

EISENHOWER'S WAR

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Midway Solitaire: PTO Campaign,
July-Dec 1942 (Optional)

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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 @ www.worldatwarmagazine.com

1.0 INTRODUCTION

Eisenhower's War (EW) is a two-player wargame covering the final 11 months of World War II in northwest Europe, from D-Day through the end of April 1945, when the Anglo-Allied campaign in the west effectively came to its end. The game is also easily adaptable for solitaire play. The political boundaries shown on the map are those drawn by Hitler prior to his downfall. Victory is judged by measuring the player's performances against that of their historic counterparts, with the historic outcome reckoned as a draw. If the Allied player does better than Eisenhower, he will be adjudged to have won the game. If he does worse, he'll be reckoned to have lost the game.

1.1 Scale

Each turn of play equals one or two months of 'real' time, depending on the time of year. Each hexagon represents 40 miles (65 km) from side to opposite side.

1.2 Definitions

Mobile units are all those units of both sides with printed movement factors (2.4) greater than zero ("0"). "Static" units are all those units of both sides with printed movement factors of zero ("0").

2.0 COMPONENTS

2.1 Inventory

The components to a complete game of **Eisenhower's War** include these rules, the map sheet and 144 die-cut counters (also called "units" and "unit counters"). Players should provide



themselves with one or more standard (six-sided) dice to resolve combat and other probabilistic events that occur during play.

2.2 The Game Map

The game map displays the militarily significant terrain found across Western Europe in 1944-45 when portrayed at this scale. A hexagonal ("hex") grid is printed over it to regulate unit placement and movement like the way squares are used in Chess and Checkers. A unit is always in only one hex at any one instant. Each hex contains natural and/or manmade terrain features that may affect movement and combat. The map's terrain representations have been altered slightly from their exact real-world configurations to make them conform to the hex-grid. The terrain relationships from hex to hex are, however, accurate to the degree necessary to present players with the same space/time dilemmas faced by their real-world counterparts during the actual event. Each hex on the map has a unique four-digit number printed in it. They're provided to help you find specific locations referred to in the rules (for example, Berlin is in hex 3120), and to allow you to record unit positions if a match must be interrupted and taken down before it can be completed. Refer to the Terrain Effects Chart on the map for specific information regarding the effect of terrain on movement and combat.

Errata: CRT, the 5:1 column, "6" result should read "1/2."

Note: OTIH is defined as Other Terrain in the Hex.

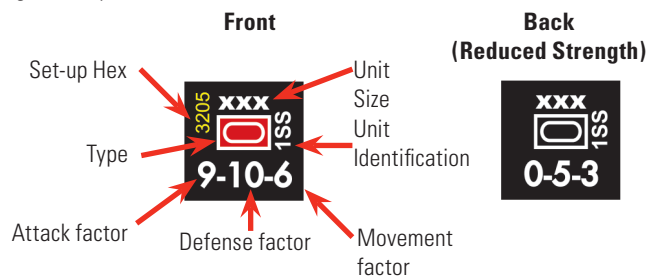
2.3 Counters

Most of the counters represent combat units while others are provided as memory aids and informational markers. Carefully punch out the counters. Trimming the "dog ears" from the corners with a fingernail clipper greatly facilitates handling and stacking during play and enhances their appearance.

Errata: The German 14th Panzer Corps should have a mountain capable symbol on the reduced side of the counter.

2.4 Sample Unit

The 1st SS Panzer Corps is pictured below. It has an attack strength (or "attack factor" or "AF") of "9," a defense strength (or "defense factor" or "DF") of "10," and a movement factor of "6." On one side (the "front side") the unit is printed at "full strength," while on the other side (the "reduced side") the unit's strengths are shown after they've been significantly reduced due to losses in combat.



Note: In some cases, the set-up hex number is replaced by a single digit or combination of digit and symbol in a white circle. These numbers and or symbols signify the game turn of arrival or remind players of special circumstances required for the unit to become available.

2.5 Sides

The side to which each unit belongs is shown by its color scheme.

German

German Mobile Units – white on black

German Static Units – black on gray

Allied

US & French Units – black on green

British, Commonwealth & Polish Units – black on tan

First Allied Airborne Army Units – white on dark green

2.6 Unit Types



Mechanized Unit



Allied Airborne
(Air-Drop Mode)



Allied Airborne
(Ground Mobile Mode)



German Flak



German Garrison



German Infantry



German Mountain
Infantry



German Panzer



German Paratroop

Note: The Allies have one mountain unit.

Note: German paratroops do not have air-drop capabilities. Some German units have a mountain symbol in the upper right corner. These units have special mountain movement abilities.

2.7 Unit Organizational Sizes

XXXX Army

XXX Corps

xxx Ad hoc Corps Group

Note: There are only two army sized units in the game, both on the German side: the “Army of Liguria” (AOL) and Twelfth Army (12A). For all purposes in play they are considered the same as all the other corps in both sides’ orders of battle. German units with bracketed size symbols are ad hoc corps equivalents that should be referred to as *Korpsgruppe* (KG or corps groups) or, in the case of that side’s seven flak units, *Luftgau* (air defense districts).

2.8 Historic Identifications & Abbreviations

All units bear their specific historic identification numbers or names to the right of their unit-type boxes. The abbreviations found on the units break out as follows.

A: Army	NA: Nantes
ACC: Adriatic Coastal Command	OGS: Operational Group Steiner
AOL: Army of Liguria	OS: Ostend
B1A: British 1st Airborne Corps	P: Polish
BD: Bordeaux	SM: St. Malo
BO: Boulogne	SN: St. Nazaire
BOT: KG Botsch	SS: <i>Schutzstaffel</i> (elite Nazi Party military security force)
BR: Brest	TN: Toulon
C: Canadian	US18A: US 18 th Airborne Corps
CA: Calais	W3: <i>Wehrkreis III</i> (Mobilization Center III)
CH: Cherbourg	WF: Walcheren Island-Flushing
CL: Corps Lombardy	56Pz: 56 th Panzer Corps in static mode in Berlin
DN: Dunkirk	
DP: Dieppe	Note: One German infantry corps carries two historic IDs, the “4L/90.” That unit started the campaign as the Fourth Luftwaffe Field Corps, but was later given a new all-army designation of “90 th .”
F: Free French	
FBR: KG Felber	
FLT: KG Feldt	
FX: Free French Expeditionary	
HCV: KG of High Command Vosges	
KGO: <i>Korpsgruppe</i> Oder	
L: Luftwaffe	
LH: Le Havre	
LO: Lorient	
LR: La Rochelle	
MA: Marseille	

2.9 Movement Factors: Static & Mobile Units

All units with printed movement factors of zero (“0”) are classified as being “static.” All units with printed movement factors greater than zero are classified as being “mobile.” Movement Factors (MF) are the measure of each mobile unit’s ability to move across the hex grid printed over the map. Units pay varied movement costs to enter different hexes, depending on the terrain in each, any water along the hexsides around them, and the moving mobile unit’s specific type (8.0). Each combat unit-counter also displays type, organizational size, specific historic unit identity (ID), starting location on the map for the historic scenario, or reinforcement entry code for units arriving into play after the set-up has been completed.

2.10 Attack Factors & Defense Factors

Attack and Defense factors are the measures of a unit’s ability to conduct offensive and defensive combat operations (10.0).

2.11 Steps

All units in the game have one or two “strength steps” (also simply called “steps”). That’s an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its “robustness” in current US Army jargon). Those units with combat factors on only one side of their counter are one-step units; those with combat factors on both sides of their counter are two-step units.

If a two-step unit suffers a step loss, it’s flipped over so its reduced side (the one with the lower combat factors) shows. If a one-step unit, or a two-stepper that’s already been reduced, suffers a step loss, it’s removed from the map (eliminated) and placed into the appropriate side’s Eliminated Units Box (12.0). Units that start play set up on the map do so at their full step strength.

2.12 Markers

The following counters (a.k.a. “markers” and “chits”) are included in the game as informational and memory aids. Their functions are explained in the appropriate rule sections.





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3.0 SCENARIOS

3.1 Set Up

The players should first decide between themselves which of the two scenarios, Historical Invasion Scenario or Alternative Invasion Scenario, they will play and who will command which side. The German player should sit off the east side of the map facing its west side, with his Allied opponent sitting opposite him facing the map's east side.

3.2 Historical Invasion Scenario

This scenario begins just after the Allied Overlord force has come ashore in Normandy. Both players should set up all their units, openly and simultaneously, per the below rules.

3.2.1 Set-up Locations

All the units of both sides with four-digit initial set-up hex numbers printed on them should be set up in the exact hexes listed on each of them. Mobile units have their set-up hexes listed on their front sides. One-step static units have that information on the back of the counter. The Allies place one beachhead marker in 3304.

Example: The German *1st SS Panzer Corps* is set up in hex 3205, while US *2nd Corps* starts in hex 1213. The Allied player should also place one beachhead marker into hex 3304. Both side's two-step units are all set-up at full strength.

