

Hannut

FRANCE 1940

CONTENTS

- 1.0 INTRODUCTION
- 2.0 GAME COMPONENTS
- 3.0 SETTING UP THE GAME
- 4.0 THE GAMETURN
- 5.0 UNIT CHARACTERISTICS
- 6.0 MOVEMENT
- 7.0 STACKING
- 8.0 OBSERVATION & VISIBILITY
- 9.0 HEADQUARTERS
- 10.0 COMBAT
- 11.0 RETREAT & ADVANCE
- 12.0 ATTACKER ADJUSTMENT
- 13.0 GROUND ASSAULT
- 14.0 FATIGUE
- 15.0 SUPPLY
- 16.0 ENGINEERS
- 17.0 AIRPOWER
- 18.0 REINFORCEMENTS
- 19.0 SCENARIO SET UP

CREDITS

Design: Joe Youst

Managing Game Developer: Doug Johnson

Playtesters: Jerad Alexander, Michel Debrand, Keith Powell, Matt Strickland, Mike Ward

Proofers: Hans Korting, Michael C. Neubauer

Map Graphics: Joe Youst

Counters: Joe Youst

Production: Richard Aguirre

Photo Credits: German Federal Archives



© 2021 Decision Games, Bakersfield, CA

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

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

1.0 INTRODUCTION

Hannut: France 1940 is an operational level simulation of the battle fought during the Battle of Belgium that took place between 12 and 14 May 1940 at Hannut in Belgium. **Hannut** uses a simplified version of the Grand Operational Simulation Series (GOSS) rules that depict WWII combat at the battalion level.

1.1 Scale

Each hex on the map is one mile from side to opposite side. Units are battalions (Bn.'s) and companies (Co.'s). Each AM and PM game turn (GT) represents about one-half of available daylight hours. Night GTs extend through the hours of darkness.

2.0 GAME COMPONENTS

A complete game of **Hannut** includes a 22x34-inch game map, this rule set, and 280 1/2-inch counters. Players must supply two ten-sided dice to resolve combat and other probabilistic game events.

Important: When reading the dice, a roll of "0" always equals zero.

2.1 Game Map

The map is a graphic representation of the geographic area of this battle. The map's hex grid regulates distance and location for various game functions. Each hex has a unique identifying number printed within it. Terrain features exist both within hexes and along hexsides; the Terrain Key lists these features.

Important: The defender always chooses the terrain feature he will use when defending in a hex. When moving a unit, use the highest terrain cost in the hex or across a hexside, unless a unit is using a form of road movement.

Map Errata: Hex 6407 should be clear terrain with a vantage point. There are two locations that do not have names (hex 4209 & 4212). These two locations represent unnamed stone farm buildings that are significant enough to be listed as locations.

2.1.1 Roads

There are three types of "roads" in the game: primary roads, secondary roads, and trails; the term road encompasses all three.

Important: Railroads (RR) are trails for movement purposes.

2.1.2 Streams

Streams are hexside terrain features that affect movement and combat. For a more natural look, these features do not conform exactly to the hexsides. Apply their effects to the hexside that is nearest to them.

2.1.3 Population Features

Locations, villages, and towns are all collectively called population features.

2.2 Game Charts & Tables

All required charts and tables are on the map.

Terrain Effects Charts (TEC): The Terrain Effects Charts (TEC) summarizes the effects of terrain on movement, observation, and combat.

Important: Hexes may depict more than one terrain type. The amount of each type of terrain in a hex has no bearing on the type of terrain used.

Fire Support (FS) Table: This table shows the variables and process for conducting all types of fire support missions.

Observation/LOS Chart: Summarizes observation rules (8.0).

Ground Assault (GA) Table: This table provides the variables and process for the conduct of ground assaults.

Attacker and Defender Column Shifts:

Summarize the column shifts used in GAs (13.7).

Terrain Modifiers to Arm/AT: Summarizes the effects of terrain when applying Arm/AT DRMs to GAs (13.8.5).

DRM Track: Players can use this track to record cumulative DRMs while calculating GAs. Use a blank counter or coin.

Unit Type Chart (UTC): This chart displays the meaning of all counter information.

2.3 Rounding Rule

Unless a rule states otherwise, round fractional numbers up to the next whole number (**Example:** Round 1.3 up to 2.).

Exception: FS mission resolution, when resolving a numerical hit as a retreat (10.3.12).

A rule may require the player to round fractions to the nearest whole number using the standard mathematical rounding rule (**Example:** Round 1.3 to 1. Round 1.5 to 2.).

