINTS

Air Points may be applied one per attack to shift the combat ratio one column to the right. Alternatively, the Allied player may carpet bomb any one hex by using three AP to do so and provided that mission was planned.

- a)** Up to one half of the available Allied AP may be used as defensive support during the German Combat Phase. The Allied player may assign AP immediately after the German player declares an attack, but prior to determining the combat ration.

Important: AP used in this manner are expended and may not be used during the Allied Combat Phase.

- b)** At the beginning of the Allied Combat Phase, the Allied player must announce if he is using any available AP to offensively support his attacks. He must announce, at the beginning of his Combat Phase, the attack each AP will be applied. He must announce that before he resolves any combat. If some AP are not used, they are not accrued.

14.2 EFFECT OF AIR POINTS

Adding an AP to a combat has the effect of shifting the combat results ratio one column in favor of the Allied player.

- a)** There are no terrain, range or other restraints on the use of AP in an attack.
- b)** AP may not be used to attack enemy units independent of combat units; they may only be used in conjunction with combat units.

Exception: Carpet Bombing (14.3).

- c)** AP may not be used to aid overruns.
- d)** No more than one shift may be assigned to a combat, offensively or defensively for APs.

14.3 CARPET BOMBING

Carpet bombing requires one game turn of planning and is resolved in the Allied Combat Phase before any other attacks take place.

- a)** The Allied player must write down the target hex of a carpet bombing at the start of the Allied Combat Phase one game turn before he wants the mission to be carried out.
- b)** Carpet bombing may occur only on clear weather game turns. The weather need not be clear on the game turn a carpet bombing mission is planned, only on the game turn in which it is executed.
- c)** He may cancel the mission for any reason (weather, movement of enemy units, etc.). If the mission is cancelled the Allied player must wait until the next Allied Combat Phase prior to planning another carpet bombing mission (he starts over with "a").

d) At the beginning of the immediately following Allied Combat Phase, prior to conducting any other attacks, the Allied player cancels or conducts the carpet bombing mission as planned the previous game turn.

e) Carpet bombing requires three AP be committed against a single enemy occupied hex. The remaining three AP may not be used by the nationality on whose front (that side of the AAB) the carpet bombing is occurring. They may be used on the other side of the AAB.

f) The Allied player may make one carpet bombing attack during GTs 5 through 14. He may make a total of two more carpet bombing attacks between GT 15 and the end of the game. Cancelled missions do not count toward that total.

g) Carpet bombing is always resolved using the 6:1 column on the CRT. The ratio is never shifted left or right for any reason. German units that undergo carpet bombing must take all losses in terms of steps, not retreats.

h) Allied units may not attack a hex that was carpet bombed that same Combat Phase.

i) Allied units entering a carpet-bombed hex in the ensuing Mechanized Movement Phase may move no farther that phase. In the following game turn, the hex returns to normal status.

14.4 ALLIED NAVAL SUPPORT

The Allied player has a number of naval support points (NSP) available during most game turns. NSP may not be saved from game turn to game turn. They must be used on the game turn they are received. If not used those NSP are lost. NSP are available as follows:

GT 1: 0 NSP.

GT 2 and 3: 6 NSP.

GT 4 through 10: 3 NSP.

GT 11 through 27: 2 NSP.

Important: During storms weather conditions no more than one NSP may be used.

a) Both air points and NSP may be used in the same attack.

b) A maximum of two NSP may be committed to one attack.

Important: NSP may only be used to support Allied attacks.

c) If the target hex is within three hexes (two intervening) of any all sea hex that is on or west of hex row 4800 on map B, each NSP assigned enables a one column shift to the right.

d) If the target hex is within four to six hexes (two intervening) of an all sea hex that is on or west of hex row 4800 on map B, two NSP are required to enable a one column shift to the right.

Important: The above NSP ranges cannot be traced from the western coast of Map A, nor from any hex row east of the 4800 row on Map B.

15.0 SPECIAL RULES

15.1 FRENCH UNRELIABILITY & PARIS

At the start of any phase in which the French 2nd Armored Division has a clear path of movement off the east map edge, the Allied player must check to see if Gen. Leclerc, its commander, mutinies and heads his division toward Paris.

a) A clear path of movement is defined as a path of hexes clear of enemy occupied hexes or EZOC.

b) If at the beginning of any Allied Initial Movement Phase a clear path of hexes exists, the Allied player rolls one die and if the result is a one, he must move all units of the 2nd FF Armored Division toward the east edge and exit it as soon as possible.

15.2 15TH ARMY RELEASE & HITLER

During the German Initial Movement Phase, the game turn after the first US unit has exited any map edge hex or GT 22 (whichever comes first) the German player may attempt to have the 15th Army's infantry divisions released for use in Normandy.

a) The German player is not required to make any attempts, and may choose to stop making attempts at any time.

b) Only one attempt may be made each game turn. Each attempt (whether it succeeds or not) costs the German player one VP.

c) If making an attempt, the German player rolls one die at the beginning of any German Initial Movement Phase the game turn after a US unit has exited the map.

Important: Required withdrawals or the possible movement of the FF 2nd Armored Division are not counted.

d) The attempt succeeds on a result of 1 or 2.

e) Each successful result releases one of the below divisions. Divisions must be taken in the order listed.

49th Infantry Division: 3 units

347th Infantry Division: 2 units

348th Infantry Division: 2 units

245th Infantry Division: 3 units

f) For every two divisions released, one of the corps HQ (LXXXII or LXXXIX) is also released (player's choice).

g) Released divisions and corps HQ enter play as reinforcements on the game turn they are released. They enter play in the northeast map edge (13.1b).