3.2.2 Reinforcements

Units with one-digit numbers in their upper-left, as well as those with one-digit numbers followed by an asterisk (*) or question mark (?), are reinforcements that will enter play on the map after the game has already begun. Place each of them in their own side's Turn Track in the numbered boxes corresponding to the one-digit numbers on those counters. Place each sides' turn markers into the Turn 1 Box on those same tracks. Both players should set all other markers off to the side of the map within easy reach.

3.2.3 Second Invasion Planning

The Allied player should next take a piece of paper or a notecard and secretly write the turn during and the hex location which he will launch his second invasion. He may choose to land his second invasion on turn "3" or "4". The hex location of the second invasion may be:

- Any French or Italian Mediterranean coastal hex.
- Any Adriatic coastal hex.
- Any Atlantic coastal hex from 2700 through 3510, inclusive.

He may decide not to launch a second invasion; however, since that landing may be cancelled right up to the last minute, it's better to plan one to have that option available if intervening events necessitate it. Once planned, the Allied player should set the paper facedown where both he and his opponent can see it without the latter being able to read what's on the hidden side. A planned invasion may be called off by the Allied player, even at the last minute; however, it may not be planned to take place again anytime during the game. If a selected invasion hex meanwhile becomes Allied-controlled via that side's ground operations, the 'invasion' may still occur there, even if only to get the beachhead marker on shore.

3.2.4 First Game Turn

Play begins with Phase II of Turn 1 (Jun '44). Phases I (Allied Invasion) is skipped. Allied units in the Southern Zone cannot move, they may attack. During Phase V (German Movement and Attack Phase) of the first game turn, the German side cannot move or attack with any units in the Northern Zone. German units in the Southern Zone may move but may not attack. The German player cannot launch a Fuehrer Mandated Offensive. All other phases are conducted normally. It is during this turn that the Allies must capture at least one port to avoid losing the game per 4.3.2. CW units may only attack into hexes 3204 or 3205. On the first German game turn one German reinforcement is available (the 2nd SS). It may be placed in any hex in France that is in supply, not Allied occupied and/or in an Allied unit's ZOC during the German Reinforcement Phase.

Important: The Allied player's primary objective during the first game turn is to take advantage of the inability of the German units to move or attack by capturing Cherbourg and then breaking the German wall of units that encompass the beachhead hex. This is vitally necessary, as it was historically, to allow the Allies to begin their push inland and then capture the ports they need to avoid losing the game per 4.5.

3.3 Alternate Invasion Scenario

This scenario begins with the Allied invasion force coming ashore at a site of the Allied player's choosing. After set-up is complete, play begins with Phase I of Turn 1 (Jun '44). The Allied player must launch the first invasion on Turn 1. Both players should set up all their units per the rules below. In general, set up for this scenario is done in the same way as for the Historical Scenario, but with the following changes.

3.3.1 Adjusted German Mobile Deployment

All German mobile units that have set-up locations in France and Belgium may, instead of their original placement, be placed in any hex in France or Belgium. They must conform to the stacking rules (6.0).

3.3.2 Allied Invasion Planning

The Allied player sets aside one beachhead marker, the four-corps marked with "3304" and one Allied Airborne Corps (Allied player's choice). He then secretly writes down, on a piece of paper or notecard, the hex number of any one Atlantic coastal hex from 2700 through 3510, inclusive, or any French Mediterranean coastal hex from 2101 through 2007, inclusive, into which he wants to launch his first invasion. He should then also plan his second invasion as given above in 3.2.3. Both those pieces of paper (or cards) should be put facedown between the two players in such a way the German player can't read the information on either one of them.

Important: Except for the one Allied Airborne Corps allowed to participate in the first invasion, all other Allied reinforcements arrive as listed on the counters.

3.3.3 Adjusted German Infantry Deployment

The German player next selects any one of the 2-3-4 infantry corps he'd earlier set up in France or Belgium. He may move that corps to any other hex in those two countries.

3.3.4 First Game Turn

Play begins with Phase I of Turn 1 (Jun '44). Allied units in the Southern Zone cannot move, they may attack. During Phase V (German Movement

and Attack Phase) of the first game turn, the German side cannot move or attack with any units in the Northern Zone. German units in the Southern Zone may move but may not attack. The German player cannot launch a Fuehrer Mandated Offensive. If the hex designated as the invasion hex is unoccupied, the CW and US forces may not attack the same hex during the ensuing Movement and Attack Phase (this does not apply if the invasion hex is occupied). The Allies must capture at least one port on turn one to avoid losing the game per 4.3.2. On the first game turn one German reinforcement is available (the 2nd SS). It may be placed in any hex in France that is in supply, not Allied occupied and/or in an Allied unit's ZOC during the German Reinforcement Phase.

Exception: If the Allied player chooses a first invasion landing site that lies east of the mouth of the Seine River (at 3304/3305), that river is treated as a normal river hexside for German movement purposes during the entire game.

Important: Some phases are omitted during the first game turn.

Historical Note: In the actual event, the Allies tried to turn the Seine into a strategic block by using their air forces to destroy all the bridges spanning it between Paris and the coast. If they'd landed east of there, it's doubtful they would've wasted all those sorties on a river that would instantly be behind their own lines as soon as the landing took place.

3.4 Hex Control

Hex control is the term used to describe which side is "in control of" (or "owns") the various hexes on the map during play. Hex control is important when reckoning victory (4.0) and determining valid supply source hexes (7.0). At the end of the set-up procedures given above, the German player controls all the hexes on the map other than those then containing one or more Allied units. The control status of a hex changes the instant a ground unit of the other side enters it. The control status of each hex may change any number of times during a game as units of the two sides enter and reenter them. Control markers have been provided for use on the map in situations in which the positions of the various units of both sides don't make clear the limits of hex control.

4.0 HOW TO WIN

4.1 Victory Conditions

In general, the game is won by the player who first succeeds in achieving his victory conditions, or prevents his opponent from achieving his. Except for the individual conditions' timeframes of achievability, none of the paths to winning are superior to any of the others: winning is winning. Supply states are irrelevant when checking for victory. The victory conditions remain the same in both scenarios.

Note: Both game turn tracks have notations to remind players of the below sudden death victory conditions.

Example: The note on game turn 3, has a port symbol followed by a "5". This indicates the Allies must meet the number of ports required per 4.3.2. "V1" indicates the requirement noted in 4.2.3.

4.2 Allied Sudden Death Victory

4.2.1 The Ruhr

Play stops, and the Allied player is declared to have won the game, if, during any Victory Check Phase up to and including Turn 6 (Dec/Jan '44-45), he controls the Ruhr (hex 3215). This victory is no longer possible once Turn 6 has passed.

4.2.2 Berlin/Vienna/Ruhr

Play stops, and the Allied player is declared to have won the game, if, during any Victory Check Phase up to and including Turn 8 (Mar '45) he controls any two of the following three hexes: the Ruhr (3215), Berlin (3120) and/or Vienna (2422).

4.2.3 V-1 Launch Sites

Play stops, and the Allied player is declared to have won the game, if during turn 3's Victory Check Phase, the Allied player is found to control all V-1 launch hexes, play stops, and he's declared to have won the game.

4.3 German Sudden Death Victory

4.3.1 City or Beachhead Recapture

Play stops, and the German player is declared to have won the game, if, during any turn's Victory Check Phase a German unit occupies a city hex (and that unit is in supply during the Victory Check Phase) anywhere on the map that was Allied controlled at any time, or if he has captured a hex containing an Allied beachhead marker. This victory condition also applies if the German player captures Rome (which begins the game Allied control).

4.3.2 Allied Port Control Failure

During the Victory Check Phases of Turns 1 through 4, inclusive, look to see if the Allied player controls the minimum number of ports anywhere along the coasts of Belgium, the Netherlands and France (Mediterranean and/or Atlantic), as listed in that turn's box of the Turn Track. If the Allied player does not control at least the number listed for each such turn, the game ends and the German player is declared to have won the game.

Example: By the end of Turn 1, the Allies must control at least one port.

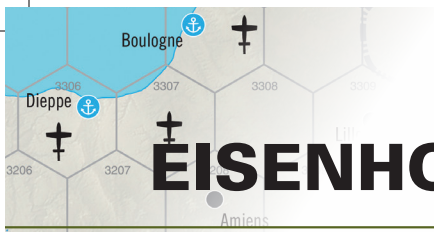
Important: For all rules purposes, only those coastal cities that are identified as ports on the map count as such for this kind of victory, Beachhead counters do not count as ports for victory purposes.

4.4 Final Victory Check

If neither player has won the game prior to Turn 9's Victory Check Phase, survey the map. The German player is declared to have won the game if he controls one or more cities in Germany west of the "Drawn Game Line" (DGL) and/or one or more cities in Italy. The Allied player is declared to have won the game if he has prevented the German player from fulfilling that victory condition, and he (the Allied player) also controls all the cities in Germany west of the DGL along with all the cities in Italy. If in play, the Allied player must have also eliminated the Alpine Fortress (13.8).

