**1.0 INTRODUCTION**

Patton’s Third Army is a solitaire game system where the player takes command of Gen. George Patton’s third army during the campaign across France in 1944. The game begins immediately following the Falaise Battle and continues through to 15 December, at which point third army was sent to fight in the Battle of the Bulge.

Your goal as a player is to surpass Patton’s original record, thereby possibly forestalling Germany’s Ardennes Offensive and thereby gaining glory as a great general.

In the game, you control US and other allied units assigned to the third army. The game system plays the Germans. You will have to deal with a wide variety of situations, from battling against fierce panzer counterattacks, to figuring out ways to extend your lines of supply. Your objective: Germany!

The game has two levels: the Standard Rules, which gives a quick wargame, and the Optional Rules, which give more realism for more complexity.

While Patton’s Third Army is a solitaire game, multiple players can play as the US team, making decisions by consensus, or each managing operations along one of the “Axes of Advance.” However, one player should always be the Commander of Third Army and his decision is final.

**2.0 THE OPPONENTS**

You the player control the American forces. (The term “American” is used in the game also includes some Allied forces). The game system controls the opposing German forces.

**3.0 THE MAP**

The game map shows Third Army’s sector in France during the 1944 campaign.

**Route of Advance:** These are the west-east lines connecting spaces. There are three of them: North, Middle, South.

**Lateral Routes:** These are the generally north-south lines connecting spaces on the “Axes of Advance.”

**Spaces:** Locations in which you place units. Types of spaces are described on the Terrain Effects Chart.

**Rivers:** These can be geographical barriers.

**Space Numbering:** Spaces on each axis are numbered from “one” up, going from west to east. When a rule calls for the “westernmost” or “easternmost” space, check in terms of numbers (“one” being the westernmost).

**Victory Points (VP) Index:** This simply records the current number of victory points. These are used to purchase...
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additional forces as well as a measure of how well Third Army is doing.

3.1 US Organization Displays
These displays are on the map, explained as follows.

Third Army support pool: Place US support units which you have purchased here. They can then be transferred to the map to support operations.

Combat unit mobilization pool: Place US combat units that can be mobilized as reinforcements.

Support unit mobilization pool: Place US support units which can be mobilized as reinforcements.

Units Eliminated: Place US units which have been destroyed by combat or other game actions.

SHAEF Bulletins in Effect: Place SHAEF Bulletin markers that have been picked and remain in effect for the duration.

SHAEF Bulletins Discarded: Place SHAEF Bulletin markers that have been picked and discarded.

3.2 German Organization Displays
Fuhrer Directive 61 Reinforcements: German units which will be placed in the Reinforcement Bin by the Fuhrer Directive 61 Bulletin.

West-Stellung Reinforcements: German units that will be placed in the Reinforcement Bin by the West-Stellung Bulletin.

German Units Eliminated: Place German units which have been destroyed by combat or other game actions.

OBW Bulletins in Effect: Place OBW Bulletin markers which have been picked and remain in effect for the duration.

OBW Bulletins in Effect: Place OBW Bulletin markers which have been picked and discarded.

Turn Record: Keeps track of the remaining number of turns.

Victory Points (VP): Keeps track of the current VP level.

4.0 PLAYING PIECES
There are several types of square cardboard pieces (counters). These include.

4.1 Units
There are two general types of units.

Unit Type (Armored Recon)

Combat Strength
Elite Unit

Combat Units: Ground combat forces (such as armored divisions). These have an un-parenthesized combat strength.

Unit identification: the historical name or number of the unit.

Unit type: the general type of formation.

Combat Strength: the amount of combat power of the unit.

Movement: units do not have a printed movement allowance—movement is a function of various Logistical and Pursuit rules.

Support Units: Various air and other forces which may temporarily be in play (such as a tactical airstrike). These have a parenthesized combat strength.

Elites: These have the “elite” symbol after their combat strength. Parenthesized elites have special rules.

Designer’s Note: Elites represent units with superior tactical skills in a mobile warfare environment.

4.2 Other Unit Types
G-2
Centers of intelligence operations.

Engineers
Centers for engineer activity.

Red Ball Express
Truck units dedicated to moving supplies forward.

Tactical Air Strike
The number is the combat factor.

Strategic Airstrike

Air Supply

Supply Heads
These represent the furthest extent eastwards of the Allied supply network.

Patton
This is a unique unit to represent George S. Patton, Jr., himself.

4.3 Unit Colors
US combat units: black on green

US support units: black on olive green

Germans: black on field grey
In Support: A US ground unit which can trace a “Line of Support,” or is otherwise supplied per game rules. A unit which is not “In Support” is “Out of Support.” See the G-4 rules for details.

May: You can choose to take this action or not.

Must: You have to take this action.

Occupy: Have a unit physically in a space.

Pick (or Pick at Random): Randomly choose from the available counters or units.

Reveal: Flip a face down unit face up.

Select: Deliberately choose the counter or unit.

US: General term for all Allied units.

You: The player (usually used when “You” take a certain action).

6.0 WIDE MOUTH OPAQUE CONTAINERS
You will need three wide mouth opaque containers, such as coffee mugs, that will be used to randomize Bulletin markers and German reinforcements. These are referred to in the rules as Bins.

7.0 DO OR DIE
Players will need at least one die (plural = dice) to play the game. A helmet-full would be useful.

8.0 HOW TO SET UP THE GAME
This is explained under “Scenario Set up” at the end of the rules.

9.0 HOW TO WIN & LOSE
As the player, there are three ways to win.

1. Sudden Death US Victory: If during any Victory Phase (see the Sequence of Play) there is at least one or more US armored or infantry division occupying a space in Germany which can trace a land line of support, the game ends in a War Winning US Victory.

Note: Other US unit types do not count.

Note: See the G-4 rules for definition of “In Support.”

2. Sudden Death Defeat: If, at any point in the game, the number of US victory points go to zero or lower, the game instantly ends.
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in a US defeat. Also, if during any Victory Check Phase the US does not have at least one combat unit in each of the three Axes of Advance, the game ends in a defeat.

3. End of Game Victory: Otherwise, at the end of the game, to win you must have accomplished both of the following.

1) Control Verdun, Nancy, Thionville and Metz,

AND

2) have 80 or more Victory Points.

10.0 VICTORY POINTS
Victory Points (VP) represent the Third Army’s military gains as well as its contribution to overall Allied morale. As such, the VP level records the current level of victory points. Use the VP marker to record the current position. The scenario will list the starting number of VP.

10.1 Gaining VP
The VP Chart lists events which will increase VP. Move the VP marker up. It can go no higher than 100.

10.2 Losing VP
The VP Chart lists events which will decrease VP. Move the VP marker down. If it goes to zero or lower, the game ends in a Decisive Defeat.

10.3 Gaining Control of Spaces
You gain VP the first time US forces gain control of certain spaces (such as Paris). If you later lose control of them (which may occur owing to German counterattacks), you lose the VP listed on the table. VP for control of a particular space may be gained and lost only once each per game.