15.0 SPECIAL RULES (CONTINUED)

15.3 2ND FALLSCHIRMJAGER DIVISION & BREST

If the US player has not exited any units off of the west edge by GT 25, the German player may check to see if the 2nd FJ Division (2 units) has been released from garrisoning Brest and sent to Normandy.

a) At the beginning of each game turn, starting with GT 26, that a US unit has not exited, the German player rolls one die.

b) Subtract one from the die roll on GT 27.

c) If the result is a 1 or 2, the two units of the FJ division appear as reinforcements on the west map edge (13.1b).

Optional Entry: The German player can bring in this formation on the west map edge on GT 19 (28–30 July). If the German player brings these units in on GT 19, the Allied player receives 7 victory points.

Designer's Note: This force was deployed in Brittany to hold Fortress Brest off the Allied right flank. The optional entry supposes the German high command released this force for use in Normandy to assist in preventing the breakout.



16.0 HOW TO WIN

Victory is determined according to victory points (VP). At the end of the game, the players total up the number of VP each receives for destroying units, exiting units off the map, and (for the German player) possessing an intact frontline as described below. Players may use the Destroyed Units Boxes on map B to facilitate counting VP. There is a Victory Point Track on map B to use when recording German VP for Cherbourg, abandoned beaches and Allied failure to withdraw or exit units.

16.1 GERMAN PLAYER VP

The German player receives VP for the following:

Victory Points for Allied Units Eliminated

- 1:** For each Allied infantry regiment or brigade.
- 2:** For each Allied HQ.
- 3:** For each Allied infantry division or British/Canadian/Polish armored brigade.
- 1:** For every 10 Allied replacement steps used during play.

Victory Points for Allied Failure to Exit Units

- 3:** For each US divisional unit (mechanized or infantry) not exited off of the west edge by the end of GT 26. A maximum of 12 VP may be awarded.
- 3:** If no US HQ exited off of the west edge by GT 25.

Victory Points for German Units

- 1:** For each full division (all regiments undestroyed) in supply west of Map A's 3900 hex row.
- 2:** For each full mechanized division (all regiments undestroyed) in supply west of the Map A's 3900 hex row.

Campaign or Battle of the Buildup German Victory Points

- 1:** For each Allied commando brigade or US ranger unit on the map at the beginning of GT 8.
- 1:** For each US paratrooper regiment on the map at the beginning of GT 15.
- 1:** For each Allied paratroop regiment or brigade and each commando brigade eliminated.
- 1:** For Cherbourg if, at the beginning of each game turn, starting with GT 2, that at least one hex of Cherbourg (map B 1207, 1307, 1308 and 1407) is controlled by the German player.
- 1:** At the beginning of each game turn that a German supply line, using only primary roads, may be traced from Cherbourg to a primary road map edge hex.
- 15:** If the Germans can trace an intact frontline (ZOC and units) from the north edge of Map A all the way to any hex on the south edge of Map A.

16.2 ALLIED PLAYER VP

The Allied player receives VP for the following:

VP for German Units Eliminated or Unsupplied

- 1: For each full division and each HQ.
- 1: For each panzer/panzer-grenadier regiment or Tiger tank battalion.

Important: Count each unit that was destroyed and then count the units that are west of hex row 4800 on map A.

VP for Exiting US Mechanized Units (Maximum of Four Divisions)

- 5: For each US division that exits through the west edge of the map, hexes 0123 through 0134, on or before the end of GT 20.
- 4: For each such unit exited on GT 21.
- 3: For each such unit exited on GT 22.
- 2: For each such unit exited on GTs 23 or 24.
- 1: For each unit exited after GT 25.
- 4: For any British mechanized division that exits the east map edge by the end of GT 26. (Must be within the British Zone of Operations as delineated by the Army Boundary.)
- 1: For each attempt to release a 15th Army division, whether successful or not.

Campaign Game Allied Victory Points

- 1: For each commando brigade withdrawn by the end of GT 5.
- 1: For each US paratroop regiment withdrawn by the end of GT 14.

Battle of the Buildup Allied Victory Points

- 20: If all hexes of Caen are Allied controlled.
- 10: If all hexes of Cherbourg are Allied controlled.
- 15: If both hexes of St. Lo are Allied controlled.

16.3 VICTORY DETERMINATION

At the end of the game, players first determine the initial level of victory based on the criteria of 17.3.1 and 17.3.2. That done, VP are totaled. Players subtract the German total from the Allied total to determine how many levels the degree of victory is shifted to determine the final level of victory.

16.3.1 MARGINAL ALLIED VICTORY

The German player is unable to trace a frontline composed of continuous units or their ZOC from hex 4901 Map A to 0823 Map A at the end of the game.

16.3.2 MARGINAL GERMAN VICTORY

The German player is able to trace a frontline composed of continuous units or their ZOC from hex 4901 Map A to 0823 Map A at the end of the game.

16.3.3 SHIFTING THE VICTORY LEVEL

For every increment of 15 VP a player has over the total of his opponent, the level of victory is shifted one in his favor. The levels of victory are as follows.

- Decisive Allied
- Operational Allied
- Marginal Allied (17.3.1)
- Draw
- Marginal German (17.3.2)
- Operational German
- Decisive German

Example: It is determined the initial victory level is a Marginal Allied Victory (18.3.1). If the Allied player has between -14 (that is, 14 VP fewer) and +14 VP than the German player, the final level remains at Marginal Allied. If the VP differential were between -14 and -29, it would shift down to a draw. If the VP differential were between +15 and +29, it would shift up to Operational Allied.