4.4.1 City Substitutions East & West of the DGL

During the Turn 9 Victory Check Phase, the Allied player may substitute control of cities in Germany east of the DGL, as well as in



the Protectorate and Yugoslavia, on a one-for-one basis with cities in Germany west of the DGL.

Example: The German player controls Munich during the Turn 9 Victory Check Phase. Normally, that would be enough to put in place a German a victory. If, however, the Allied player controlled, for example, Prague (which lies east of the DGL), that would work to cancel the German player's retention of Munich, thereby awarding a victory to the Allied player.

4.4.2 Draw Game

If neither player meets any of the victory conditions given above, that game ends in a draw.

5.0 PLAYING & ENDING TURNS

5.1 Game Duration

Each match of **Eisenhower's War** lasts no more than nine turns. Each turn is divided into segments called "phases." All operations conducted by both players during each turn of play must be conducted using the same sequence as given below. The rules in the rest of this section, and in the sections that follow it, are presented in the same order as they will be used during each turn.

***Designer's Note:** The Dec/Jan game turn reflects the inherent problems encountered by both sides during some of the worst weather encountered in Europe for decades. By combining these two months into one game turn many additional rules and exceptions were avoided.*

5.2 Turn Sequence

Allied Player Turn

- I. Allied Invasion Phase
- II. Allied Reinforcement Phase
- III. Allied Movement & Attack Phase (Fuehrer Mandated Offensive Starting Turn 2)
- IV. Allied Supply Check Phase

German Player Turn

- V. German Movement & Attack Phase (See first turn restrictions listed in 3.2.4 & 3.3.4.)
- VI. German Reinforcement Phase
- VII. German Supply Check Phase
- VIII. Victory Check Phase

5.3 Allied Invasions

In the Historical Invasion Scenario, the historic Normandy landings have already occurred (prior to the start of play) and so there is (potentially) only one other invasion conducted during the game. The Allied player is never required to conduct a second invasion (3.2.3). In the Alternative Invasion Scenario, the first invasion (D-Day) must occur at the start of Turn 1, although there may also be a second invasion if the Allied player prefers.

5.3.1 Allied Second Invasion Force

If playing the Alternate Invasion Scenario, the first invasion may only consist of the four Allied corps marked with hex number 3304 and one Allied airborne corps. If conducting a second invasion, the Allied player

may select any units in the Allied Reinforcement Box as the invasion force.

5.3.2 Invasion Procedure

If playing the Alternate Invasion Scenario or when conducting a second invasion, the Allied player reveals the hex number of the invasion (written down prior to the start of play). He then places the appropriate units and one beachhead marker in that hex. If any German units are in that hex, combat must be resolved during Phase I of Turn 1. If there are no German units in the invasion hex (or the German retreats prior to combat resolution) all Allied units of the invasion force are placed in the invasion hex (also place a beachhead marker). They may not move during the Allied Movement & Attack Phase, but may attack any adjacent German units during that phase.

5.3.3 Airborne Units

If playing the Alternate Invasion Scenario or when conducting a second invasion, it is permissible for an airborne unit(s) to conduct a coordinated airborne attack by being dropped atop a German unit that is also being attacked by any invading Allied land unit(s). If that attack fails to eliminate or retreat all German units in that hex, participating airborne units are eliminated. Note the restriction in 5.3.1.

5.3.4 Additional Units

It is also permissible for any other Allied unit(s) that are already currently adjacent to an invasion hex to conduct a coordinated attack by being used to attack the invasion hex. If any coordinating units are attacking across hexside terrain, however, the hexside terrain shift(s) must be added to the invasion combat calculation.

5.3.5 Invasion Combat Procedures

If the invasion hex is enemy occupied, the invasion force must attack that hex during the Allied Invasion Phase. All units suffer a two-column-left shift (in addition to any other shifts for hex terrain). Concentric Attack shifts may apply if airborne units and/or any other friendly units are participating in the attack. In this case, ignore the position of friendly units if airborne units have landed in the defending hex, as the airborne units automatically gain the concentric bonus for the attack. When invasion combat has been resolved to the point that the combat result is known, but not resolved, the German player may announce, provided that all his involved units are mobile, that he will retreat inland. If the German player elects this option, do not roll on the CRT, neither side suffers any losses.

5.3.6 Invasion Losses

If all the German defenders are not eliminated or retreated out of the hex, the invasion fails. All Allied units participating in the invasion take one step loss (in addition to any inflicted due to the combat) and are placed on the Turn Track, in the next game turn box. All other participating Allied mobile units are not affected, unless required to take losses due to the CRT result. Participating Allied airborne units are eliminated. If the German defenders are eliminated or retreated out of the hex, the Allied force takes losses normally.

Important: If playing the Alternate Invasion Scenario, and the first invasion fails to take the invasion hex, the game is an Allied defeat for failure to capture a port on the first turn (4.3.2).

5.3.7 Movement Restrictions

An invasion constitutes the invading units' movement that game turn, and this includes any units (such as airborne units) that conduct a coordinated attack with that invasion. They cannot move during Phase III; only units that did not invade may move during Phase III of the Allied turn.

5.4 Reinforcements

During a friendly Reinforcement Phase, check the current turn box on the Turn Track. Any units found there should immediately be move to their side's Reinforcement Box (12.0).

5.4.1 Rebuilding Reduced Units

The US, CW, German forces have slightly different rebuild rules. Each reflects the ability and or constraints that those forces were operating under during this period of the war (12.0).

5.5 Movement & Attack Phase

At the beginning of a friendly Movement & Attack Phase, the active player (the player who is conducting the phase) must declare whether he will move and then conduct his attacks, or if he will attack and then move his units.

5.5.1 Move then Attack

If he decides to move first, he must conduct all desired movement prior to conducting any attacks.

5.5.2 Attack then Move

If he decides to attack first, all desired attacks must be conducted prior to conducting any unit movement.

5.6 Victory Check Phase

Both players should cooperate to scan the map in detail during this phase with the intent of determining if the conditions given in 4.0 have been fulfilled.

6.0 STACKING

6.1 Stacking Defined

Stacking is the term used to describe the piling of more than one friendly unit into the same hex at the same time. In general, opposing units never stack together, only friendly units stack together.

Exception: See 13.2 (First Allied Airborne Army).

6.2 Stacking During Movement

Other than the general prohibition against opposing units stacking together given above, the stacking-limit given below is only in effect at the end of each unit's or stack's movement, advance or retreat. During movement, any number of friendly units may enter and pass through any otherwise enterable hex (8.0). If, at the end of any unit's or stack's movement/advance/retreat, any hexes are found to be over-stacked, the owning player must eliminate enough excess units there (owning player's choice) to bring the hexes back into compliance with the stacking rules.

6.3 Stacking Limit

Every mobile and static unit in the counter-mix, no matter its step strength or combat values, counts as "one unit" for stacking purposes. It is permitted for friendly static and mobile units to stack together;

however, both kinds of units count toward the single maximum of five units (off all kinds) in any one hex at any one time.

- The stacking limit in all hexes except for mountain and rough hexes, is five units.

Exception: The maximum stacking limit in any hex containing a beachhead marker is six units. Hex 1215 is intentionally overstacked during initial set-up. Stacking limitations must be met in this hex by the end of game turn one.

- The stacking limit in mountain (including Alpine Passes) and rough hexes is three.

6.4 Allied Army Group Stacking Restrictions

For play purposes, the black-on-green US and French units constitute one army group (the American army group), while the black-on-tan British, Commonwealth and Polish units constitute a second army group (the British army group). Units of the two Allied army groups may not stack together except in hexes containing a beachhead marker, and in the Antwerp hex. They may therefore not advance after combat into the same hex, even if they participated in the same attack. This restriction doesn't prevent such units from moving through each other's hexes.

Exception: For the stacking details concerning the two corps of the 1AAA, see rule 13.2.

6.5 Free Stacking Units

Informational markers do not count toward stacking.

6.6 No Fog of War

Both players are always free to examine all stacks on the map and the map sheet, both friendly and enemy.

6.7 Stacking Order

The top-to-bottom order (and vice versa) in which units in a hex are piled together has no significance.

7.0 SUPPLY

The mobile units of both sides need supply to operate at their normal movement and combat potentials. There are no counters representing the actual materiel consumed by those units; instead, that process is represented by "supply line tracing" to "supply source hexes."

Exception: Static units are not required to trace supply. Allied airborne corps must be in their static mode for this to apply.

7.1 Tracing Supply Lines

A supply line consists of an uninterrupted chain of hexes of any length traced from the unit or stack in question back to a valid supply source. Such paths may enter and cross all kinds of playable terrain and rivers. Supply lines may not enter enemy-controlled hexes, hexes occupied by enemy units of any kind, or uncontested EZOCs (7.3). Players should use the control markers in the counter-mix, if necessary, to mark hexes are friendly/enemy controlled. This tracing restriction must also be considered regarding the placement of arriving reinforcements and replacements (12.0).