Note: See below for definition of Control.

10.4 Expending VP
You may actually expend VP for various game actions (recruiting units, etc.). You expend VP by moving the VP level marker down. However, you cannot voluntarily move it to zero or lower.

Note: The level may be involuntarily lowered by VP Chart events, and this can possibly force a defeat.

11.0 SEQUENCE OF PLAY
Patton’s Third Army is played in turns. For August through October, each turn is about one week of activity. For November and December, about two weeks (as operations slow down owing to weather).

The first turn of the game is August III, and the last is October IV (Short Scenario) or December I (Long Scenario).

11.1 Phases of the Sequence of Play
Each turn goes through the following phases, equivalent to the various US military staff sections of the era. You must execute them in this order.

1) SHAEF Phase: You must pick one SHAEF Bulletin marker from the Bin and then play it.

2) G-1 Personnel Phase: You may expend VP to purchase combat unit reinforcements and support markers, and to refit reduced or eliminated units.

3) G-2 Intelligence Phase: You may conduct any actions described under the G-2 Intelligence rule.

4) G-3 Operations Phase
   (4a) Maneuver Sub-phase: You may move any or all US combat units.

   (4b) German reaction Sub-phase: For each Spearhead space (see below for definition), you must pick German units from the German Reinforcement Bin per the number for that turn. Place them in the corresponding Spearhead space, face up.

   (4c) Combat Sub-phase: You must engage in combat in all spaces in which there are both US and German combat unit. This will be generally for Spearhead spaces, but can also be in German concentration spaces or fortresses. See the “Combat Routine” for details. You may also execute any Carpet Bombing attack during this phase.

5) G-4 Logistics Phase: Move the “Supply Heads” forward the number of spaces owing to the various factors described under the G-4 rule.

6) German OBW Phase

   (6a) OBW Bulletin Sub-phase: You must pick one OBW Bulletin marker from the Bin, reveal it and follow its instructions.

   (6b) German Counterattack Sub-phase: If the OBW Bulletin mandated a “German Counterattack,” you must execute it using the German Counterattack procedure.

7) Administrative Phase

   (7a) Place all US support markers on the map back in the Support Mobilization Pool.

   (7b) Check for all German division sized units in the Eliminated Box for possible replacement.

   (7c) Conduct any other action called for in the rules for this phase.

8) Victory Check Phase: Check for conditions which will end the game.

9) End of Turn Phase: If this is the end of December I, the game comes to an end. Otherwise, advance the turn marker to the next space and keep driving on Germany.

12.0 CONTROL OF SPACES
The US controls a space if:

1) A US combat unit occupies that space and there are no German units currently in it.

OR

2) A US combat unit has occupied a space, moved out, and no German unit has been placed in it thereafter.

12.1 Effects
When control of a space is established, the following effects occur or may occur.

1) You may move a Supply Head marker only into US-controlled spaces.

2) A Concentration, Fortress or Activated Entrenchment space which is US-controlled does not cause US movement to stop.

3) If both sides of a river crossing are US-controlled, then there is no movement penalty for crossing it.

4) As otherwise given throughout the rules and charts.

Note: You can use control markers as a mnemonic, though generally all spaces west of the easternmost US unit along an axis will be US-controlled.
13.0 SHAEF BULLETINS
SHAEF Bulletins represent orders and other actions from the Supreme Headquarters Allied Expeditionary Forces.

13.1 Procedure
During the SHAEF Phase, you must pick one (and only one) SHAEF marker from the SHAEF Bin. You then implement its instruction. The instructions are on the Bulletin Chart.

Exception: The HALT Bulletin is ignored during the first two game turns. If drawn, simply return it to the bin and continue playing (no other bulletin is drawn to replace it for that SHAEF Phase).

Note: SHAEF explanations may supersede other game rules.

13.2 Disposition
Generally, after playing a SHAEF Bulletin, it is discarded (and not reused). Some Bulletins may provide exceptions.

Note: There are 12 SHAEF and 12 OBW Bulletins. Each side has Bulletins which are returned to the Bin when played, so you will not run out.

14.0 G-1 REINFORCEMENT MOBILIZATION
During the G-1 Phase, you may expend VP to purchase US combat and support units and bring them into play as reinforcements. You may also refit US combat units which are at reduced strength or which have been eliminated. The cost for each type of combat unit is listed on the Reinforcement and Refit Chart.

14.1 US Combat Unit Reinforcements
Pay the cost, take them from the US Combat Units for Mobilization, and place them on any US Base space. Placing a reinforcement on the map does not count as movement (if it occurs during the G-1 Phase).

14.2 US Combat Unit Refitting
You may refit US combat units on the map which are at their reduced strength (reverse of counter) by paying the VP cost listed on the table. The unit must be In Support. Flip the unit to its front (full strength) side.

Doing so does not refund VP lost for the reduction of that unit, however.

14.3 Completely eliminated US Combat units
Combat units which have been completely eliminated (removed from the map due to combat) are returned to the Reinforcement pool. You may buy them back by using the Reinforcement procedure.

14.4 Support Units
Pay the cost, take them from the Reinforcement Box and place them in the Third Army Box. You may employ them per the support unit rules.

14.5 Fractional Costs
When a unit costs one half (½) VP, you can buy two of them by expending one VP. Also, you can combine the purchase of two different types of ½ VP units (for example, one G-2 and one Engineer).

The number of combat and support units in the counter manifest is limited to what is available in the countermix. You cannot purchase more than that.

Note: Support unit are returned to the Mobilization Pool after being used. They can then be purchased again in a subsequent G-1 Phase. Combat units, once purchased, remain in play and do not require additional VP to remain on the map. However, if a combat unit is eliminated, you would have to pay the VP to bring it back into play.

14.6 German Reinforcements
This is explained under the German Forces rule.

15.0 G-2 INTELLIGENCE
You can use G-2 operations to conduct various intelligence actions. During the G-1 Phase, you can purchase G-2 markers. Place them in the Third Army Support Box.

15.1 Procedure
You may place G-2 markers on the map during the G-2 Phase. You may place a maximum of one G-2 marker in a space.

15.2 G-2 Marker Effects
1) The instant that you place a G-2 marker on a space containing face down German units, roll one die for each unit. On a “1-3” there is no effect; on a “4-6” flip German unit face up. Roll for each unit individually.

2) If during a combat phase for that turn any battle takes place in that space, the US gains a plus one (+1) Tactical Advantage (see the Battle rules).

3) A single G-2 marker has both of the above effects in a single space.

4) If more than one battle takes place in a space in a turn (which may occur owing to German Bulletins), then the US gains the Tactical Advantage for all of those if a G-2 marker is in the space.

15.3 Disposition
During the Administrative phase, return all G-2 markers on the map to the Mobilization Pool. G-2 markers in the Third Army box remain there.

16.0 G-3 GROUND MOVEMENT
During the G-3 Maneuver Phase, you may move some, none or all US combat units in a number of spaces up to their movement value.