Important: If the initial level is Marginal Allied, the German player may still win by having at least 30 more VP than the Allied player.

17.0 SCENARIOS

17.1 COBRA

This is the standard Cobra scenario. Only map A is used.

Game Length: The first GT is 15 (16–18 July 1944). The last game turn is GT 27 (21–23 August 1944). The scenario is 13 game turns long. All basic game rules are in effect.

At Start Units: Units starting the Cobra scenario (both sides) have their set up hex numbers printed on the upper left side of the counter.

Exception: The units belonging to the US 101st and 82nd Airborne and the 6th British Airborne Divisions have their initial landings hexes for the Campaign and Buildup to Breakout Scenarios printed on the counters.

Important: Units that start the scenario reduced have the hex number printed on the back of the counter.

The two US airborne divisions have been withdrawn and the British Airborne Division sets up as follows:

3/6 AB Brigade: A3902

5/6 AB Brigade: A3903 (reduced)

6AL/6 Brigade: A3903

Reinforcements: Units that arrive after the scenario begins are denoted with the GT of arrival and the map edge where they should appear.

Important: Units that do not have a hex number or reinforcement code on their counter do not appear in either the Cobra or Alternate Cobra Scenarios.

Reinforcement Schedule: GT 16 counter depiction. Add the 102nd Armored Cavalry Regiment. The 1st Division arrives on GT 15 and the British XII is set up in hex A3103 (the counters are correct). This applies to this scenario and the Alternate Cobra Scenario.

17.1.1 BEFORE PLAY

Before beginning play:

- Place the game turn marker on the TRT in the GT 15 (16 to 18 July) box.
- The Allied player places the US supply marker in the 3 box on the US, British & German Supply Points Track (SPT). He then places the British/Canadian SP marker in the 4 box.
- The Allied Army Boundary is along the 2300 hex row.
- The German player places his attack supply marker in the 4 box on the SPT.

17.2 ALTERNATE COBRA

The Cobra Scenario represents the frontline the way it actually was for the start date, The Alternate Cobra scenario offers a set up where the unit positions have been corrected and set up in a manner that takes into account how players might have been playing the game had they started at an earlier date using the game mechanics. The only differences between the Cobra and the Alternate Cobra scenarios are as follows:

- Both map A and B are used.
- Set units up using the chart at the end of this section.
- Some Allied units that appear in the Cobra Scenario as reinforcements on GT 15 and 16, are now listed as at start units.
- Some German units that appear in the set up for the Cobra scenario are not present in this scenario and a few additional units are included in this scenario.
- The Allied Army Boundary is along the 2400 hex row.
- Units noted with an (R) are set up reduced and those noted with “w/in #” signify that the unit may be placed within that number of hexes from its set up hex (including the set up hex).

GERMAN			
UNIT ID	AT START	UNIT ID	AT START
31/16LW Par Inf Regt	A3704	266KG	A1003 (R)
32/16LW Par Inf Regt	A3704	1 Flak Regt	w/in 6 A3608
45/16LW Par Inf Regt	A3604	2 Flak Regt	w/in 6 A3806
1049/77 Inf Regt	A0501 (R)	3 Flak Regt	w/in 4 A1708
1050/77 Inf Regt	A0904 (R)	4 Flak Regt	w/in 6 A1406
1057/91 Inf Regt	A0301 (R)	32 Flak Bde	w/in 6 A0704
1058/91 Inf Regt	A0301 (R)	3/2 Pz Regt	A2407 (R)
6FJ/91 Par Inf Regt	A0903 (R)	2/2 Mech Regt	A2407 (R)
920/243 Inf Regt	B1220 (R)	304/2 Mech Regt	A2107
921/243 Inf Regt	B1220 (R)	100/21 Pz Regt	A3905 (R)
977/271 Inf Regt	A3505	125/21 Mech Regt	A3704
978/271 Inf Regt	A3505	192/21 Mech Regt	A3905 (R)
979/271 Inf Regt	A3506 (R)	130/Lehr Pz Regt	A1305 (R)
980/272 Inf Regt	A3206 (R)	901/Lehr Mech Regt	A1305 (R)
981/272 Inf Regt	A3306 (R)	902/Lehr Mech Regt	A1305
982/272 Inf Regt	A3306	503 Tiger Btn	A3905
986/276 Inf Regt	A2706	1/ISS Pz Regt	A3206
987/276 Inf Regt	A2706	2/1 SS Mech Regt	A3206 (R)

GERMAN			
UNIT ID	AT START	UNIT ID	AT START
988/276 Inf Regt	A2706	1/1 SS Mech Regt	A3306
989/277 Inf Regt	A2906	2/2 SS Pz Regt	A0603 (R)
990/277 Inf Regt	A2606	2/2 SS Mech Regt	A0603 (R)
991/277 Inf Regt	A2906	4/2 SS Mech Regt	A0603
751/326 Inf Regt	A2107	9/9 SS Pz Regt	A2708
752/326 Inf Regt	A2407	19/9 SS Mech Regt	A2708 (R)
753/326 Inf Regt	A2107	20/9 SS Mech Regt	A2708
915/352 Inf Regt	A1506 (R)	10/10 SS Pz Regt	A3308
916/352 Inf Regt	A1606 (R)	21/10 SS Mech Regt	A3308 (R)
941/353 Inf Regt	A0402 (R)	22/10 SS Mech Regt	A3308
942/353 Inf Regt	A0402 (R)	12/12 SS Pz Regt	A3505
943/353 Inf Regt	A0402 (R)	25/12 SS Mech Regt	A3604 (R)
731/711 Inf Regt	A4001 (R)	26/12 SS Mech Regt	A3604 (R)
744/711 Inf Regt	A4001	37/17 SS Mech Regt	A1104 (R)
763/711 Inf Regt	A4101 (R)	38/17 SS Mech Regt	A1104
5/3FJ Par Inf Regt	A1906 (R)	101SS Tiger Btn	A3705
8/3FJ Par Inf Regt	A1906 (R)	102SS Tiger Btn	A3507
9/3FJ Par Inf Regt	A1906 (R)	II Para Corps HQ	A1708
13/5FJ Par Inf Regt	A0702	XLVII Pz Corps HQ	A2409
14/5FJ Par Inf Regt	A0802	LXXXIV Corps HQ	A0704
15/5FJ Par Inf Regt	A0501 (R)	LXXXVI Corps HQ	A4005
857/346 Inf Regt	A4003	I SS Pz Corps HQ	A3805
858/346 Inf Regt	A4003	II SS Pz Corps HQ	A2807
265KG	A0702 (R)		