Important: When calculating the GA or FS strength of units:

- 1) Apply modifiers to each unit individually (do not round each individual unit).
- 2) Total the modified strength of all participating units.
- 3) Round the total value up to the next whole number.

2.4 Playing Pieces

The cardboard pieces are counters. Unit counters (units) represent the headquarters (HQs) and combat units that participated in the battle.

2.4.1 Counter Information

The Unit Type Chart (on the map) explains the information printed on the counters. Historical unit designations identify each unit counter.

The values represent combat or movement capabilities. Units are color coded by nationality, political affiliation, or branch of service. All non-unit counters are markers. Markers record or keep track of information on the game map or record tracks. Markers also track any change in a unit's supply status or strength (5.0).

2.4.2 Counter Abbreviations

DM or DLM: *Division Legere Mecanisee* (light mechanized division).

3.0 SETTING UP THE GAME

The players choose which side they will play.

Allied: The Allied side controls all French units.

Axis: The Axis side controls all German units.

- All units controlled by one side are friendly to all other units of the same side.
- There is one scenario for this game. The scenario rules (19.0) detail the units that are set up at start and all reinforcements that received during play.
- Scenario rules include all rules that add to or deviate from the standard rules. Scenario rules always supersede any standard rules.

Important: The counter mix includes the historical artillery Bn.'s. Do not use these counters when playing with these rules.

4.0 THE GAME TURN

The Sequence of Play (SoP) controls all game activity. A historical game day (GD) consists of three GTs (AM, PM, and Night). Each GT consists of phases and a phase may consist of sequenced steps. Conduct the SoP in the order given below.

Important: The first GT has special rules. See 19.0 for details.

4.1 Game Turn Record Track

The GTRT is on the map. The GT boxes list the GT number, historical GD, and whether the GT is an AM, PM, or Night GT. GT boxes with a German Cross and/or French flag denote that the depicted side has reinforcements available that GT.

4.2 Active Player

A GT consists of an Axis player turn and then an Allied player turn.

Important: Each AM GT begins with a Command Phase wherein both sides determine the number of items that will affect game play throughout the ensuing three GTs.

During a player turn, one side is the active player and the other side the inactive player. The active player performs tasks during his player turn, although there are exceptions.

4.3 Game Turn Sequence Outline

Conduct the phases and steps of each GT in the order given.

4.3.1 Command Phase (AM GT Only)

Both sides secretly determine the following:

- 1) The supply status of all their HQs and units.
- 2) The night activity markers they will place in the Night GT Box for that GD.
- 3) The movement status for their side's HQs.
- 4) The receipt of air points (AP).
- 5) The receipt and assignment of barrage points (BP) to HQs.

4.3.2 German Player Turn

The German side is the active player, and the French side is the inactive player.

Important: During Night GTs only, players may conduct the replacement process (19.7) prior to the start of the GT.

Active Player Movement Phase:

Important: The German side ignores Step 1. It is only used during the French player turn. The German side cannot construct IPs.

- 1) The French player may flip any IP under construction markers so that their IP completed side shows.
- 2) The active player may place or remove the below markers on any eligible friendly units. If a unit is marked with an Exp, CR, or IP under construction marker, that unit cannot move during this Movement Phase.

Exploitation (Exp)

Prepared Assault (PA): Units marked with PA marker may move.

Combat Reserve (CR)

Improved position (IP): Under Construction (French only)

Important: See 16.1 for special French construction rules.

- 3) Place reinforcements due to arrive during the GT. They may move in Step 3.
- 4) Move eligible active units in any order.

German Exploitation Phase: The German player may move any friendly units marked with an Exp marker up to one-half of their movement allowance. They may conduct overrun combat (13.13).

Important: This phase only occurs during the AM or PM French player turn. The French player does not conduct this phase during the German player turn. It is a special German Exploit Phase.

Active Player Combat Phase:

- 1) The active player places tactical assault (TA) markers on top of friendly units that will attack without using PA.
- 2) The active player conducts Air FS missions.
- 3) The non-active player conducts artillery, then Air FS missions.
- 4) The active player conducts artillery FS missions.
- 5) The active player may remove attack markers (both TA and PA) as necessary or desired.
- 6) The active player conducts all TA and PA ground assaults. After completion of all GAs, remove all AS markers.

Active Player Exploitation Phase: During AM and PM German player GTs, German units with an Exp marker may move up to one-half of their movement allowance (MA). They may conduct overruns. During a Night GT, German units marked with an Exp marker may move up to their full MA.

Important: French units marked with an Exp marker may move their full MA (in all GTs) in this phase during the French player turn.