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7.2 Tracing Supply Lines through EZOC

Supply lines may not enter EZOC hexes unless that hex is occupied by a friendly unit.

7.3 German Supply States

There are two supply states for the mobile units of the German side, and each mobile unit of that side always exists in one of them: “supplied” or “out of supply” (which is also referred to as being “OOS” and “unsupplied”).

7.4 German Supply Sources

A mobile unit of the German side is in supply if it can trace a supply path of any length consisting of contiguous hexes, unblocked by the presence of Allied ground units, uncontested EZOCs, or Allied controlled hexes, from its location hex to an appropriate supply source hex. German regular supply source hexes are:

- Ruhr (3215)
- Berlin (3120)
- Vienna (2422)

Mobile German units with supply have their printed movement and combat factors available for use. A German supply source permanently loses its capability to provide supply if at any time, it is occupied by an Allied unit or if it is destroyed by Allied bombers (10.10).

7.5 German North & South Logistical Zones

German mobile units in hexes south of the line outlined in yellow on the map may only trace their supply lines to Vienna. German mobile units north of that same line may only trace to the Ruhr or Berlin (German player's choice on a unit-by-unit and case-by-case basis). If Vienna is no longer a valid supply source, all German units in the Southern Logistic Zone have one game turn to move to within three hexes of the logistics zone boundary line. During that game turn and all subsequent game turns, if German units in the southern zone meet the above requirement they may trace to any northern zone German supply source.

7.6 Allied Supply States

There are four supply states for Allied mobile units, and each mobile unit of that side always exists in one of them:

- Regular Supply
- Coastal Supply
- Aerial Supply
- Out of Supply

7.7 Allied Regular Supply Sources

Allied mobile units with regular overland supply are those able to trace a supply line of any length consisting of contiguous hexes, unblocked by the presence of enemy ground units or their uncontested EZOC, from their location hexes to an Allied supply source hex. Allied supply source hexes are:

- A beachhead marker
- The friendly-controlled and up-and-running port of Antwerp (3311)
- Rome (1213).

7.8 Allied North & South Logistical Zones

Allied mobile units in hexes south of the line formed by the Italian northwest (2008-2209) border to Switzerland and then to the Danube River may only trace their supply lines to Rome or a beachhead marker on a coastal hex within the southern zone. Allied mobile units north of

that same line can only trace to up-and-running Antwerp (3311) or a beachhead marker on an Allied controlled coastal hex in the northern zone (Allied player's choice on a unit-by-unit and case-by-case basis).

Important: When tracing supply a unit cannot trace from a supply source in one zone and then through another zone.

7.9 Antwerp Up & Running

Antwerp is said to be “up & running” and therefore a valid supply source within the Allied northern logistical zone, if that port hex (3311) and its four “access hexes” (3510, 3511, 3411 & 3412) are Allied-controlled. The conversion to up-and-running status takes place instantly whenever the conditions for it are fully met. If one or more of the access hexes temporarily fall(s) back under German control, Antwerp again becomes up-and-running as soon as that situation is rectified.

7.10 Allied Coastal Supply

All Allied mobile units in coastal hexes anywhere on the map are always automatically in supply; their movement and combat factors are fully available.

Important: Allied units inland from the coast may not trace their supply to coastal hexes unless that coastal hex contains a beachhead marker or friendly-controlled and up-and-running Antwerp. Allied units can move directly from coastal hex to coastal hex and in that way, remain in supply.

7.11 Allied Aerial Supply

The Allied aerial supply marker, which is available in both scenarios from the start of play, can provide aerial supply to any one hex of Allied units anywhere on the map. Units receiving aerial supply are in supply within that hex for all purposes.

The aerial supply may be instantly committed by the Allied player once per turn, at any time during a turn. Further, such a surprise declaration by the Allied player doesn't give the German player the option to call off a just-announced attack into the hex where the marker has suddenly shown up. Once committed, the marker remains in place until the end of that turn or all the friendly units in its hex have been eliminated (even if there is no German advance after combat), whichever comes first. The aerial supply marker may not move with the units beneath it. The Allied player is not required to commit the aerial supply marker just because it's available.

7.12 OOS Effects

Movement and Attack Phase: During each Movement and Attack Phase, if any unit is found to be OOS at the start of its movement, its movement factor is halved during the entirety of that unit's movement. If any unit is found to be OOS at the time of its participation in an attack or defense, its corresponding combat factor is halved (round up). If a unit starts its movement in supply, it maintains that status throughout its movement.

Supply Check Phase: Mobile units of both sides may be reduced or fully eliminated due to being OOS. During each friendly Supply Check Phase, the owning player checks the supply status of all friendly units. A full-strength mobile unit found to be OOS is flipped to its reduced side. Reduced mobile units are eliminated and removed from the map. To avoid confusion, both players should first check for reduced-unit eliminations, followed by full-strength unit reductions.

7.13 Deliberate OOS

It's permitted for both players to deliberately move their units into hexes wherein they will or may become OOS.

7.14 Appropriate Supply Sources

The supply source hexes in the game only work for the units of the proper side as described in the rules above. If, for example, the Allies captured the Ruhr hex, it would not become a supply source for them.

7.15 Turn 5 Allied Northern Logistical Zone Supply Difficulties

Beginning turn 5, if Antwerp is not up and running, the Allied player must declare which of his two army groups (6.4) in the Northern Logistical Zone is having supply problems. This declaration is made every turn until Antwerp is up and running (at which time it is no longer required). He may pick the same or a different army group on each game turn. The effect on the chosen army group is that all its units' MF are halved that turn and any attack that the effected army group has at least one participating unit suffers a one-left column odds shift (in addition to all other normally applicable shifts). The units of the declared army group defend normally.

Exception: This rule does not apply to Allied units operating in the southern logistical zone.

Note: Antwerp is noted on the game turn track to remind players that they must meet the requirements at the beginning of turn 5 or suffer the penalties noted above.

7.16 French Interior

If, at any time, the Allied player succeeds in establishing a line of friendly-controlled hexes running from anywhere on the Atlantic coast to anywhere on the Swiss border, all German-controlled hexes west of that line that are not occupied by German units immediately switch to Allied control. Hexes in German ZOC are included in the above. That control adjustment may potentially happen any number of times.

8.0 MOVEMENT

During a friendly Movement and Attack Phase, friendly mobile land units may be moved individually or as stacks from their current hex (the hex they began the phase in) to an adjacent hex or a path of connected hexes up to the limit of each unit's movement factor. No unit is ever required to move, or even move the full distance of hexes it can move (except when retreating; 11.0), and the owning player is free to move only some or all of units own mobile units during this phase.

- The movement allowance of every mobile unit in the game is expressed as "movement factors". Each unit possesses its own movement factor, which is printed on the unit itself as the last (rightmost) number.
- Movement factors may not be accumulated from turn to turn, nor may they be shared or loaned by any unit to another, and any movement factors that are not used by a land unit during a Movement Phase are simply lost.
- As each unit is moved on the map, it must expend movement factors; the amount of movement factors it must expend depends on the type of hex (terrain) it enters (and crosses, if crossing a river hexside).
- If there is more than one terrain type shown in the hex, always use the terrain with the highest cost in MP (exception Alpine Passes).
- The movement cost for each type of hex is listed on the Terrain Effects Chart (TEC) printed on the map.

8.1 No Minimum Move

Unlike many other games, there's no minimum movement guarantee for any moving force. A force may only enter a hex if it has the movement factors (MF) available to pay the full cost involved in that move.

8.2 Movement Procedure

Movement generally takes place from hex-to-adjacent-hex within the strictures given below and summarized on the TEC. No moving unit may ever give or loan MF to another unit, nor may any hexes be skipped over during movement.

Exception: See 13.2.

8.3 Enemy Units & Movement

In general, no moving force may enter a hex containing one or more enemy units of any kinds.

Exceptions: See 13.2 & 5.3.2.

8.4 Terrain Effects on Movement

A moving unit must expend one or more MF to enter a hex based on the type of terrain in it and along the hexsides immediately around it (see the TEC for details). For a hex to be considered clear terrain, it must be all clear without any amount of other kinds of terrain in it.

8.5 Prohibited Terrain

Units may not cross prohibited hexsides, nor may they move into prohibited hexes, except when using 8.10. This restriction is in place though out the game, including when attacking, retreating, and or advancing after combat.

8.6 Enemy ZOC

See 9.3 for the effects of EZOC on movement.

8.7 Stack Movement

Mobile units already stacked together in a hex may be moved together as a stack. Such moving stacks may drop off any units along the overall path of its move; however, it may not pick up other units from the hexes into which it's moving and add them to that movement. Units dropped off may not move any further that phase.