US			
UNIT ID	AT START	UNIT ID	AT START
VIII Corps HQ	B1720	79 Inf Div	A1320 (R)
VII Corps HQ	A1302	83 Inf Div	A1002
V Corps HQ	A2204	90 Inf Div	A0701
XIX Corps HQ	A1703	9/2 Inf Regt	A2106
1 Inf Div	A1801	23/2 Inf Regt	A2106
4 Inf Div	B2020	38/2 Inf Regt	A2106
5 Inf Div	A2307	41/2 Mech Regt	A2305
8 Inf Div	B1520	62/2 Arm Regt	A2305
9 Inf Div	A1203	66/2 Arm Regt	A2305
29 Inf Div	A1805	32/3 Arm Regt	A1201
30 Inf Div	A1404	33/3 Arm Rgt	A1201
35 Inf Div	A1706	36/3 Mech Regt	A1201
106 Arm Cav Regt	B1119		

BRITISH			
UNIT ID	AT START	UNIT ID	AT START
I Corps HQ	A3801	6AL/6 Abn Bde	A3903
II Can Corps HQ	A3402	22/7 Arm Bde	A2704
VIII Corps HQ	A3301	131/7 Mech Bde	A2704
XII Corps HQ	A3104	29/11 Arm Bde	A3003
XXX Corps HQ	A2702	159/11 Mech Bde	A3003
3 Inf Div	A3703	5/Gd Arm Bde	B3920
15 Inf Div	A3106	32/Gd Mech Bde	B3920
43 Inf Div	A3305	4 Arm Bde	A3005
49 Inf Div	A2705	8 Arm Bde	A2903
50 Inf Div	A2506	27 Arm Bde	A3301
51 Inf Div	A3803	31 Arm Bde	A2504
53 Inf Div	A3005	33 Arm Bde	A2506
59 Inf Div	A3004	34 Arm Bde	A2705
3/6 Abn Bde	A3902	2Can Inf Div	A3404
5/6 Abn Bde	A3903 (R)	3Can Inf Div	A3504
2Can Arm Bde	A3504		



17.0 SCENARIOS (CONTINUED)

17.3 CAMPAIGN GAME

This is the Holy Grail of Cobra scenarios. It allows players to play the entire Normandy campaign from the D-Day invasion to the destruction of the German army at the Falaise Gap.

Game Length: The first game turn is GT 1 (6 June 1944). The last game turn is either GT 27 (21–23 August 1944) or GT 28 (24–26 August 1944). To determine if the scenario continues to GT 28, follow the below procedure.

- a) At the end of GT 27 the Allied player rolls one die.
 - 1) If the result is a 1–3, the game ends and victory determination must be made.
 - 2) If the result is a 4–6, the game proceeds through one more turn (GT 28) and ends at the end of that turn.
- b) All stand rules and those included those listed in the following sections are in affect. If any rule in the scenario rules conflicts with a standard rule, the scenario rule takes precedence.
- c) Players should lay out their units on the Reinforcement Schedule (map B). All standard reinforcement units are shown. There are no Allied at start units.

At Start German units: The below units are placed in the hexes given. All units setup up at full strength unless noted otherwise. Cherbourg notes that those units are part of the Cherbourg Garrison (18.3.5).

GERMAN			
UNIT ID	AT START	UNIT ID	AT START
1057/91 Inf Rgt	B1717 (reduced)	1058/91 Inf Rgt	B1813
6FJ/91Para Inf Rgt	B2120	920/243 Inf Rgt	B0811
921/243 Inf Rgt	B0917	922/243 Inf Rgt	B0812
914/352 Inf Rgt	B2818	915/352 Inf Rgt	B3619
916/352 Inf Rgt	B3119	729/709 Inf Rgt	B1807
739/709 Inf Rgt	B1309 (Cherbourg)	919/709 Inf Rgt	B1807
1 Flak Rgt	B3019	30 Flak Rgt	B1509 (Cherbourg)
32 Flak Rgt	B2619	932 Flak Rgt	B1208 (Cherbourg)
100/21 Pz Rgt	A3608	125/21 PzGd Rgt	A3605
192/21 PzGd Rgt	A3903	30 Arm Recon Bde	A0608
LXXXIV Corps HQ	A1606	708/716 Inf Rgt	A3501
726/716 Inf Rgt	B4020	736/716 Inf Rgt	B4320
FJT Para Inf Rgt	B1208 (Cherbourg)		

17.3.1 BEFORE PLAY

Before beginning play:

- a) Place the game turn marker on the TRT in the GT 1 (6 June) box.
- b) The Allied player places both the US and British supply markers in the “O” box on the US, British & German Supply Points Track (SPT).
- c) The German player places his attack supply marker in the 6 box on the German Attack Supply Points Track.
- d) The weather is automatically clear on GT 1. The weather on GT 2 is automatically overcast.