16.1 US Movement Factor
The Basic Movement Value of all US Combat units is “2.” Each US unit can move up to two spaces per movement phase. That is, a US combat unit can move two, one, or no spaces in a turn.

You move units one at a time. Units are moved from space to contiguous space. This may be along the west-east Axes of Advance, or the north-south routes (see below for details). Units must always end their movement in a space.

Movement may be modified by Administrative Movement, Supply and Pursuit (see the various rules sections).

16.2 Lateral Movement
It costs all of a unit’s movement to move from one Axis to another (via the lateral routes). This is regardless of the unit’s state of supply, etc.

16.3 Terrain
The Terrain Effects Chart describes the effects of terrain on movement. If a Terrain type says STOP, then when a unit enters that space, it must cease movement. It can then continue moving on a following turn.

16.4 Rivers
US combat units cross rivers where both sides are US-controlled at no penalty.

In support US combat units may cross rivers where one or both sides are not US-controlled. The unit must start its movement on one side.
of that river and then use all of its movement to cross to the other side (where it ceases movement). Place a River Crossing marker on those units (this will affect combat).

Out of support US combat units may not cross rivers.

See also the Engineer rule for river crossings.

**Designer's Note:** All bridges are assumed to begin the game destroyed.

### 16.5 Enemy Occupied Spaces
A unit must stop when it enters a space containing any German units (such as fortresses). A stopped unit can move no further that phase. However, in a subsequent phase, it can move out. A unit can move directly from one enemy occupied space to another, stopping again.

### 16.6 Administrative Movement
You may move a US combat unit up to six (6) spaces in a single movement phase along a particular Axis, provided that all such movement is done entirely in spaces between a US base via supplied spaces, going no further than a Supply Head marker.

A unit using Administrative Movement does not have to stop for the following spaces if US-controlled:

- River crossings
- Fortresses
- Concentration points
- Activated entrenchments

A unit using Administrative Movement cannot conduct normal movement nor enter spaces containing German units.

**Designer’s Note:** Administrative Movement is in the US rear area, where the logistical situation is more secure, bridges have been repaired, etc.

### 17.0 STACKING
Stacking is defined as having more than one unit in a single space.

### 17.1 US Combat Unit Limits
You can have up to four combat units in a single space (divisions or groups, full strength or reduced).

**Example:** You could have one armored division, two infantry divisions, and one armored cavalry group in one space.

### 17.2 Support Markers
The number of support units you may utilize in a space is explained under that rule.

### 17.3 Administrative Markers
Control markers, etc., have no effect on stacking.

### 17.4 Traffic Jams
You may not end a phase with more combat units in a space than allowed for by stacking limits. If units are over-stacked, then at the end of the phase you must select and move excess units one space westward into a US-controlled space. If no space is available, then you eliminate excess units. Within that restriction, you may move units through over-stacked spaces as long as the situation is restored at the end of a phase.

### 17.5 Enemy Contact
You may move US units into space containing German units (which automatically stops that movement and triggers combat). US and German units (which automatically stops that movement and triggers combat). US and German units in the same space do not count against each other’s stacking limits, however.

**Example:** There can be up to four US divisions and four German divisions in the same space.

**Note:** Bulletins may also place German units in the same space as US units.

### 17.6 Spearheads & Triggering Combat
The space furthest east on a particular Axis of Advance which is occupied by a US ground combat unit is called the Spearhead. The main effect on play is that the Spearhead can trigger combat.

### 18.0 Spearheads & Triggering Combat

#### 18.1 German Reaction Check
During each German Reaction sub-phase, make the following check for each Spearhead space.

1. If the US-controlled the Spearhead space at the start of the Maneuver Phase of the same turn, then nothing further happens.

2. If the US did not control the Spearhead space at the start of the Maneuver Phase of the same turn, then go to the German Deployment Sequence.

**Note:** Basically, if a US unit enters a space which was not controlled by the US at the start of the G-3 Maneuver Phase, then combat is triggered.

**Note 2:** For (2), this can occur if there were German units already in the space (example, a fortress), or if there were not (for example, an Open space).

**Note 3:** When moving US units west of the Spearhead, no German reaction will be triggered.

You make Reaction Checks in any order you want, but must do it for all Spearheads.

#### 18.2 German Deployment Sequence
For each space for which you are directed to go to the German Deployment Sequence.

1) Pick from the German Reinforcement Bin the following number of units.

<table>
<thead>
<tr>
<th>Month</th>
<th>Turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>August</td>
<td>1</td>
</tr>
<tr>
<td>September</td>
<td>2</td>
</tr>
<tr>
<td>October</td>
<td>3</td>
</tr>
<tr>
<td>November-December</td>
<td>4</td>
</tr>
</tbody>
</table>

2) Place those German units in that space.

3) If there are already German units in a space, you may not pick more units such that the stacking limit would be exceeded. (There can never be more than four German units in a space.)

4) Perform the above for all such spaces before going to combat.

In the immediately ensuing G-3 Combat phase, you must execute Battle between those units.

**Note:** Placing support markers on the map (such as G-2) doesn’t trigger the German Deployment Sequence.
18.3 Spearhead Markers
These are for player convenience. You may place them on the Spearhead units, but they have no other effect on play.

18.4 Pockets
US units may not move from one Axis to another Axis if that would cause those US units to enter a space ahead of the Spearhead.

19.0 G-3 COMBAT
Combat is triggered when US units are in the same space as German units. Combat can occur in the G-3 Combat Phase (in this case, the US is the attacker and the Germans the defender) or in the German Counterattack Phase if an OBW Bulletin calls for it (in this case, the Germans are the attacker and the US the defender).

19.1 Ground Combat Sequence
Each combat must go through the following stages.

1) Tactical Deployment
   a) Reveal all German units. Then line them up in order of strongest firepower to weakest. If more than one unit has the same firepower, place those in the order you want.
   b) Line up US units in any order you want.

2) US TAC/Corps Support Fires
   a) Allocate any US TAC and corps support units to the battle.
   b) Execute TAC and corps support fires.
   c) Move the TAC and corps support units to the US Reinforcement Mobilization Pool.
   d) If TAC/Corps fires eliminate all German units, the battle ends in a US victory. Otherwise, proceed to the next step.

3) Tactical Edge Determination
   a) Roll one die for the Germans. If the Germans have any elite units in their engaged force, then add “one” to the die roll. This is a maximum of plus “one” (+1) regardless of the number of elite units present.
   b) Roll one die for the US. The US adds “one” to the die roll for each of the following, if applicable:
      - You commit Patton to a battle; the US has any Elite units in the battle; there is a G-2 marker in the same space.
      - The US receives plus one (+1) for each of the above, if applicable, to a maximum of “plus three” (+3).
   c) The side with the higher total gets the “Tactical Edge” for the battle in that space. In the event of ties, the Terrain Effects Chart indicates who wins, depending on the type of space.