Active Player Fatigue Recovery Phase:

Active units with fatigue markers may recover one level of fatigue if no enemy units are within two hexes.

4.3.3 French Player Turn

The French player turn is identical to the German player turn, with all roles reversed. The French player is the active player, and the German player is the inactive player.

Exception: The German player has a special Exploitation Phase immediately following the Active Player Movement Phase during the French player turn.

4.3.4 End of GT

After the French player turn move the GT marker to the next GT Box and conduct another GT. At the end of the AM and PM GTs both players reset division BP to the level set in Step 5 of that GD's Command Phase (this includes any corps BP assigned to the division). If it is the end of GT 15, the game is over, and victory is determined.

5.0 UNIT CHARACTERISTICS

This section explains unit size, type, and characteristics. See the Unit Type Chart on the map.

5.1 Unit Size

Unit size affects game functions, primarily stacking (7.0). Units range in size from Bn.'s (largest) to Co.'s (smallest). Most units have a unit size symbol printed on their counter. The UTC displays the unit size symbology.

5.1.1 Unit Steps

The number of steps a unit currently possesses measures the unit's strength.

- The number of step diamonds (◆◆◆) indicates the number of steps that unit possesses.
- The front side of a unit counter is its full-strength side.
- Remove the counter from play when a one-step unit loses a step. Place the counter in the Eliminated Units Box on the map.
- Flip the counter over to show its reduced side when a full-strength two or three-step unit loses one step.
- Remove the counter from play when a two-step unit suffers its second step loss. Place the counter in the Eliminated Units Box.
- Place a spade marker under a three-step unit that suffers a second step loss. Remove the counter from play when a three-step unit suffers a third step loss. Place the counter in the Eliminated Units Box.



5.1.2 Battalions

Bn.'s are the largest units in the game, historically consisting of 600–900 men or 50–70 fighting vehicles. Bn.'s display two vertical bars (▮▮) above their unit symbol.

- A Bn. may consist of two or three steps.
- A Bn. that has suffered step losses is still a Bn.
- Two and three-step Bn.'s have reduced sides on the back of the unit counter.

5.1.3 Companies

Most Co.'s in the game are part of some unique higher Bn. structure (although these units are always treated as Co.'s).


- A Co. has a white stripe across the middle of the counter and normally has one vertical bar (▮) above their unit symbol.
- Co.'s can consist of one or two steps.
-  A single step Co. will have only one unit-type box, one step dot, and combat values on its front side. The back only shows the unit's designation, it does not have reduced side.
-  A two-step Co. has a white stripe with two unit/AFV symbols and two strength dots on the front side. The back of a two-step Co. unit has one unit/AFV symbol with one step dot.


5.2 Unit Types

The Unit Type Chart (UTC) depicts each of the type symbols along with the values used for each.


5.2.1 Personnel Type Units

Units with any of the below unit type symbols are personnel type units. Personnel-type units can be Leg movement class or Mech movement class units.

 **Infantry (Inf):** Motorized infantry, armored infantry (panzergrenadier) and motorcycle infantry.

 **Engineer (Eng):** Includes leg, motorized, and armored Eng.


Important: Any unit labeled with the **Eng**, or **Pio** abbreviation has engineer capabilities.

 **Motorcycle Reconnaissance (Recon):** Any unit labeled as **Rec** or **Auf** that do not display an armored symbol.


5.2.2 Vehicular Type Units


A unit with any of the below unit type symbols are vehicular type units. Vehicular type units are always Mech movement class units.

 **Armored Fighting Vehicles (AFV):** Any unit displaying an AFV symbol.

 **Anti-tank (AT):** Leg class and Mech class AT units.

 **Anti-Air (AA or Flak):** Any unit with a Flak symbol.

 **Armored Recon:** Any unit labeled as **Rec** or **Auf** that has an armored symbol.

 **Headquarters (HQ):** Any unit with an HQ symbol.

5.3 Unit Movement Class

Each unit is one of two movement classes: Leg or Mechanized (Mech).

- A unit's movement class determines the number of movement points (MP) expended when moving based upon the terrain entered or crossed by the unit (6.0 & TEC).
- A unit's movement class may also affect other unit capabilities.
- Leg units represent units moving on foot that do not have enough inherent wheeled or tracked vehicles to transport all assigned equipment and personnel.
- Mech units represent wheeled and/or tracked units (or in the case of infantry types, personnel transported by either wheeled or tracked vehicles). Mech units normally move faster on roads and open terrain.
- Players may move personnel type Mech class units using Leg class MP costs. These units may choose to use Leg movement in each Movement Phase; however, they cannot use both Mech and Leg movement in the same phase.