17.3.2 ALLIED LANDING PHASE

The campaign scenario sequence of play is identical to the Cobra scenario, except the German player turn on GT 1 is preceded by a unique Allied Landing Phase. That phase is executed in a series of steps as outlined below.

STEP 1: THE LANDINGS

- a) The Allied player deploys his nine paratroop units onto the map in the hexes noted on the counters.
- b) The Allied player deploys all the units in the GT 1 boxes of the Reinforcement Schedule onto the map. Units must be deployed in any beach hex of the beach named in their box. Units may not be deployed in enemy occupied hexes or in violation of stacking restrictions. They may be deployed in EZOC.
- c) The two British commando brigades may be placed on either Gold or Juno Beaches.
- d) The 2+5 Ranger unit may land stacked with either the 1st or 29th Infantry Divisions. The two units are treated as one unit for the purpose of landing attrition.

STEP 2: AIRBORNE SCATTER

The Allied player rolls one die for each paratroop unit to determine if the unit scatters and if the unit scatters, he will roll a second die to determine the direction of scatter (see c, below). He may roll for unit scatter in any order he wishes.

- a) British paratroop units and units of the US 101st Airborne Division scatter on a roll of six.
- b) Units of the US 82nd Airborne Division scatter on a roll of five or six.
- c) For each paratroop unit that scatters, the Allied player rolls a second die. He compares the die roll result to the Scatter Diagram printed on map B and moves the scattered unit one hex in the direction indicated by the die roll.

Example: A result of 4 would require that the unit be moved one hex south.

STEP 3: AIRBORNE STEP LOSS

- a) Each paratroop unit that scattered, and now occupies a beach or coastal hex, or is stacked with other Allied units in violation of stacking restrictions suffers one step loss.
- b) If a paratroop unit scattered into a hex occupied by a German unit, that German unit immediately attacks the paratroop unit using its combat strength. The paratrooper defends with a strength of one and receives no shifts. If the paratroop unit is not eliminated, the Allied player may place it in any adjacent hex not occupied by a German unit (Allied player's choice).

STEP 4: BEACH DEFENSE

- a) For each German unit within two hexes (one intervening hex) of an Allied occupied beach hex, the German player designates a unit committed to the beach defense and the hex being defended. He then rolls one die.

Important: A single unit can only commit steps to one beach hex, although more than one German unit can be committed to each beach hex.

- 1) On a result of 1 through 4, the unit cannot contribute to the beach defense.
- 2) On a result of 5 or 6, the German player must immediately (before making any other die rolls) state how many steps of the affected unit he will commit to beach defense (each step committed to a beach hex shifts the beach defense combat one right) and which beach hex those steps will defend.

Important: The German player should either write down or mark the hex somehow to record the number of steps committed to that hex.

- 3) The German player then removes that number of steps from the unit. If a unit commits all its steps, it is eliminated and placed in the appropriate Destroyed Units Box. Units eliminated in this manner do count for accumulation of Allied VP.

Important: The German player is not obligated to commit any steps to beach defense.

- b) The German player now conducts landing attrition combat against each Allied unit deployed on the map by following the below procedures.

- 1) Designate the Allied unit that he is attacking.
- 2) Determine the combat ratio that will be referenced on the CRT. The initial column is selected based on the position of the Allied unit.
 - 4:1: If the unit occupies a beach hex on Omaha Beach.
 - 1:1: If the unit occupies a beach hex on Utah Beach.
 - 1:2: If the unit occupies a beach hex on Gold or Juno Beach, or is part of the US 82nd Airborne Division.
 - 1:3: If the unit occupies a beach hex on Sword Beach, or is a paratroop unit of the British 6th or US 101st Airborne Divisions.

- 3) Applies the appropriate column shifts as listed below.

If the unit occupies a beach hex: Shift one column right for each step the German player committed to beach defense in that hex.

If the unit is a paratroop unit: Shift the number of columns to the right equal to the normal shifts left for the terrain type the unit occupies.

Exception: Do not shift for Bocage terrain.

Example: If the paratroop unit is in a town that provides the defender with a shift of one to the left during combat, the ratio column used to resolve landing attrition would be shifted one to the right.

- 4) The German player now consults the CRT and locates the modified ratio column and rolls one die, cross referencing the die roll with the corresponding result. Allied units suffer the number of step losses indicated in the result, they may not retreat to satisfy losses. German units are not affected by the result.

Example: The British player has placed both units landing on Juno Beach in 4119. The German player has two units (each with two steps) within two hexes of hex 4119. He decides to attempt beach defense with both units. He rolls a die for each unit. The die roll for the 736th Regiment is a 4 and thus he may not commit any steps from that unit. The die roll for the 726th Regiment is a 6 and thus he may commit one or two steps from that unit. He decides to commit both steps. The 726th is eliminated.

The German player now conducts beach defense against hex 4119. The hex is on Juno beach, so he starts on the 1:2 column on the CRT, however since he committed 2 steps to the defense, he receives a 2 column shift to the right and will conduct the attack on the 2:1 column. He rolls a 3, resulting in a 1/1, The British player must eliminate 1 step from one of his two units. The German player suffers no further affects.



17.0 SCENARIOS (CONTINUED)

STEP 5: BEACH ABANDONED

The Allied player must now check to see if a beach has been abandoned.

- a) If more than half the number of steps committed to a beach have been eliminated, that beach is abandoned.
- b) The Allied player must immediately remove all units from that beach. Units are permanently removed from play.