   Example: A US force is attacking a German force in Open terrain. The US has both Patton and a G-2 marker, and the US rolls a “3;” adding “two” (+2) to it, it becomes a “5.” The Germans have two Elite units; they roll a “4” and add “one” (+1) to become a “5.” In Open terrain, the US wins ties, so the US gets the Tactical Edge.

4) First Round of Ground Combat
   a) The side with Tactical Edge fires first. The first unit in line fires first and inflicts any losses on the enemy. (See below for Fire Procedure.)
   b) The side without Tactical Edge then fires. The first unit in line fires first and inflicts any losses on the enemy.
   c) Continue alternating fire until both sides have fired all units.

5) Battle Continuation Decision
   a) If the US has the only surviving units, the US wins (see below).
   b) If the Germans have the only surviving units, the Germans win (see below).
   c) If both the US and Germans have surviving units, then You must decide to either Withdraw or Continue the Battle.

6) Withdrawal
   a) If you choose to withdraw the US force, then follow the Withdrawal procedure (below).
   b) If the combat is taking place in a fortress, and the US did not win the battle, then you must withdraw surviving US units.

   Note: Battles in fortresses last a maximum of one round, regardless of who is attacking.

7) Second Round of Ground Combat
   If you choose to Continue the Battle, then repeat steps (4), (5) and (6), but each side must add one single die to his dice roll (each time the battle is continued).

8) End of Battle
   The Battle ends at the conclusion of the Second Round.

9) Winning a Battle
   This is explained below (22.0).

20.0 FIRING & THE BRT
During Battle, enemy units fire at each other.

20.1 Procedure
You “fire” a unit by rolling a number of dice equal to its combat strength. Cross-index each die roll with the outcomes on the Battle Results Table. Apply battle results immediately as explained below. Firing is non-sequential and thus one side will possibly take losses and be reduced in strength before firing back.

   Note: It is mandatory that you fire for the Germans.

   Ground units each fire one at a time. Alternate back and forth for each side until all surviving units have fired.

20.2 Sequential Firing
Firing is not simultaneous. If a unit is eliminated before it can fire back, then it cannot fire at all.

20.3 Battle Results Table (BRT)
The BRT is in the game charts. Results include:

1) Elimination: Remove the targeted unit from the map. Place it in the Eliminated box. Two step units are reduced (see below).

2) No effect: Nothing happens.

   Note: Basically, for each “6” you roll, one enemy unit or step is eliminated.

20.4 Targeting
Each unit can fire only at a single enemy unit in a particular round. A unit must target the first enemy unit in line. If the target unit is eliminated, then the next unit in line can be targeted.

   Note: The first German unit in line will be the strongest one. This is for both firing and being fired upon. If there are two or more German units of equal strength, the player may choose which one to be targeted.
20.5 Overkill
Excess results are applied against subsequent units in line.

Example: A US unit is firing on a German unit and inflicts two eliminations. You would thus eliminate the first and second German units in the line.

21.0 TERRAIN EFFECTS ON COMBAT
The terrain in a battle space affects that battle as follows.

Rivers
A US Combat unit which crosses a river in a G-3 Maneuver Phase and then makes an attack in the ensuing G-3 Combat Phase has its combat strength is reduced by 50%. This does not affect Support units.

Fortresses
1) US combat and support units which attack German units in a fortress space have their combat strengths reduced by 50%. When defending in a fortress space, US units defend at full strength.

2) The US can conduct only one round of combat in a fortress space per combat phase (attacking or defending). If the first result does not result in a US win, then the US must withdraw (and pay the VP). (But, see the Engineer rule; page 13.)

Entrenchments
The Entrenchment spaces are initially treated as Open terrain. They are activated by the OBW West-Stellung Bulletin. For the remainder of the game, US combat and support units which attack German units in an Entrenchment space have their combat strengths reduced by 50%.

21.1 Multiple Defenses
If an attacking force would be reduced by 50% more than once for the terrain, then apply only one reduction. Fortress defense takes precedent over river crossing.

Note: Cities do not provide enhancement to defenses because the Germans in 1944 did not make stands in them unless they had been fortified.

21.2 Rounding Convention
Total the number of units to be reduced, divide by “two” and then round up any fraction.

21.3 Two Step Units
1) US divisions have two “steps.” The front side represents their full strength; their reverse is their reduced strength. They are initially deployed on their full strength side.

2) If a two-stepper suffers an “Elimination” in combat, flip the unit to its reduced side. A second hit eliminates it. A one-step unit is eliminated by one hit.

3) A reduced unit can be restored to full strength via G-1 Refit.

22.0 WINNING A BATTLE
At the end of each combat, check to see who wins that battle per the following stipulations.

1) The US wins if all German units in the space have been eliminated.

2) The Germans win if all US units in the space have been eliminated, or if you choose to withdraw the US force.

3) If both US and German units survive, the battle is a draw.

Note: A battle ends if one side is wiped out at the end of one round in a fortress, and two in other situations. Furthermore, because of the sequencing of fire, there will not be situations in which both sides are wiped out.

22.1 US Wins
US units remain in the space. Qualified US units may conduct Pursuit (see below).

22.2 Germans Win
If this is a Fortress, Concentration or Activated Entrenchment space, the German units remain in the space (face up). But, if this is any other type of space, place surviving German units back into the Reinforcement Bin.

Note: Since all German units are picked for combat before any battle commences, no German unit will engage in combat more than once per combat phase.

22.3 Draw
If this is a Fortress, Concentration or Activated Entrenchment space, and the battle ends in a draw.

a) All US units in the battle must Withdraw (see below).

b) The German units remain in the space (face up).

If this is any other type of space: place surviving German units in the Used box. US units remain in the space.

22.4 US Units
US Combat units which are eliminated are placed in the Eliminated box. They may be returned to play via G-1 Refit. However, US Support units are not affected by combat results. They must be returned to the Support Unit Mobilization pool after being used. Remember, they can be mobilized on a future turn again by paying the VP cost.

Surviving US Combat units remain on the map. See also Pursuit & Withdrawal.

22.5 Eliminated German Units
Eliminated German units are placed in the Eliminated Box. Non-divisional German units in the Eliminated Box are permanently out of the game.

Divisional German units in the Eliminated Box are checked for Replacement during the Administrative Phase. (See below.)

Note: A “divisional” unit has an “xx” unit size.

23.0 WITHDRAWAL
Withdrawal is movement westwards of US forces after a battle. You may declare a voluntary Withdrawal during the indicated step of the Battle Sequence. You are required to withdraw if a battle ends in a Draw in a German occupied Fortress, Activated Entrenchment or Concentration Point.

23.1 Withdrawal Procedure
Move all units involved in a battle one space per the following requisites.

1) Toward the US base space on the same Axis.

2) All withdrawing units must move together.
3) Withdrawal may not be into a space containing German units, into a Spearhead space, or into a space which is not US-controlled. If no such space exists, then the units are eliminated instead. If there is no qualified space on the same Axis, then they withdraw laterally if there is a lateral movement line connecting the space.

4) You may withdraw into a space which causes over stacking, but see the stacking rule for the procedure.