8.8 Alpine Passes

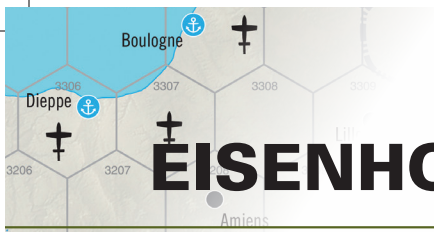
The two Alpine Passes shown on the map may, in effect, be used as shortcuts through the surrounding mountains. The reduced movement cost is only available to units moving from pass hex to pass hex via a hexside that is also crossed by the pass symbol. Similarly, to enter a pass at either end while using the reduced costs means doing so only through the specific entry hexes pictured on the map.

8.9 Crossing Rivers

It costs one or two extra MF to cross a river hexside, depending on the specific river being crossed (see the TEC). "Extra" means in addition to the cost involved in entering the terrain in the hex being crossed into. See 3.3.4 regarding the Seine River. Rule 13.5 gives additional instruction for the Rhine River.

8.10 Scheldt Estuary German Movement

The Scheldt River estuary, normally impassable all-sea hexsides, consists of the three hexsides shared among hexes 3510, 3511, 3411, and



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3412. During any one turn of his choice, the German player may declare the estuary to be temporarily (i.e., during that one German Movement Phase only) river hexsides, and he may then move German units across them as rivers (+1).

8.11 Retreats

Retreat movement only occurs after combat and does not require the expenditure of movement factors. Terrain movement costs are ignored, as well, although all other movement restrictions apply.

9.0 ZONES OF CONTROL (ZOC)

9.1 ZOC Defined

The six hexes immediately surrounding a hex containing one or more mobile units (even if they have combat factors of "0") constitute the ZOC of the units in that hex. Other than all-sea hexsides and blocked hexsides, ZOC extend across all hexsides and into all types of terrain. All mobile units of both sides always project ZOC and in all supply states. Opposing units may simultaneously project their ZOC into the same hexes, although there is also no cumulative effect of multiple ZOC projected into the same hex.

Important: Static units and markers of both sides never project a ZOC.

9.2 ZOC Projection

Except for all-sea hexsides, units project their ZOC into areas of the map into which they're forbidden to move.

9.3 EZOC and Movement

Whenever a unit enters an EZOC during a move, it must spend an extra MF (+1) to enter that hex. If it lacks enough MF to pay for that extra MF, then it may not enter that hex. This has no effect on any unit that is already in an EZOC hex as it moves out of that EZOC hex; only entering a hex containing an EZOC imposes the +1 MF cost. It is thus permissible for any moving unit to move from EZOC to EZOC just so long as it pays +1 MF for each EZOC it enters.

9.4 Effect of EZOC on Combat

The presence of opposing units in each other's ZOC doesn't necessitate attacking for either side. Units of both sides may exist indefinitely in EZOC without having to attack. Furthermore, EZOC has no effect on combat, aside from their effect on advance and retreat.

9.5 EZOC & Advance after Combat

Advancing units must stop when entering an EZOC.

Exception: Advancing units ignore EZOC in the hex formerly occupied by the defending units, thus if allowed, they may advance into the defending hex (which may be in an EZOC) and then advance one more hex into an EZOC or advance the number of hexes allowed by 11.3 if those hexes are not in an EZOC.

9.6 EZOC & Retreat

One unit must eliminate one step for each EZOC entered during a retreat.

Example: A stack of two, two step units retreat into a hex, in an EZOC, one of the units must be reduced. If the stack retreats into another hex in an EZOC another step must be lost (the reduced unit could be eliminated, or the full-strength unit could be reduced).

9.8 EZOC Negation

An EZOC is not negated by the presence of a friendly unit.

Exception: When determining supply status.

10.0 COMBAT

During a friendly Movement and Combat Phase either before or after all movement is complete (5.5), the active player may (but is never required to) announce an attack with any of his unit(s) that are presently adjacent to enemy unit(s).

- A player may announce as many attacks as he desires, but he is not required to commit to all his intended attacks at the outset; he may declare one attack at a time (in any order he chooses).
- When an attack is declared, the announcing player must resolve that attack to completion before beginning the next attack, if any.
- A player may cease attacking at any time during his phase.
- Each attacking unit, can only participate in one attack, and a defending hex can be attacked only once in a phase.

To declare an attack, the attacking player declares which unit(s) from his own side will be attacking, and into which enemy-occupied hex.

- More than one unit may be committed into any given attack, provided they're all adjacent to the hex under attack and not separated by a prohibited hexside.
- An attack can have only one enemy occupied hex as its objective.
- No unit in a hex being attacked may in anyway be withheld or excluded from the defense of that hex.
- Attacking is always discretionary; the immediate adjacency of opposing units doesn't necessitate attacking them.
- Units with printed attack factors (AF) of zero can only participate in an attack if there is at least one attacking unit with an AF of one or greater.
- Units with a zero AF can only absorb losses if all units with at least one AF have suffered at least one step loss.

10.1 Combat Odds

First designate the hex being attacked along with those of your units that will be participating in the attack. Multi-hex attacker deployment is allowed, and not all units in a hex need participate in an attack, only those you designate. Total the AF of all your participating ground units. Divide that number by the totaled defense factors (DF) of all the defending enemy units in the hex being attacked. Round down any remainder, then set that resultant whole number next to a one on its right to obtain an odds ratio.

Example: If 50 attack factors are attacking into a hex with a defense strength of 15, that calculation would go as follows: 50 divided by 15 equals 3.33, which is rounded down to 3. That three is then set next to a one, to get a combat odds ratio of 3:1 (read as: three to one).

A combat in which the attacking force has fewer combat factors than the defender is called "poor odds attacks. Procedures in such situations are modified from what's described above in that here you divide the defender's total by the attacker's, round up all remainders, and set the "1" on the left side of that result.

Example: If a force with 5 attack factors is attacking a force with 11 defense factors, it's a poor odds attack. In that case, divide 11 by 5

(11÷5=2.2), and round up (2.2 becomes 3); then set a “1” on the left of that “3,” yielding odds of 1:3 (one to three).

10.2 Terrain Effects

If the hex being attacked is a rough or city hex, reduce the calculated odds by one ratio. If the hex is a mountain or fortification hex (German defender only), reduce the calculated odds by two (also stated as shifts).

Exception: See 10.3 for West Wall hexes.

Important: When a defender is in an Alpine Pass hex, use the Mountain or Rough Terrain Line on the TEC (defensive shifts are based on whether the hex terrain is mountain or rough) when determining shifts and stacking.

10.3 West Wall & Other Fortification Hexes

The line of fortifications shown on the map as running from 2612 to 3214 is the German “West Wall.”

- The West Wall does not exist for any purpose until the start of Turn 3 (Aug '44), when it provides a one-column left odds shift for German defenders.
- Starting on Turn 4, it provides a two-column left (2L) shift.
- All fortification hexes are indestructible. If a fortification hex was lost to Allied control but was then recaptured by German forces, those defensive works would again provide their defensive benefit for German units.
- Allied units never derive any benefit from any of the fortifications on the map.

10.4 Attacking Across Rivers

In general, you shift the odds one column left (1L) if all attackers are attacking across river hexsides. This shift is additive to all in-hex terrain effects; however, if one or more of the attacking units are attacking through non-river hexsides, the defender loses this column-shift benefit. If an invasion is coordinated with an overland attack from a cross-river hex that is adjacent to that invasion hex, the cross-river shift will still apply.

10.5 Allied Attacks Across the Rhine

When Allied units are attacking across the Rhine River, they suffer a two-column left (2L) penalty, but see rules 13.2 and 13.5 for a way to negate that penalty.

10.6 Cumulative Terrain

All applicable terrain and river shifts are cumulative.

Example: If you attacked into a rough hex containing a city and a fortification, the total shifts applied would be four.

10.7 Indivisibility of Units

No single attacking unit may have its attack factor divided and applied to more than one combat. Likewise, no defending unit may have part of its defense factor attacked by one or a few attackers while another part is attacked by others.