Important: In this case, units that are removed not count for VP.

- c) The abandoned beach is now friendly to the German player and may not be used for supply or reinforcement until all hexes of that beach are once again made friendly to the Allied player (by an Allied unit already deployed on the map entering the hex).
- d) Reinforcements scheduled to enter the game via that beach must enter via some other beach.
- e) For each beach (not beach hex) abandoned by the Allied player, the German player immediately accumulates 10 VP. He retains those VP even if the beach should subsequently become friendly to the Allied player.
- f) For every step loss incurred by a landing Allied unit, a beach shift penalty is incurred by the landing Allied units. Place a beach shift marker on the affected hex equal to the number of step losses suffered in the beach hex.
 - 1) All Allied attacks originating from that hex must suffer the number of shifts to the left equal to the number of shifts.
 - 2) As soon as Allied units advance after combat out of such a hex, the beach shift markers are removed.

Important: If an abandoned beach hex is occupied by a German force, 17.3.6f is invoked and the hex may not be used by the Allies even if recaptured.

Example: Using the example from step 4, the Allied player only suffered one step loss so the beach is not abandoned, however he must place a beach shift marker on the hex with its -1 side showing.

17.3.3 ADDITIONAL MOVEMENT RULES

The following rules modify the standard movement rules in 5.0.

- a) Paratroop units may not move on GT 1, and may be moved only one hex on GT 2. They may retreat and advance normally during combat.
- b) All Allied units have their printed MA halved on GTs 1 and 2.

Exception: On GTs 1 and 2, British and Canadian infantry units, that normally move up to two thirds of their printed MA during the Allied Mechanized Movement Phase, move half their printed MA during the Allied Initial Movement Phase and one third during the Allied Mechanized Movement Phase.

- c) Neither player may conduct overruns on GT 1. Overruns are conducted in the normal manner beginning on GT 2.
- d) In both German Movement Phases of GT 1, the German player may only move all units of 12th SS Panzer and 711th Infantry divisions. He may also move up to seven other units. They may be chosen by him from among any of his units on the map not adjacent to Allied units.

17.3.4 ALLIED WITHDRAWAL

If a unit being withdrawn occupies a beach hex in an EZOC at the start of the phase that it is to be withdrawn, the German player makes an unmodified 3:1 attack against it before it's withdrawn.

- a) German units are unaffected by the attack; however, if the unit being withdrawn suffers any loss, it must take it as step losses, not retreats.
- b) If such losses results in the destruction of the withdrawing unit, it is placed in the appropriate Destroyed Units Box. The eliminated unit then counts for VP instead of being withdrawn.
- c) If the unit being withdrawn survives the attack, there is no further effect and the German player does not receive any VP.
- d) There is no limit on the number of units the Allied player may withdraw from the game or the number of game turns that he may perform withdrawals.

17.3.5 CHERBOURG

Cherbourg garrison units must remain within three hexes of a Cherbourg city hex until they have been activated.

- a) Cherbourg garrison units are:
 - 932 Flak Battalion
 - FJT Para Inf) Regiment
 - 30 Flak Regiment
 - 739/709 Inf Regiment
- b) Cherbourg garrison units are activated at the beginning of any German Movement Phase (Initial or Mechanized) if an Allied unit started that phase within four hexes of any Cherbourg Defense Zone hex.

Example: An Allied unit starts a German movement phase in hex 1509 on Map B.

- c) Until then they may move within that three hex radius without any penalties.
- d) Once all primary roads connecting Cherbourg major city hexes to the southern or eastern map edges have been cut by the Allied player, German units may trace supply to primary roads that are still connected to Cherbourg. In effect, Cherbourg becomes a supply source for German units trapped on the Cotentin Peninsula.
- e) German units may trace supply to any Cherbourg city hex that has never been entered by an Allied unit.
- f) There is no restriction on the number of German units that may trace a supply line to Cherbourg.
- g) Cherbourg may supply one German attack per game turn once the peninsula has been cut off.

17.3.6 SUPPLY SOURCES

When playing the Campaign Game or Battle of the Buildup, German supply is not determined on GTs 1 and 2. All German units are automatically in supply during those game turns. Allied supply sources are modified. The primary road being traced to must be connected to one of the supply sources listed below:

- a) US units may trace to any city, town, or beach hex marked with a supply head symbol that is west of the Allied Army Boundary (5.9).
- b) British units may trace to any city, town, or beach hex marked with a supply head symbol that is east of the Allied Army Boundary (5.9).
- c) British units may also trace to any friendly controlled hex of Bayeux (B3620, A2601 or A2701), however for those city hexes to function as supply sources, all three hexes must be entirely controlled by British forces and they must be able to trace a supply path no longer than 12 hexes back to any friendly controlled beach or city marked with a supply head symbol.
- d) All Allied units are considered in supply throughout GTs 1 and 2, even if they are surrounded by German units or EZOC.
- e) The Allied player receives no SP and has no command limits on GTs 1 and 2. During those two game turns, SP are not required for Allied units to attack at full strength, and there is no limit to the number of attacks the Allied player may initiate.
- f) Allied-controlled beach hexes function as Allied sources of supply. If a beach hex is in an EZOC, it must be occupied by an Allied unit in order to be able to serve as a supply source. A German unit may temporarily cut off supply to a supply source by having an unoccupied beach hex in its ZOC.

Important: If a German unit ends an Allied player turn in a beach hex, that beach hex is considered wrecked, meaning it may no longer be used for supply or Allied entry of reinforcements for the rest of the game.