5) You may withdraw over a river.

23.2 VP Cost
Withdrawal costs VP, per the conditions listed as follows.

1) Voluntary Withdrawal: For each withdrawing unit you must expend one VP. If there are not sufficient VP to withdraw all of the units, then no Withdrawal may be declared at all from that space.

2) Forced Withdrawal: If a Withdrawal is triggered by a Draw, then you must Withdraw the units and pay the VP cost. If this reduces the VP level to zero or less, you lose the game.

Note: Withdrawal does not ever trigger a German Reaction.

24.0 PURSUIT
If US forces attack and win a battle, you may then conduct a “Pursuit.” This occurs immediately upon conclusion of the battle and before the next battle is initiated. If US units are defending and win a battle, there is no pursuit allowed.

24.1 Qualified Units
The following US unit types may conduct pursuit: armor and armored cavalry.

Pursuing units must always start in supply in order to Pursue. They may move to Out of Support positions, however.

24.2 Procedure
You may move qualified armor units up to one space and armored cavalry two spaces. Pursuit may be only into spaces which are eastward along the same Axis.

Example: An attacking US force consisting of one armored cavalry group, one armored division and one infantry division wins a battle in Reims. You could move the armored cavalry up to two spaces east, the armor one space, and the infantry none (infantry may not pursue).

Note: Pursuit does not ever trigger a German Reaction.

24.3 Restrictions
You may not move pursuing units into spaces containing German units, or into spaces which would cause over stacking. Units may not move laterally when Pursuing. Pursuing units may cross rivers via the rules for river crossing.

Note: Since Pursuit does not trigger German Reaction, it’s a way to gain ground without actually having to fight for it. The down side is that if an OBW Counterattack occurs, your lead units may have to engage in combat at a disadvantage.

25.0 G-4 SUPPLY HEADS
The main Allied logistical failure was transportation, moving sufficient amounts of fuel, ammunition and other supplies to the front, especially as units outran planned lines of communications. The Supply Head markers represent the farther east point at which supplies and other logistical support can be provided on a divisional level. It’s helpful to think of the Supply Head as being the terminus of a line of trucks stretching across the map from the marker itself back to US beaches in Normandy.

25.1 Supply Head Markers
These are initially deployed on the US base spaces on the west side of the map, one per space. Supply Head markers are not support units. You do not have to expend VP to deploy them or maintain them on the map.

25.2 Supply Head Movement
You may move Supply Head markers during the G-4 Phase (not during the G-3 Movement Phase!). Supply Heads are moved the following number of spaces each turn.

1) Normally: One per turn.

2) Red Ball Express: You can purchase from zero to three Red Ball Express support markers. By expending one Red Ball Express, you may move one Supply Head one additional space. However, no Supply Head may ever be moved more than one additional space by Red Ball Express.

3) Patton: By committing Patton to G-4, you can move one Supply Head one additional space.

Note: A Supply Head may be moved up to three map spaces per G-4 Phase; once for normal operations, once for Red Ball Express, and once for Patton. Also, certain Bulletins may allow for an additional Supply Head move.

25.3 Restrictions
Supply Heads can only be moved eastwards, never laterally. They can be moved westwards only due to German action (below) or Bulletins.

Supply Heads can only move into US-controlled spaces. They may never be moved into uncontrolled or German occupied spaces.

Note: Therefore, Supply Heads will be generally to the west of or on the Spearhead. Also, Supply Heads do not stop when crossing rivers since they can only ever move via US-controlled spaces, and such control negates a river for movement.

25.4 Effects of Germans on Supply Heads
If a German unit enters a space containing a Supply Head (which may occur due to a Counterattack, see below), you must immediately move the Supply Head marker westwards one space (so it will not be in the same space as a German unit). Supply Heads cannot be eliminated, but only pushed back.

25.5 SHAEF Halt
There are two SHAEF Halt Bulletins. The first time a SHAEF Halt Bulletin is picked, apply the following effects:

1) You cannot use the normal Supply Head movement (per 25.2 “11)” above).

2) You cannot purchase new Red Ball Express or Air Cargo markers. You may use markers purchased on a prior turn, however.

3) You can still move Supply Heads via Patton and special Bulletin effects.

25.6 Resuming the Advance
The second time a Halt! Bulletin occurs, remove both markers from play. The restrictions on Supply Head movement (above) are dropped.
**Designer's Note:** In other words, the first Bulletin stops SHAEF support, the second restores it.

### 26.0 G-4 LOGISTICS EFFECTS

Combat units require Logistics Support to function at full effectiveness. A combat unit is Logistically Supported if the following are in effect.

1) The unit is in a space which is on or west of a Supply Head along its particular Axis of Advance.

2) The unit is one or two spaces east of a Supply Head on its Axis and the intervening spaces are US-controlled.

**Note:** Rivers do not block tracing a Line of Support.

A unit can use a Supply Head only on its particular Axis of Advance.

### 26.1 Out of Support

A unit is Out of Support (OOS) if it is three or more spaces east of its Axis’ Supply Head. This is judged at the start of each and every Phase and Sub-Phase. It remains in effect for that unit for the remainder of that Phase. Use the OOS markers to indicate this. If the situation changes in a later Phase, adjust OOS markers accordingly.

#### Example: A unit which starts a G-3 Maneuver Phase In Support moves two spaces. It ends up in an Out of Support position. For G-3 Combat, it is not supported.

**Note:** No other game function is affected. For example, an OOS unit may always withdraw.

### 26.2 Effects of Logistics

A combat unit which is logistically supported functions normally. A unit which begins a G-Phase OOS is affected as follows.

1) **G-1:** A reduced Combat Unit may not be Refit.

2) **G-3 Maneuver:** A Combat Unit has its movement value reduced to “one” (1). A unit’s movement value, whether reduced or full, remains in effect for the remainder of that phase regardless it moves into or out of positions in which it would be OOS or not. An Out of Support unit can still move laterally.

3) **G-3 Combat and German Counterattack:** A combat unit which begins a G-3 Combat Phase OOS has its combat strength reduced by 50% (round up any fractions). If there is more than one OOS unit in the space, total them all and reduce them by 50%. After any totaling, round up any fractions.

4) **G-3 Pursuit:** A unit which is OOS may not conduct Pursuit movement.

### 26.3 OOS & Terrain Defense

A unit which is both OOS and is to be reduced for the terrain in the space is reduced to 25% of its printed combat strength. Round up any fractions.

### 26.4 Support Units

See the rules for each type of Support unit, and the effects thereof.

### 26.5 German Irrelevancy

Logistic considerations do not affect German units.

### 26.6 Air Supply

These are special support markers. See the rule for them.

### 27.0 OBW BULLETINS

OBW Bulletin markers represent German response to the advance of Third Army.

#### 27.1 Procedure

During the OBW Phase, you must pick one OBW marker from the OBW Bin. You then read it and implement the instruction for it. The instructions are on the Bulletin Chart.

#### 27.2 Disposition

Generally, after playing an OBW Bulletin, it is discarded (and not reused). Some Bulletins may provide exceptions.