10.8 Stacks Attacking

It's not necessary for all the units you have stacked in a hex to participate in the same attack. Some of the units in a stack might attack

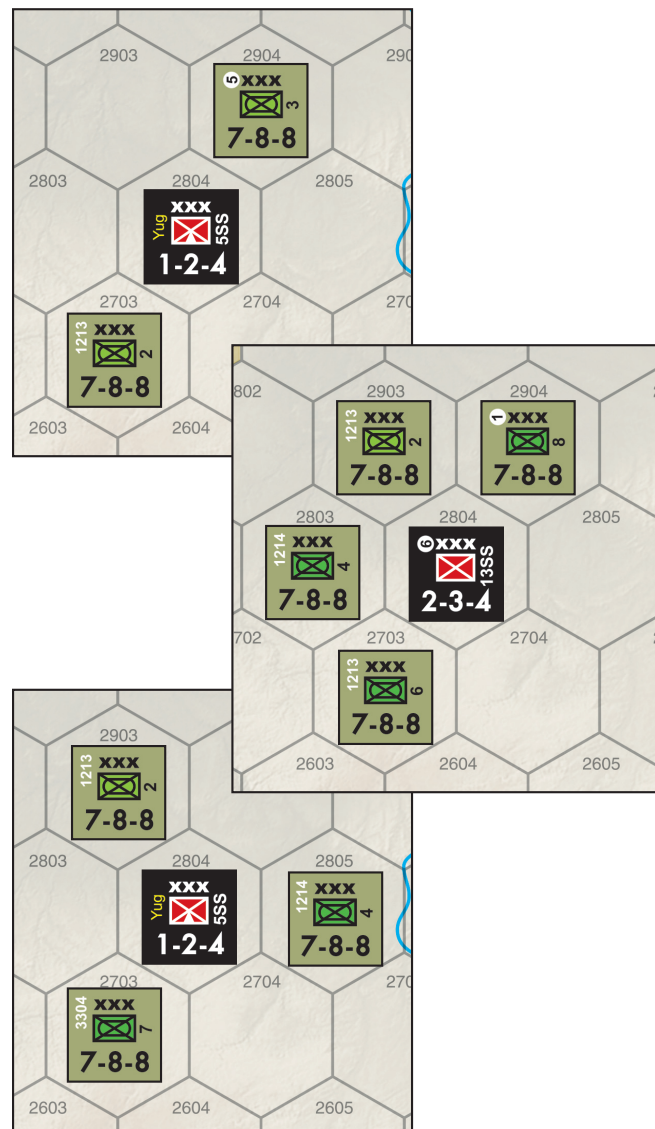
into one hex while others attack into some other hex or simply didn't attack at all. No defending unit may ever refuse combat; all units in an attacked hex must participate in its defense.

10.9 Concentric Attack

If a defending hex is simultaneously attacked by units from diametrically opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, that attack may be eligible to receive a “concentric attack” one column right odds shift bonus. Allied airborne units dropped on the defending hex, automatically qualify for the concentric attack shift. The concentric shift is never awarded for attacks into city, port and/or fortification hexes.

Important: Remember that the West Wall doesn't exist for any purposes until the start of turn three.

Example: All three of the below diagrams are examples of concentric attacks.





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10.10 Allied Bombers

The Allied player may declare a combat to be supported and/or interdicted by bombers (i.e., to support an Allied attack or interdict a German attack).

- He may declare bomber support or interdiction during any single combat that he chooses.
- Bomber support may be used a maximum of two times during a game. Both may be used during the same game turn.
- Bombers may be used anywhere on the map, they do not have a range.
- A supported Allied attack or defense applies a one column shift in favor of the Allied side (right if attacking, left if defending). This shift is cumulative with all other shifts.
- A bomber used in this way is permanently expended.
- Expended bombers cannot be rebuilt; two is always the absolute maximum that may ever occur during a game.
- If bombers are used during a combat that occurs in a city hex, the effect is to instantly and permanently eliminate that city from all further consideration in play (including victory determination).
- The hex is converted into rough terrain without a city. Place a destroyed city marker in the hex.

11.0 COMBAT RESULTS

Consult the Combat Results Table (on the map), and identify the column that matches the odds determined in 10.2.

Important: Prior to applying any column shifts, the maximum and minimum odds columns on the chart (1:3 and 7:1 are used even if the raw odds exceed the table limitations. The cumulative column shifts may exceed those limits. If so apply the note at the bottom of the CRT.

- Apply the cumulative column shifts as listed in 10.3 thru 10.11.
- Roll one six-sided die and cross reference the result of the die roll with the final column.
- Combat results are given in terms of "steps" (each step equals one side of a unit) that are lost by the involved units of one or both sides.
- The number printed to the left of each result's slash applies to the involved attacking units; the number printed to the right of the slash applies to the involved defending units.
- In each combat, the defender must always completely absorb his combat result before the attacker absorbs his.
- There is never any carry over of a combat result from one combat into any other combat or phase.
- Any combat losses more than the step strength of the units involved are simply ignored.

Example: A combat result of "1/2" would mean the involved attacking force must lose a total of one step, while the involved defending force must lose a total of two steps. Notice that the numbers in a combat result represent the grand total of step losses that must be suffered by the involved units of each side; they don't represent the number of steps every involved unit must suffer.

11.1 Apportioning Step Losses

Both players are free to apportion his own side's step losses among his involved attacking or defending units as he sees fit.

Exception: No two-step involved unit may be fully eliminated until all the involved units have taken at least one-step loss.

11.2 Retreat After Combat

The defending player may convert step losses into a retreat after combat.

- After determining step losses, if the defender loss result was "2" or greater, the defender may choose to take one-half of the resulting step losses (round down) and then retreat. After taking the step losses, the defender retreats the number of hexes equal to the remaining step losses.

Example: The 1SS is defending and receives a result of "3". The German player declares a retreat and divides his step losses by two and rounds down, resulting in one step loss and a two-hex retreat ($3 \div 2 = 1.5$, rounded down = 1 with 2 remaining).

- A retreat may be any route of legally enterable and contiguous hexes on the map except into enemy occupied hexes.
- A retreat may enter EZOC hexes, however see 9.6 for the effect of entering a hex in an EZOC.
- Retreat does not utilize any of that retreating unit's printed MF. It ignores all terrain (except prohibited terrain) and terrain costs; however, the retreating unit must stop its retreat if it enters a rough or mountain hex (there is no additional step loss penalty).
- Each hex of a retreat must be farther away from the combat hex than the previous hex of that retreat (until the last hex of that retreat is reached), and it must be closer to a friendly and functional supply source (7.0) than the combat hex it retreated from. These conditions met, it is okay for each of the units in a retreating stack to retreat via different paths and end up in different hexes.
- Static units may not retreat. If a hex contains both static and mobile units where a retreat is declared, the static unit(s) there must be eliminated to allow the other mobile units to conduct their retreat. The static unit step losses count towards fulfilling step loss requirements.

11.3 Advance-After-Combat

At the end of every attack, whenever the defender's hex is left empty of all units, the victorious attacking units may advance after combat.

- Attacking units may always advance into the defender's hex if the defending hex is no longer occupied.
- Attacking units may also advance extra hexes in the following circumstances.
- They advance the number of hexes equal to the number of hexes the defending player opted to retreat or if all defending units were eliminated in the defending hex (no retreat occurred) they may advance the number of hexes equal to one-half (rounded up) of any step loss results that were not taken by the defending units.
- Advancing units must stop their advance if entering an EZOC. In this case, ignore EZOC in the defending hex.
- Advancing units may NOT advance additional hexes if the only path is into a hex containing rough or mountain terrain (including Alpine Passes).

Example: Using the example from 11.2, the attacking units may advance "2" additional hexes.

Example: In the example above, if the German player opted to take all required step losses "3" as step losses rather than retreat, the Allied player would only be allowed to advance into the defending hex and one additional hex (2 step losses taken by the 1SS leaving one remaining).

- Stacking limitations must be observed.
- Advance after combat is not part of normal movement. Advance after combat does not require the expenditure of MF.
- Advancing units must still observe normal terrain prohibitions.
- Advance after combat is an option; it is not mandatory.
- The decision to advance must be made immediately after combat is resolved and before another attack is begun.
- Not all attacking units need advance; the victorious player may send just one or a few units.

Note: *There is never a defender advance after combat; victorious defenders and static units simply hold in place.*

12.0 REINFORCEMENTS

Reinforcements are those units introduced into play for the first time after the initial set-up. During their respective Reinforcement Phases, each player should place all available units (those marked for entry that game turn) in their respective Reinforcement Boxes. These units may be placed on the map at any time during any ensuing friendly Movement & Attack Phase. Placing a unit on the map does not cost MP, however all stacking limitations must be adhered to. Some reinforcements for both sides have qualifying requirements that must be met prior to entering the map.

12.1 Allied Reinforcements

Allied reinforcements may enter the map from their Reinforcement Box via any friendly controlled and supplied port or beachhead hex. The hex may be in an EZOC. Allied reinforcements may also arrive because of the planned second invasion (3.2.3). In the case of the second invasion, the units arriving on turn 4 are available to conduct the Invasion Phase.

12.1.1 Allied Withdrawal of the FX Corps

During Phase II of Turn 3 (or any turn thereafter) the Allied player may decide to permanently remove from the map the FX Mountain Corps. He's never required to do so; however, he can't then receive the F1 and F2 Corps (representing French corps) as reinforcements until the turn that he does decide to withdraw the FX. The F1 and F2 corps are marked with an asterisk as a reminder of their special status in this regard. If the FX is anywhere on the map, the dead pile, or in the Allied Reinforcements Box, it's simply removed from the game and the F1 and F2 corps then become available normally as reinforcements. Place them in the Allied Reinforcement Box, they may enter that map during any ensuing friendly Movement & Attack Phase.