Important: Any paratroop unit that is out of supply at the end of GT 3 is immediately eliminated (accumulating VP for the German player).

17.3.7 STACKING

German *Kampfgruppen* (those units other than delay units that have KG as their unit size) and all regiment/brigade sized units of the Third Sturm-Flak Korps are treated as regiments for stacking.

17.3.8 ZONES OF CONTROL (ZOC)

Allied paratroop units, and any enemy units adjacent to them, do not exert ZOC on GT 1.

17.3.9 WHERE REINFORCEMENTS ENTER THE MAP

Allied reinforcements enter the game by being placed on friendly beach hexes.

- a) British/Canadian/Polish units may use only Gold, Juno and Sword beach hexes.
- b) US and French units may use only Utah and Omaha beach hexes.

c) Allied reinforcements (only) may enter the map via a hex in an EZOC.

d) Allied GT 1 paratroopers scheduled to drop onto the map must be placed in the hex designated on the counters (see Reinforcement Schedule). They are subject to scatter.

e) Allied units scheduled to appear on a particular beach (GT 1 and 2 only) must appear on that beach, if physically possible within stacking restrictions. If it is not physically possible for them to appear on the scheduled beach, they may not be brought into play until GT 3, or until their scheduled beach is available for entry, whichever comes first.

Important: From GT 1 through 14, Allied units land with only half of their MA available for use that turn.

17.3.10 INTRINSIC BEACH DEFENSE

If the target hex of a German attack is an Allied unit on a beach hex, the Allied player receives an automatic two column shifts to the left, representing naval gun support. Those shifts do not require NSP.

Important: The Allied player receives no AP on GT 1.

17.3.11 GERMAN DELAY UNITS

The six German delay units represent remnants, *Ost* battalions and other units too small to portray as combat units. Each delay unit possesses a ZOC, has a combat strength of one and an MA of six.

- a) Starting on GT 2, one delay unit appears each game turn during the German Initial Movement Phase.
- b) Delay units must be placed in hexes that are in supply and adjacent to a friendly unit other than an HQ or another delay unit.
- c) Delay units may not appear in an EZOC.
- d) Delay units are subject to the same movement rules as other non-mechanized units.
- e) Delay units may not move or retreat through a friendly unit, nor may they end a Movement or Combat Phase stacked with another friendly unit. If that occurs, eliminate the delay unit. (It is considered to have been absorbed into the larger unit.)
- f) Delay units may not be reused once destroyed, and they do not count for VP accumulation.
- g) All delay units are removed from play at the end of GT 7.

17.3.12 OPTIONAL RAIL MOVEMENT

The collapse of the German rail system in France is in dispute until 18 June. This rule reflects the limited and declining German rail capacity until then. The Allied player may not use rail movement.

- a) Four non-mechanized units may be railed on GT 2; two non-mechanized units may be railed on GT 3; and one non-mechanized unit may be railed on GT 4.
- b) Mechanized units may conduct rail movement, however each mechanized unit is equivalent to two non-mechanized units.

- c) Rail lines are assumed to parallel major roads and are located in the same hex. Units may be railed an unlimited number of hexes as long as no rail movement occurs within six hexes of an all sea hex that is located on map B.

17.3.13 AUTOMATIC VICTORY

The game ends and the German player wins an automatic decisive victory if, at the beginning of an Allied player turn, there are no beach hexes friendly to the Allied player.

17.4 BATTLE OF THE BUILD-UP

This is a shorter version of the campaign game.

Game Length: The first game turn is GT 1 (6 June 1944). The last game turn is either GT 14 (13–15 August 1944).

- a) All stand rules and those listed in the Campaign Scenario rules are in affect. If any rule in the scenario rules conflicts with a standard rule, the scenario rule takes precedence.
- b) Players should lay out their units on the Reinforcement Schedule (map B). All at start and reinforcement units are listed.

17.4.1 BEFORE PLAY

Before beginning play:

- a) Place the game turn marker on the TRT in the GT 1 (6 June) box.
- b) The Allied player places both the US and British supply markers in the "O" box on the US, British & German Supply Points Track (SPT).
- c) The German player places his attack supply marker in the 6 box on the German Attack Supply Points Track.
- d) The weather is automatically clear on GT 1. The weather on GT 2 is automatically overcast.

17.4.2 MARGINAL VICTORY

Rules 16.3.1 and 16.3.2 (Marginal Victories) are modified as follows:

- a) Bayeux (all three hexes), Isigny and Carentan must all be Allied controlled.
- b) Cherbourg must not be connected by primary road to a south or east map edge.
- c) If the Allied player fails to accomplish that, the result is a Marginal German Victory (subject to VP shifts).

17.4.3 AUTOMATIC VICTORY

The game ends and the German player wins an automatic decisive victory if, at the beginning of any Allied player turn, there are no beach hexes friendly to the Allied player.

18.0 COBRA VARIANT COUNTERS

GERMAN

These are additional German forces that were available, had the Germans chosen to commit them. Each group of forces requires the German to lose the designated number of victory points at the end of the game.

Important: They may be used with the any scenario that their dates of arrival are part of the scenario.

Army Group Center Reinforcements: The German player can bring in the 4th Panzer Division, the 507th and 505th Tiger battalions on the east map edge on GT 20 (31 July to 2 August). If the 4th Pz Div is brought at a cost of 15 victory points. The two heavy tank battalions cost 3 victory points each.

Historical Note: *These were the (much depleted) reserves for Army Group Center on the Eastern Front. The assumption is that the German high command pulled back the line in the East, thereby avoiding the worst of the Soviet Bagration offensive and then shifted these units to the West.*

654th Heavy Tank Battalion: The German player can bring in this formation on the east map edge starting with GT 16 (19–21 July) at a cost of 2 victory points.