**Note:** OBW explanations may supersede other game rules.

### 28.0 GERMAN UNITS

All German units are combat units. German units are set up via the Initial Deployment procedure either on the map, in the Reinforcement Bin, or the various Reinforcement pools.

#### 28.1 German Movement

German units, once on the map, may not move. They may be removed from the map via combat, or if a Bulletin calls for it.
28.2 Special German Units
There are special units with special functions.

1) Delay Units: The instant that a Delay unit is revealed, remove it from the map. It has no effect on combat (but no Pursuit may occur). Revealed Delay units are placed in the Permanently Eliminated Box.

2) Brummbar: The 2/218 heavy assault gun battery counts as an elite unit if the combat is taking place in a City, Entrenchment or Fortress. Otherwise, it is not an elite unit.

29.0 GERMAN REINFORCEMENTS
German reinforcements come into play via Bulletins. When called for, place all units in each group in the German Reinforcement Bin, where they can be picked and deployed on the map via various game actions.

German forces are divided into four groups.

1) Start, which are placed via the initial setup procedure either on the map or in the Reinforcement Bin.

2) Fortress, which are placed on Fortress spaces during initial set up.

3) Fuhrer Directive 61, which are added to the German Reinforcement bin when the Bulletin is picked.

4) West Stellung, which are added to the German Reinforcement bin when the Bulletin is picked. Additionally, the instant that the West-Stellung Bulletin is played, place all German West-Stellung units in the Reinforcement Bin and then pick one unit for each German Entrenchment space which is not controlled by the US, and place it in that space. This can be up to six units, total, depending on the state of US control.

30.0 GERMAN COUNTERATTACKS
If an OBW marker calls for a Counterattack or a Schwerpunkt, you must follow the instructions as listed below. This only occurs in the German Counterattack Phase.

30.1 German Counterattack Deployment
A German counterattack will be launched against one space containing US units. The space will be designated by the event. It can be.

1) The furthest east Spearhead force.

2) A randomly chosen Spearhead force.

The number of German units to be picked is equal to the Reaction limit for the turn.

30.2 Restrictions
Counterattacking German units may not be placed in a US Base space. If there is no other alternative, then no Counterattack occurs. Counterattacking German units can not be deployed in excess of stacking limits.

Example: A Fortress hex contains two German units. A counterattack calls for three units to be picked; but you pick two (as stacking equals four per space). All four then counterattack.

30.3 Randomization
If more than one space is applicable for German Counterattack deployment, then pick one at random by simply assigning each space a number corresponding to an equal number of die roll outcome, roll one die, and then use the result to select the space.

Example: a die roll of “1-2” means attack the North Axis, “3-4” attack the Middle Axis, “5-6” attack the South Axis.

30.4 Counterattack Combat
After being deployed on the map, German units attack. Use the normal Battle procedure. The Germans are the attackers and the US the defenders.

Note: The US can use TAC and Corps Support in the defensive, but not Carpet Bombing.

30.5 Effects of Terrain
Terrain has no effect on unit strength for counterattacks, except:

1) The terrain type still affects who wins the Tactical Edge die roll in the case of ties.

2) A Counterattack in a Fortress always ends after one round of combat.

Designer’s Note: Remember what Patton said about “We’re not holding onto anything…”

30.6 No Pursuit
If the US wins the battle, there is no Pursuit. The Germans never pursue.

30.7 Post Combat
If the Counterattack occurs in a Fortress, Activated Entrenchment or Concentration space, and the Germans win that combat, then surviving German units remain in the hex.

In all other circumstances, all surviving Counterattacking German units are returned to the Bin.

Note: German Counterattacks are initiated only in spaces specifically mandated by the OBW Bulletin. Other space which might contain both German and US units during a Counterattack Sub-phase do not have counterattacks (unless a Bulletin specifically mandates one).

31.0 GERMAN REPLACEMENTS
During the Administrative Phase, you must check each German divisional unit in the Eliminated Box for replacement.

31.1 Procedure
For each German division in the Eliminated Box, roll one die. Results are as follows:

1) Elite division: Replaced on a “5” or “6.”

2) Non-Elite division: Replaced on a “6.”

If the unit is Replaced, place it back in the German Reinforcement Pool. Otherwise, it remains in the Eliminated Box (and you must check for it on each subsequent turn).

32.0 ELITE UNITS
If a side has an Elite unit in a battle, it gains a plus one (+1) to its Tactical Edge die roll. Only one Elite unit may apply this modifier per side in a single battle round.

33.0 US SUPPORT UNITS
US Support units include: TAC Air, Carpet Bombing Air, Air Supply, Corps Support, Engineers, G-2 markers and Red Ball Express.

33.1 Purchase
You purchase Support units per the G-1 procedure. Place them in the Third Army Support Pool. They remain there until you use them, at which point follow the instructions below.

You do not have to use a Support unit in the turn purchased; you can save it for later.
PATTON’S THIRD ARMY:
SPEARHEAD OF VICTORY

34.0 US AIR OPERATIONS
There are three general types of Air units: Tactical Air Strikes (TAC), Strategic Airstrikes (Carpet Bombing), and Air Supply. To use Air units, place them on the map in whatever spaces they are to conduct a mission. Each air unit may be used only once per complete turn. After use, return them to the Mobilization pool.

34.1 Range
Air units may be employed anywhere on the game map.

34.2 Missions
Air units do not count for stacking, nor do they have any effect in a space other than that contribution to combat.

34.3 Flak
German units never fire at US air units. The effects of their Flak is figured into the overall strength of US airpower.

34.4 Tactical Air (TAC)
You may commit TAC units to combat during the TAC/Support step of the Battle Routine. This can be in a G-3 US attack or German Counterattack.

34.5 Procedure
Total the number of TAC. Then roll a number of dice equal to the total and check the BRT. Apply the results.

Note: You do not have to target the strongest German units first (unlike ground combat). You can apply hits against any German units.

34.6 Restrictions
TAC cannot be committed by themselves. There must be at least one US ground unit involved in a battle.

If TAC wipes out all German units before the first Ground Combat round, the US wins the battle.

34.7 Fortresses & Entrenchments
If German units are in Fortress or Entrenchment spaces, then the total strength of each TAC group is halved (round up fractions).

34.8 Carpet Bombing
You use the Carpet Bombing unit to attack German occupied fortresses. A Carpet Bombing attack is conducted during the US G-3 Combat phase.

34.9 Procedure
Place the Carpet Bombing unit on one Fortress containing German units. Do not make a German reaction check; only the units in that Fortress are attacked.

For each German unit in the Fortress, roll one die. On a “5-6” it is eliminated. A result of “1-2” means a friendly fire incident and you lose one or two VP, as per the die roll. A roll of “3-4” is no effect.

Example: A fortress contains two German units. You make a carpet bombing attack against it, making two die rolls, one for each German unit there.

