

Rules for Playing together Objective Nuremberg AND Munich:

Playing Objective Munich With Objective Nuremberg. If you want to play this game together with Objective Nuremberg, first join their two maps together by partially scissor trimming the northern most row of hexes on the Munich map. Trim off just enough of those hexes so as to remove the top triangular part. Then overlap Objective Munich northern edge hex 4843 directly atop Objective Nuremberg southern map hex 1051. In that way the two joined maps will not form a perfect rectangle; rather, at the western ends of the joined maps eight hexes on the southernmost row of the ON map will extend that much farther west than does the north edge of the OM map. Similarly, 10 hexes (4844 through 4853) in the northernmost row of the OM map will extend that much farther east than does the southernmost edge hex row of the ON map.

Victory in Paired Play With Objective Nuremberg. When playing this game together with Objective Nuremberg, determine the victor on both maps according to each game's own victory conditions, but only at the end of Turn 12. Further, before the Soviet player draws his victory condition marker for the Objective Nuremberg map, he should set aside that game's "Southern Pincer" marker, leaving only the other two from which to draw. To win overall, one player must win on both maps. If one player wins on one map but loses on the other map, that paired match is considered to have ended in a draw. Also note that in OM/ON paired play there are no sudden death victories prior to Turn 12 (unless one player concedes). That is, play continues on both maps until the end of Turn 12, when the two picked Soviet victory condition markers are revealed and the winner is determined as described above. Within these strictures, the Maskirovka rule above is applicable in OM/ON paired play.

Move/Fight or Fight/Move . In paired or unpaired play of two or more games, only one common phase order declaration is made for all the maps in play.

Artillery Attrition & Ammunition Expenditure. In regard to OM/ON paired play, as well as unpaired play of any two games from the series, make separate attritional/expenditure counts for each map being played.

Airpower. Both players have available six (four at night) dice to represent their overall air effort on both maps. Prior to openly rolling as described above, both players should secretly allocate their airpower dice between the two maps. Both players may commit any number of dice, from zero up to all that are available, on each map. Then comparative airpower rolls are made for both maps as described above. Airpower markers gained for one of the maps may only be deployed on that map.

Electronic Warfare. Both players have available four dice to represent their overall EW effort on both maps. Prior to openly rolling as described above, both players should secretly allocate their EW dice between the two maps. Both players may commit any number of dice, from zero up to four, on each map. Then comparative EW rolls are made for both maps as described above. EW markers gained for one of the maps may only be deployed on that map.

Reinforcements. In paired play of OM and ON, as well as with any two other of the series games suitable for paired play, reinforcement arrivals must always be conducted as given in the rules for, and on the map of, each specific game. Once entered on the proper map, most reinforcements aren't required to stay there; they may potentially move onto any paired map they can reach via the movement rules. Exceptions: in regard to heliborne limits with this, see the last paragraph of rule 11.20 and, in regard to CS markers, see the final bullet point of 12.18. Also note, French units of all

types may only ever move and attack on the OM and ON maps.

Refugees. These die rolls are always made separately on each map.

Heliborne Unit Movement. Heliborne units may not cross more than one inter-map boundary during any one movement phase.

Inter-Map Ground Movement & Combat. Non-Artillery units may move and attack normally across inter-map boundaries, but that is never the case with any artillery markers. They may only be used on the map of the game in which they started play