12.2 German Reinforcements

German reinforcements may enter the map from their Reinforcement Box via any friendly controlled and supplied city hex. The city hex cannot have been destroyed by Allied bombers.

12.2.1 German Hex-Specific & Italian-Theater Reinforcements

Four German mobile (HCV, 18th Mountain, 97th, and AOL) and three static unit reinforcements have their turn-of-arrival numbers followed either by a hex-grid-coordinate number or the word "Italy."

- The "Italy" units may enter play in any friendly hex that is in supply and not in an EZOC (even if occupied by a friendly unit) within that country. The other units may only enter play via the hex listed on them. If that hex isn't German-controlled and supplied at that time, the unit in question is permanently forfeited.

- To receive the AOL, that unit is substituted in place for any other supplied German mobile unit that is then anywhere in the Southern Logistics Zone. The permanently removed unit may be reduced; the AOL always enters at full-strength, regardless. If no German mobile units meet the above requirement, the AOL unit is permanently eliminated.

12.2.2 German Turn 8 Question-Marked Reinforcements

Two German reinforcement units (OGS & 12A) have a question mark following their Turn 8 arrival time. Those units are never available prior to that turn and, even then, are only available if, at any time during Turn 8, the following two conditions simultaneously pertain:

- First, there must be one or more Allied corps (static and/or mobile) in one or more hexes in Germany east of the Elbe River (do not include the Protectorate when making this judgment).
- Second, there must be one or more hexes within that same area that are still German-controlled. With those two preconditions met, the German player may immediately enter the two units into any one or two of the friendly controlled hexes within the area just described.
- From there they may operate like any other German mobile units.

12.2.3 German Yugoslav Garrison Reinforcements

The five-mountain corps, all with "Yug" marked to the left of the unit type symbol, are brought into play if the second invasion comes ashore in an Adriatic coast hex from 1913 to 1517, inclusive or if the Allies enter any one of the following hexes; 2213, 2113, 2114, 2015 or 1914. If that occurs, the German player should interrupt the normal turn and phase sequence to immediately place the entire stacked corps in or adjacent to Zagreb (1819), after which they participate normally in play.

12.2.4 German Withdrawal of 1st & 2nd SS Panzer Corps

During Phase VI of Turn 6, the German player must remove the 1st and 2nd SS Panzer Corps from the map, Reinforcement Box, or Turn Track. They are placed into the German Eliminated Units Box. They're withdrawn even if they are out of supply and surrounded by Allied-controlled hexes and/or units. These German units may be rebuilt beginning turn 7.

12.3 Rebuilding Reduced Units

Some reduced units are eligible to be rebuilt.

12.3.1 US Reduced Units

The Allied player may rebuild US reduced units. During the Reinforcement Phase, a maximum of two US reduced units, not in an EZOC, and in supply may be flipped over to their full-strength side. They may move and attack normally in the ensuing Movement and Attack Phase. If the Allied player rebuilds any reduced units, he may not rebuild an eliminated unit that game turn.

Important: The three Free French Corps may not be rebuilt in any way.

12.3.2 Commonwealth Reduced Units

During the Reinforcement Phase, the Allied player may remove a maximum of two CW reduced units from the map that are not in an EZOC and are in supply.

- One unit is placed in the Allied Eliminated Units Box.
- The other unit is placed in the Allied Reinforcement Box at full strength.



- It may enter play as a reinforcement during the ensuing Allied Movement and Attack Phase. The CW Airborne Corps may not be rebuilt if reduced.

12.3.3 German Reduced Units

The German player may not rebuild reduced units, however see below.

12.4 Rebuilding Eliminated Units

Eliminated units are placed in the appropriate Eliminated Units Box. Some units may be rebuilt. Commonwealth eliminated units may not be rebuilt.

12.4.1 US Eliminated Units

The Allied player may rebuild a maximum of one US eliminated unit each Allied Reinforcement Phase. Place the rebuilt unit in the Allied Reinforcement Box, it may enter play during the ensuing Allied Movement and Attack Phase. If he rebuilds an eliminated unit, he may not rebuild a reduced unit.

12.4.2 Commonwealth Eliminated Units

Commonwealth eliminated units may not be rebuilt. Once in the Eliminated Units Box they may not be removed.

12.4.3 German Eliminated Units

The German player may remove a maximum of one mobile unit (static units may not be rebuilt) from the German Eliminated Units Box each German Reinforcement Phase.

- The unit may be a one-step unit or a two-step unit. Two-step units are rebuilt to their reduced side only, they may not be rebuilt to their full-strength side.
- Place the rebuilt unit in the German Reinforcement Box. It may enter play during the next German Movement and Attack Phase.

13.0 UNIQUE UNIT & SITUATIONAL RULES

13.1 Second Invasion

In both scenarios, the Allied player may, but it isn't required to, launch a second invasion as a unique preliminary operation at the very start of Turn 3 or 4 (Aug or Sep '44). All Mediterranean and Adriatic coastal hexes are eligible to be invaded, as are all the Atlantic coast hexes of France. Whether he will do so, that player should write (or pretend to write) the turn and grid-number for that operation's target hex as the last step of his set up. That done, he should place that paper facedown where both he and his opponent can see it. At the start of the turn he selected (or faked selecting), he should reveal the other side of the paper to the German player.

13.2 First Allied Airborne Army (1AAA)

First Allied Airborne Army consists of two corps, the British 1st and US 18th Airborne, which arrive as reinforcements on Turn 4 (Sep '44) and have the following unique characteristics.

Historical Note: *There are no paratroop units, as such, in the initial Allied set up in the historical scenario. The D-Day invasion was conducted prior to the official organization of the 1AAA, and the paratroopers' presence in the first landing is, in effect, built into Operation Overlord's ground corps.*

- Both corps exist in two forms: truck-borne mobile infantry and static airdropped infantry.
- Neither corps may ever be in play on the map in more than one of those two forms at any one time.
- When in mobile (truck-borne) mode, they operate like any other corps in their own army groups (British or American). They may enter play on the map using the same rules as any other mobile unit.
- The Allied player may have one corps in static mode and one in mobile mode, it is entirely up to the Allied player.
- If in static mode, they may stack as British army group or US army group units, as decided by the Allied player on a moment-by-moment basis. Similarly, they may stack with each other when in static mode. Again, one corps may stack with British units and one with US units.
- If they arrive as truck-borne mobile infantry units, they arrive and operate exactly like any other Allied unit.
- If they arrive as airdroppable static units, they may airdrop anywhere on the map except in mountain, Alpine Pass, fortified, or city hexes. If the corps are dropped in two different hexes on the same game turn, those hexes must be adjacent.
- During any turn in which at least one of the corps is on the map in static mode (at any time during that turn), the Allied aerial supply marker is unavailable for use. It is being used to keep the 1AAA in aerial supply.
- If (during an airdrop) the corps is placed into a hex(s) containing German defending units, resolve combat normally using the printed defense factors of the airborne unit(s) as their attack factors. All normal in-hex (but not hexside) odds shifts apply.
- If all German defenders are not eliminated and/or retreated away, the 1AAA force is eliminated.
- Airborne units in static mode may not retreat, and must absorb combat results as step losses.
- It is permissible for an airborne unit to conduct a coordinated attack by being dropped atop a German unit that is also being attacked by an adjacent Allied mobile unit, even one that is conducting an invasion.
- If that attack fails to eliminate or retreat all German units in that hex, that airborne unit will then be eliminated.
- If airdropped paratroopers take control of a rough hex, it's considered clear terrain by other Allied units moving into and through it for the rest of that game turn. In addition, all river hexsides around any paratroop-secured hex(s) are nullified for all Allied movement and attacks throughout the rest of that turn.
- An airborne corps may make subsequent airborne drops during subsequent game turns, but it must be in its airdroppable static mode, it must not have moved during that turn, and it must presently occupy an Allied-controlled city. These conditions met, there's no limit to the number of airdrops that each airborne corps may make during a game, although neither corps may make more than one drop during the same game turn.
- An airborne corps can be converted to a mobile corps by not moving it or attacking with it during an entire Allied game turn. If the unit does not move (including an airborne drop) or attack, it can be converted at the end of the Allied Movement and Attack Phase.
- The mobile game piece can be converted to a static game piece in the same manner.
- In both cases, the unit must be in overland supply.
- Conversion can be done any number of times throughout a game.

13.3 Other German Mountain-Capable Units

In addition to the seven German mountain infantry corps in that side's order of battle, there are four other corps (HCV unit and 76th Panzer and

1st and 2nd Paratroop) that have those same movement capabilities (TEC). Those four corps have their mountain infantry triangle printed on the upper right side of their unit-type boxes as a reminder of their special status in this regard.