US ground units may be in the same space as a Carpet Bombing attack. The Carpet Bombing attack must be conducted prior to any US ground attacks, however. TAC may not ever be added to a Carpet Bombing attack.

Note: You do not have to have US ground units in the same space as a Carpet Bombing attack, but given the German Reaction rule, it makes more sense to combine a Carpet Bombing attack with a ground attack.

34.10 Fog of War
You may not examine the German units being Carpet Bombing attacked. If a German unit is eliminated, however, reveal the counter and follow the procedure for placing eliminated German units back in the Bin or the permanently eliminated box.

34.11 Air Supply
You may use Air Supply units to provide temporary supply to US units anywhere on the map.

34.12 Procedure
You may initiate Air Supply at the start of any Phase. Take the Air Supply unit from the Third Army Support Box and place it on any space on the map containing any US ground combat units.

34.13 Effects
All US units which start in that space are In Support as long as they remain in that space. At the end of that Phase or Sub-phase, place that Air Supply unit back in the Mobilization Pool.

Note: Air Supply does not affect Supply Heads.

35.0 THE US THIRD ARMY

35.1 US Corps Support Units
You may commit a Corps Support unit to combat during the TAC/Support Step of the Battle Routine. This can be in a G-3 US attack or German Counterattack.

35.1.1 Procedure
Roll a number of dice equal to the Corps Support unit’s combat factor on the BRT. Each “hit” eliminates one German unit. You can choose the units to be eliminated (they do not have to be the strongest). At the end of the TAC/Support Step, return the Corps Support unit to the US Mobilization Pool.

35.1.2 Restrictions
No more than two Corps Support Units may be used per battle.

A Corps Support unit may be placed only in a space which is In Support.

Germans do not fire back at Corps Support units.

35.2 Engineer Support
You may commit Engineer units for river crossings and to enhance assaults upon Fortress spaces.

35.2.1 River Crossing Procedure
Place Engineers on the map at the start of any US G-3 Phase. Engineers can be placed on any space which is US-controlled and In Support and adjacent to a river crossing. For the rest of the turn, the river is “bridged” (even if the other side is not US-controlled).

Example: the US Southern Supply Head is at Sense. A US armored division is in Troyes on the Seine. The player could place an Engineer in Troyes for a bridging operation.
35.2.2 River Crossing Effects
When using an Engineer unit to cross a river, the following effects apply:

1) **G-3 Maneuver phase**: Units do not have to stop when crossing a bridged River.

2) **G-3 Combat phase**: Units making a River Assault across a bridged river do not have their combat strength reduced by 50%. Also, they can pursue across a bridged river.

3) **G-4 Logistics phase**: A Supply Head can cross a bridged river.

*Note:* The path for determining In support east of a Supply Head can cross un-bridged rivers.

35.3 Enhanced Fortress Assault Procedure
Place an Engineer on a Fortress at the start of a US G-3 Combat Phase. There must be US units in that space, and the space must be In Support.

35.3.1 Enhanced Fortress Assault Effects
For the rest of the turn, all US attacks and defenses conducted in that space goes two rounds (instead of the usual one).

A given engineer can be used for either Mobility Enhancement or Fortress Attack, but not both in the same turn.

35.3.2 Return
During the Administrative Phase, place all Engineers you used during the turn in the Mobilization Pool.

35.4 PATTON
In each turn, you can play Patton for one (and only one) of the following functions.

1) **G-1 Phase**: Place Patton in the Third Army Display. Patton counts as one extra VP for purchasing combat units or support markers (without having to actually expend a VP). This can be used in conjunction with normal VP expenditure.

2) **G-2 Phase**: No effect.

3) **G-3 Phase**: Place Patton on one combat unit. That unit now adds “one” (+1) to its movement value (regardless of support status) and also “one” (+1) to any Tactical Edge die roll for its force. Also, if that unit pursues, you may move it one additional space. Patton remains with that unit until the Administrative Phase in such a case (and thus may be used to provide the die roll modifier if that space is counterattacked by Germans).

4) **G-4 Phase**: Place Patton on one Supply Head. You can move it one additional space this Phase (even if a Halt is in effect).

It costs no VP to play Patton. Once played, Patton is returned to the Third Army Support Pool during the Administrative Phase. Otherwise, the Patton marker has no effect on the game. It is not a unit, may never be eliminated, etc.

35.5 Fog of War
You can always examine US units. However, any German units which are placed on the map are initially placed face down. You reveal them when:

1) The instant that a US ground unit enters their space.

2) Via G-2 actions (see the G-2 rule).

3) At the start of each ground battle.

4) As indicated by the rules.

Once a German unit is revealed, it will therefore remain revealed as long as it is on the map. Any permanently eliminated German units are placed face up in the display. Nevertheless, you may not examine German units in the Bin.

35.6 Weather
On turns marked “Weather” (November-December), roll one die at the start of the turn. This is the maximum number of TAC which you may use during this turn. Flip unusable TAC to their reverse side.

The Weather Bulletin also triggers the above on August-October turns.

If the Weather Bulletin is picked on a November-December turn, then in addition:

1) No US air units may be used; and

2) US combat units and Supply Heads can cross rivers only by playing an Engineer Support marker—this is regardless of state of control. This does not otherwise affect tracing a LOS.

35.7 PARIS
You may not move US units into Paris unless at least one of the following conditions is in effect.

1) The To Paris SHAEF Bulletin marker is in effect.

2) Automatically starting with the September I turn.
Units which move into Paris are not considered Spearhead units. There is no German reaction to this in any case. Combat can take place in Paris against German units initially deployed by the scenario.

Note: See also the Brennt Paris OBW Bulletin.

36.0 STANDARD SCENARIO SET UP
To set up the game, after punching the counters and laying out the map, place three wide mouth opaque containers nearby. You will need at least one die, or several would be helpful.

Next, place the “turn” marker in the August space on the Turn Record Track.

Place the VP marker on the “25” space (this is for the just-completed Falaise battle when the game begins), and then roll one die:

If the outcome is even, add it to the index; if it is odd, subtract it. This modified number will be the starting US VP level.

a) Place all the SHAEF Bulletins in one opaque container. This is the SHAEF Bulletin Bin.

b) Place all the German Bulletins in a second opaque container. This is the German OKW Bulletin Bin.

36.1 German Set-up
Divide all German units up into the following groups, and then place them as directed:

1) Take the 10 German Fortress units and mix them together, placing them face down. For each fortress space (Metz, Thionville, Saarlautern, Saarbrucken, Karlsruhe), pick two of these units and place them in that space (again, face down, unknown to you).

2) Initial Deployment Group: Place the start units in the third opaque container. This is the German Reinforcement Bin.

3) Pick from the German Reinforcement Bin two units for Paris and place them in that space. Then draw one unit each for Verdun and Nancy, and place them in those spaces.

4) Place all German units marked Fuhrer Directive face down on the chart display. They come into play via OBW Bulletins.

5) Place all German units marked West Stellung face down on the chart display. They come into play via OBW Bulletins.