Historical Note: *This battalion was equipped with Ferdinand heavy tank destroyers. It did fight in the Cobra campaign.*

Friedenthaler Jagdverbände (FJV battalion): The German player can bring in this formation on the starting with turn GT 16 (19–21 July) at a cost of 10 victory points. It has the following special abilities:

- a) It is always in supply.
- b) It does not project a ZOC.
- c) It always ignores all Allied ZOC.
- d) If it is the only German unit in a hex, it ignores the effects of Allied air and naval power.

Historical Note: *The Friedenthalers were the commandos led by Otto Skorzeny. The assumption is that Hitler sends Skorzeny to Normandy to do something to salvage the situation.*

19.0 PLAYER NOTES

A few key things have been changed in this edition of the game. Combat has been made more attritional through the requirement to take mandatory step losses on certain results. That better reflects the nature of the campaign. To win, the Allied player will have to keep the attrition curve high in terms of killing German steps. The reverse is true for the German. Initially, you should be killing at least four or five steps per turn as the Allied player, doubling that after the middle of the Campaign Game. If you fail, the German will have a line that is too strong to break by the middle stage of the game. Additionally, as the Allied player, you must be combining attrition with the attainment of geographic goals.

The British should be pressing toward Falaise by the late middle period of the game, and St Lo is essential, due to the new supply path requirements, to a breakout, as are all the major road intersections. When playing the Campaign Game, do not be discouraged by the slog through the bocage. Once you get the Germans into the clear and your HQ double in support strength, you can really increase the attrition rate and slap the Germans around.

The use of overruns is a key component of Allied victory. Use it as often as possible, though do not get too reckless with it. The German

player must control the attrition rate and know when to fold up a line to preserve enough strength to keep the whole front from disintegrating in the latter stage of the game. It is no longer possible to use weak units imperviously to backstop a defensive line. Allied divisions with divisional integrity may overrun such units when advancing after combat.

The area around Caen is now a meat grinder due to ZOC not extending into it or across the Orne River. Be careful in that area because either player may squeeze through holes in the line to trap enemy units. It is better to screen Caen if you are the Allied player and go around it, while the German should use it as a switching point for his forces.

Initially, as the German player it will be tempting to try to eliminate Allied beach hexes. The chances are low you will succeed and, if you fail, you will most likely allow the Allies to breakout much faster than historically. At some point, unless your line is incredibly strong, and you have not suffered too badly from attrition, you will probably have to allow the US player to achieve his breakout toward the west edge (Brittany). The British, under all circumstances, must not be allowed to breakout to the east. Should that happen, the German player will be hard pressed to hold any kind of line.



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SEQUENCE OF PLAY

GERMAN PLAYER TURN

1) Weather & German Supply Phase

a) The German player rolls the die and consults the Weather Table (Map A). The weather determines if the German player will be able to move his units up to their full MA and, if not, to what extent they will be restricted for his current player turn.

b) The German player adds any attack supply points and panzer replacements he received this turn to his current total on the German Attack Supply Points Track and the German Pz Repl Track.

2) Replacement Phase

The German player distributes replacements to eligible units.

Important: Units that receive replacements halve their MA in following Initial Movement Phase.

3) Initial Movement Phase

a) The German player places on the map any reinforcements due him, as listed on the Reinforcement Schedule (Map B).

b) The German player moves any or all his units (including reinforcements) in accordance with the rules governing movement. He may conduct overruns.

4) Combat Phase

a) The German player may conduct as many attacks against Allied units in hexes adjacent to his own units as he wishes.

b) To be in attack supply the German player must expend two supply points per attack.

Important: An Allied unit that blocks an advance may be overrun by an advancing unit that has divisional integrity.

5) Mechanized Movement Phase

a) The German player may move any or all of his panzer, panzergrenadier or headquarters units as he wishes. Those units may be moved even if they were moved during the Initial Movement Phase.

b) No other units may be moved during this phase.

c) Overruns may not be conducted.

d) If an HQ is moved, it is immediately flipped to its inactive side.

ALLIED PLAYER TURN

1) Supply Phase

The Allied player adjusts the US and British/Canadian supply points markers on the US, British and German Supply Points Track to reflect the addition of any supply points he receives during the current game turn, as printed on the TRT.

2) Replacement Phase

The Allied player adds replacement steps to any eligible units and deploys, or redeploys, truck markers to mechanize US infantry divisions.

3) Initial Movement Phase

a) The Allied player places on the map any reinforcements due him, as listed on the Reinforcement Schedule (Map B).

b) The Allied player moves any or all his units (including reinforcements) in accordance with the rules governing movement. He may conduct overruns.

4) Combat Phase

a) Within the Allied command limit, the Allied player may conduct as many attacks against German units in hexes adjacent to his own units as he wishes.

b) To be in attack supply the Allied player must expend one supply point per attack.

Important: A German unit that blocks an advance may be overrun by an advancing unit that has divisional integrity.

5) Mechanized Movement Phase

a) The Allied player may move any or all of his mechanized or headquarters units as he wishes. Those units may be moved even if they were moved during the Initial Movement Phase.

b) No other units may be moved during this phase.

c) Overruns may not be conducted.

d) If an HQ is moved, it is immediately flipped to its inactive side.

6) Game Turn Indication Inter-Phase

The Allied player advances the game turn marker one box on the TRT to indicate the end of one game turn and the beginning of the next. Once the last game turn of the scenario has been completed, the game is over and the players determine who has won.