13.4 German Strategic Restriction in Italy

The German player is not allowed to have more than eight mobile units in Italy at any one time during play. Static units don't count toward that limit and, furthermore, if the Allied second invasion is made anywhere along the Adriatic coast (1215 through 1517, inclusive) the eight-mobile unit limit is permanently ended.

13.5 Rhine Bridge Capture

It's possible that the Allies may capture a bridge across the Rhine, thereby completely negating the normal two-left odds shift for that river when Allied unit's attack through the hexside containing the captured bridge for the rest of the game.

- Each time an Allied unit first enters a hex along the west side of the Rhine (2611 through 3413), the Allied player should designate one of its hexsides and then roll a die.
- A result of "1" means that a bridge has been captured across the indicated hexside.
- A result of "2" thru "6" means that the Germans have successfully demolished all the bridges along that portion of the river ahead of your advance.
- Only one attempt at bridge capture may be made per riverbank hex, no matter how many river hexsides it contains.
- After one bridge has been captured, there may be no further captures.
- If the hex from which the capture was made is retaken by the Germans, the captured bridge is considered to have been destroyed during that counterattack.
- This kind of bridge capture is figured separately from the kind described above in 13.2.
- A bridge capture marker has been provided for use on the map as a memory aid.

13.6 Fuehrer Mandated Offensives (FMO)

The German player receives five FMO markers at the start of turn 2.

- The German player may, at any time during the movement portion of the Allied Movement and Attack Phase, declare a FMO.
- A FMO may not be declared during the attack portion of the phase.
- The German player declares the FMO and places one of the FMO markers on any hex containing at least one German mobile unit.
- All German units in that hex and any of the six adjacent hexes are activated, and may move/fight or fight/move as if conducting a German Movement and Attack Phase.
- At least one of the FMO activated must conduct an attack and must attack at least one Allied occupied hex.
- If the activated units move and then stack with other units that were not activated, the additional units may participate in the attack. No more than two attacks may be conducted during an FMO. All German units so designated must be in supply.

Exception: The German player may never declare an FMO within Italy.

- Each FMO may be used only once.
- More than one FMO may be declared in the same Allied player turn.

- Each FMO must be fully resolved and the Allied player must move at least one additional unit for another FMO to be declared.
- The same units can participate in multiple FMOs in the same game turn.
- If a German unit or stack conducts an attack with an FMO marker, the effect of that marker is to shift that attack's odds one column right on the CRT (in addition to all other applicable modifiers).
- If the German player fails to use any of the markers before the end of the game, they are simply lost and have no effect.

Developer's Note: *The German player is provided with all five of his FMO markers at the start of Turn 2, he has the option of using them during any turn(s) that he feels that they would be most useful. To this point, it is a perfectly legitimate tactic for the German player to husband any FMO marker(s) for a Wacht am Rhein type counteroffensive later in the game. Historically, Hitler was compelled to order foolhardy offensives well before the so-called 'Battle of the Bulge', and there's nothing in these rules that force the German player to play just as foolishly, but FMO markers are often most effective earlier in the game anyway (when the Allies are still trying to consolidate and capture requisite ports).*

13.7 Operation Thunderclap

During Phase II of Turn 7 (Feb/Mar '45), the Allied player may place the "Operation Thunderclap" marker in any German-controlled city hex in Germany east of the Rhine other than the Ruhr, Berlin, Vienna or Prague.

- The effect is to instantly and permanently eliminate that city from all further consideration in play, including victory determination, while also converting its hex into (city-free) rough terrain.
- Any static units located in the hex at the time are eliminated. Mobile units in the hex are not affected.

Historical Note: *In the real event, the city of Dresden (2920) was the target of these devastating series of massive air strikes.*

13.8 Alpine Fortress

Prior to the start of Phase II of Turn 8 (Apr '45), if Munich is not Allied controlled, the German player may place the "Alpine Fortress" marker in any one of the three mountain hexes immediately adjacent to Munich (2217, 2218 or 2316).

- The marker has no stacking, step or combat value, nor does it require supply.
- If the marker is still on the map at the end of the turn, the German player automatically wins the game.
- Once placed, the marker may not be moved.
- The marker is eliminated the instant an Allied unit enters its hex, either via movement or advance after combat.

MIDWAY SOLITAIRE (WW#54)

23.0 MIDWAY SOLITAIRE: PTO CAMPAIGN, JULY-DECEMBER 1942 (OPTIONAL)

The 32 bonus counters included with this counter set are to be optionally added to the foregoing game Midway Solitaire (World at War #54). These counters will allow the game to be extended by altering the victory conditions, as explained below. A player may or may not include the previous optional units mentioned under 22.0 with these bonus units, as he prefers.

23.1 Victory Conditions

The victory conditions are not altered by the inclusion of these bonus counters; however, the game does not end (as it otherwise normally would) after the last IJN operation counter is played. Rather, when the last IJN operation counter is played, they are all returned to the IJN Operation draw pool normally to all be drawn again as if playing a second game. This includes all twenty-two IJN operation chits. Each of them must be drawn in order until all have been drawn a second time (at which time the game ends). When the new cycle of IJN operation counters are replaced into the draw pool, all surviving Japanese and US units simply remain in their present plotting space on the map in such a way that play remains uninterrupted.

Designer's Note: *It could be that the Japanese side has shot their bolt beforehand, so to speak, thereby ending the game by default prior to returning the IJN operation counters to the draw pool; this is to simply be regarded as a player victory in the normal sense (because the Japanese side would have no way to win no matter how many more operations are drawn). But, if the last IJN operation counter has been played without a conclusion one way or another, the game will then continue through another cycle of IJN operations from where it left off.*

23.2 Bonus IJN Units

The bonus Japanese units do not arrive in play until after the first IJN operation counter of the second cycle is drawn (only after all the IJN Operation counters have been drawn and played once and then replaced back into the draw pool). Before that first IJN operation counter of the second cycle is played, deploy these Japanese bonus units as follows:

UNIT	PLACEMENT ON MAP
Hiyo CVL	Place face down with three Deception markers and then place two in the Solomons (SO) Truk Box, and two in the Moresby (MO) Truk Box without knowing where the Hiyo is placed.
Hiyo NAC	In the Solomons (SO) Truk Box (aboard the Hiyo CVL).
1 Sentani LAC	In the Rabaul (MO Route) Plotting Space.*
7 Sentani LAC	In the Rabaul (MO Route) Plotting Space.*
13 Sentani LAC	In the Rabaul (MO Route) Plotting Space.*
Rabaul LAC	In the Rabaul (SO Route) Plotting Space.*

*If there is insufficient airbase capacity at this plotting space, place this air unit in the other Rabaul plotting space instead. If that other Rabaul plotting space also has insufficient airbase capacity, place this air unit in the Truk box (on the SO route) instead.

Once placed, these Japanese bonus units operate normally in every respect thereafter.

When the second cycle of IJN operation markers is replaced into the draw pool, add the three additional Incident markers to that draw pool.

23.3 Bonus USN Units

All the bonus USN units (except the Nimitz group and the errata game pieces; see below) are placed into the USN Reinforcements Box on the map, but only after the first IJN operation counter of the second cycle is drawn (only after all the IJN Operation counters have been drawn and played once and then replaced back into the draw pool). Once the first IJN operation counter of the second cycle is played, the USN bonus units operate normally in every respect.

23.4 The Final Countdown

As a whimsical addendum to the bonus USN units mentioned above, a player may also include the USN unit CVN-68 along with a compliment of three Nimitz air units and the Adm. Yelland counter, all of which may only arrive in the same plotting space, explained as follows:

To play with this additional optional rule requires the player to employ the optional incidents rule (21.0). In so doing, when the "Weather" incident initially occurs (USN or IJN), it imposes the normal effect of preventing spotting attempts and the launching of air units where that weather incident occurred, but the player may then (and only then) place the CVN-68, its three air units, and Adm. Yelland into that same plotting space. Once placed, the CVN-68 and its associated game pieces (hereafter referred to as the Nimitz group) operate normally except as follows:

- The Nimitz group functions as its own task force and may never be a part of any other task force, although it may be stacked in the same hex as any other task force.
- The Nimitz group's air units may never be rebased to any other base on the map. They may only ever be based on the CVN-68 unit. If the CVN-68 unit is ever eliminated, so too are all its other associated game pieces.
- Adm. Yelland may never be assigned to any other naval unit or task force.
- Any Nimitz group game piece that becomes damaged cannot be repaired.

When the weather incident (USN or IJN) occurs a second time, the CVN-68 and all its associated units, whether eliminated or damaged or not, are removed from the game permanently thereafter, and never return to play.

The inclusion and usage of this specific rule has no effect upon the victory conditions, whether used in tandem with the other bonus units mentioned above or not.

23.5 Errata Units

Three errata units are included to replace misprinted units in **Midway Solitaire** (World at War #54): these are the "Port Moresby" coastal defense unit, the "Solomons" coastal defense unit, and the "18 BW Reinf" LAC unit. Discard all three of the original misprinted counters.