36.2 Third Army Deployment
Place Patton in the Third Army Support box.

Place the following units in the US bases on the West side of the map, in any combination.

- 2nd French (FR) Armored Division
- 4th Armored Division
- 7th Armored Division
- 5th Infantry Division
- 35th Infantry Division
- 80th Infantry Division
- 90th Infantry Division
- 3rd Armored Cavalry
- 106th Armored cavalry

You must place at least one unit in each Base. These cost no VP.

Place the following Support units in the Third Army Support box (these cost no VP):

- 12th Corps Support
- 15th Corps Support
- 20th Corps Support
- 7 x TAC air
- 3 x Engineers

Place one Supply Head marker in each of the three starting (westernmost) Base spaces on the Axes of Advance.

Place all remaining US Combat and Support Units face up in their respective Mobilization Pools on the chart display.

36.3 Purchasing
You may now purchase additional combat and support units by expending VP (this occurs during the G-1 Personnel Phase). Place combat units in the US Base spaces and support units in the Third Army Box.

36.4 Begin the Campaign
Use the Sequence of Play. Continue playing until either a “sudden death” victory or defeat, or to the end of the December I turn.

37.0 OPTIONAL RULES
You may use Optional rules to increase realism and complexity.

37.1 US Reinforcements
The following US units are not available as reinforcements until the designated turn:

- 95th Infantry Division: October I
- 3rd Corps Support Unit: November I
- 100th Infantry Division: November I
- 87th Infantry Division: November II

37.2 Additional US Support Mission
Patton
If Patton is with a US force making an attack, you can choose to fight one additional round. This would give you a total of three rounds for a normal Battle, and two for a fortress attack. This does not apply to defending against Counterattacks.

Red Ball Express
You can use a Red Ball Express marker during a G-3 movement phase to move any one US Combat unit one additional space. The unit must start in a position in which it is In Support. This expends the Red Ball Express marker. This mission is in place of moving a Supply Head for the turn.

37.3 German Elite Replacements
German elite non-divisional units now make a Replacement die roll in the same manner as divisions.

Example: The 501 SS Heavy Panzer Battalion.

37.4 Fortresses And Siege
You can declare a Siege of a fortress by using Engineer units.

Procedure
You declare a Siege at the start of any G-3 Combat sub-phase if you have one or more US Infantry division in a fortress space which contains at least one German unit. The division must be In Support. Place the Engineer marker in the space on its Siege side.

Effects of Siege
1) US infantry divisions attacking a fortress use their full combat strength. Other attacking units are still halved.
2) The attack is two rounds, even if Patton is involved.

3) If, at the end of the combat, there are surviving US and German units in the space, the battle still ends. But, US units (of all types) do not withdraw. They stay in the space and become the Besieging Force. The battle is considered a Draw.

4) German units attack a Besieging force only if a Counterattack is in effect for that space.

5) All other combat rules apply normally.

**Duration of Siege**
A siege lasts until any of the following occur:

1) There are no more German units in the space.
2) There are no US infantry divisions in the space.
3) The space becomes Out of Support.
4) Any Administrative phase in which you decide to voluntarily end the Siege by removing the Engineer marker.

**Note:** The infantry division does not have to be the same unit which originally besieged the fortress. Also, unlike other Engineer missions, a Siege does not require you to remove the Engineer during the Administrative phase.

5) The instant that Siege ends, return the Engineer to the Mobilization Pool. US units may stay in the space but then execute combat normally.

6) A fortress under Siege is not US controlled. Supply Heads cannot move into a Besieged space.

**37.5 Airborne Operations**
SHAfE considered committing Allied airborne units to supporting Patton’s drive across France, but these plans were cancelled owing to the rapid pace of Third Army seizing potential objectives. You can use this option to explore this contingency.

**Procedure**
During a G-1 phase, purchase and place the LZ markers corresponding to the airborne divisions you choose to use (including British and Polish) for airborne landings on any spaces on the map.

They have no effect during this turn. On the G-3 Maneuver phase of the following turn, pick up the Airborne units and place them on the corresponding LZ. Then remove the LZ markers.

**Airborne Bases**
Airborne units making an airborne move must start in US Base spaces.

**Note:** Airborne landings do not require air units…they are flown in by air transports not otherwise shown in the game.

**Cost**
You must expend 1 VP each time you place an LZ marker. You must expend 3 VP per unit which actually executes a single airborne landing, expended at the instant of the airborne landing.

**German Reaction**
Upon completion of each airborne landing, you must make a German reaction check for each space containing any air-landed airborne unit (and which was also not US controlled).

**Tactical Bonus**
Allied airborne units which conduct combat during an airborne landing have Elite status for that one Combat phase.

**Canceling**
You may cancel an Airborne Landing at any time prior to the G-3 phase of landing. To do so, remove the LZ marker. If an airborne landing is cancelled, you may conduct it on a future turn. Any points expended for the LZ are expended, nonetheless, but not for the units which would have landed.

**Supply**
Airborne units trace a line of supply normally. Of course, you can use Air Supply units to provide supply to otherwise out-of-supply airborne units.

**Restrictions**
1) You may conduct only one Airborne operation per game. This is regardless of the number of airborne units which are involved.

**Example:** You conduct an airborne operation using only the 101st Airborne Division. You could not, on a subsequent turn, conduct an operation with the British or Polish airborne units in that case.

2) No airborne landings may be made in November or December, or during a Weather Bulletin turn.

3) An airborne unit making an airborne landing may not otherwise move during that Maneuver phase.

4) Airborne units may not land directly in spaces containing German units.

**Market-Garden**
At the instant that the first SHAfE Halt Bulletin goes into effect, you must remove all Allied airborne units and LZs from play, regardless of location. They are permanently out of the game (they’ve been sent off to Market-Garden). Ignore this if playing the Patton Dagger Thrust scenario.

**Sudden Death Victory**
Allied airborne units do not count for the Sudden Death victory condition of having units in Germany (or across the Moselle in the Short Scenario).

**37.6 Patton Dagger Thrust Scenario**
In September 1944, the SHAfE high command decided to give Montgomery’s Twelfth Army Group priority for logistical support. Montgomery’s plan was to drive through to Germany, using an airborne landing (Market-Garden) to lead the way. This resulted in Twenty-First Army Group, including Patton’s Third Army, being halted for several critical weeks. This option assumes that SHAfE gave Patton the supplies instead.

**SHAfE Halt! Bulletins**
Change the explanation of both SHAfE Halt! Bulletins to:

“When the first Halt! Bulletin is picked, for that and each succeeding turn you can move all Supply Heads eastwards one additional space each G-4 phase (see the G-4 rules). This remains in effect until a second Halt! Bulletin is picked, at which point both Bulletins are discarded and the normal Supply Head movement procedure is resumed.”

**Victory**
1) The US must fulfill the conditions for a Sudden Death Victory to win the game (i.e., at least one supplied US armored or infantry division occupying a fortress space in Germany during a Victory Check phase). Any other outcome is a defeat.

2) The game automatically ends at the conclusion of the October IV turn.
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