5.4 Unit Combat Factors

A unit's combat factors are values used to calculate its attack or defense strengths and determine combat outcomes.

- Always use the printed factors that are on the side facing up of all unit counters in play.
- A three-step unit reduced to one step (5.1.1) has its combat factors on the reduced side halved (round up).

Important: Step losses do not affect Armor/AT values.

5.5 Unit Proficiency

A unit's proficiency rating (PR) measures its training, morale, and leadership. Most units have both an offensive and defensive PR (see UTC).

- Units may have a defensive PR only. These units cannot participate offensively in any type of GA.
- Rules may require a unit to make a proficiency rating check (PRC) for various reasons. The appropriate rule sections explain when to make required PRCs.

5.5.1 Proficiency Checks

When required to conduct a PRC (as explained in the pertinent rule sections) the owning player rolls one ten-sided die (1d10) and applies any applicable die roll modifiers (DRM). If the modified die roll (DR) is:

- **Equal to or less than the unit's PR:** the unit has passed its PRC.
- **Greater than the unit's PR:** then the unit has failed its PRC.

Important: Each rule requiring a PRC will dictate whether to use the offensive or defensive PR.

6.0 MOVEMENT

A unit's printed movement allowance (MA) is the maximum number of movement points (MP) that a unit may expend during a single phase.

Important: A Mech unit that is out of supply has its MA halved (round up) for that phase (15.2).

- Players move units from one hex to an adjacent hex. Do not skip hexes.
- Players move one unit at a time. Players may not conduct stack movement.

Important: Note the exception in 7.1.

- Once a player begins moving a unit, he cannot go back and alter a previously moved unit.
- Moving a unit voluntarily during a Movement or Exploitation Phase is movement.

Important: Advance or retreat after combat is not movement and does not expend MP.

- During the Movement or Exploitation Phase only units friendly to the side that is executing the phase may conduct movement. Units belonging to the opposing side cannot move.
- Modify the number of MP available to a unit in each phase due to supply (15.0), fatigue (14.0), or if it has an Exp marker placed on it (6.4).
- A unit's movement class dictates the number of MP the unit expends for each type of hex and hexside terrain.

Exception: Prepared assault (PA) movement does not expend MP. Units marked with a PA marker may only move one or two hexes.

6.1 Tactical Movement

A unit normally moves using tactical (Tac) movement.

Important: Units that enter the map as reinforcements use tactical movement on the GT of arrival.

- Each time that a unit enters a hex, the unit must have enough MP remaining to pay the cost of crossing the hexside into the hex and the terrain within the hex (TEC).

Important: Moving adjacent to enemy units may incur an additional MP cost.

- Once a unit has expended all its available MP, it must stop moving in that phase.
- A unit may not enter or cross any type of terrain prohibited to its movement class.

Important: A unit may always move a minimum of one hex in each eligible phase or step. The unit cannot enter and/or cross terrain prohibited to the unit's movement class.

6.2 Road Movement

A unit using tactical movement may also benefit from lower terrain costs by using road movement.

- A unit using road movement must start movement in a hex containing any form of road, and its entire movement must be through hex sides connected by roads. Primary roads, secondary roads, and trails/railroads are all considered to be roads. If a Mech unit started its movement on any of the above roads, or trails/railroad hexes, the unit may (at any time in its movement) move into a clear hex (no other terrain) at a cost of 1.5. The unit may continue to move through clear terrain hexes or into a clear terrain hex with any of the above roads/railroads at a cost of 1.5 MP per hex. Once in a hex with a road/railroad, it then may continue moving along the road at the road movement rate.

- A road negates all other hex and hexside terrain costs for the moving unit.
- A Mech unit must stop if it enters a hex already containing at least two steps of Mech units.
- A Mech unit using road movement along a trail expends one MP if the hex entered via a trail/railroad, unless the hex entered contains rough, woods or forest terrain, in which case the unit would expend 1.5 MP.

6.3 Prepared Assault Movement

Important: A player does not need to mark all units in a hex with a prepared assault (PA) or a tactical assault (TA) marker. A player could have attack designated units and non-attack designated units in the same hex.

A unit marked with a PA marker does not expend MP and may move a limited number of hexes.

- a) A Leg class unit may only move one hex.
- b) A Mech class unit may move one or two hexes.

Important: French Mech units subordinate to the 2DLM HQ are the only French units that may use two-hex PA movement.

- In either case, the unit may not enter or cross a hexside that contains terrain prohibited to its class.
- A unit must stop PA movement if it enters a hex containing forest or town terrain, or if it crosses a stream hex side.

Exception: If the unit enters these terrain types along any type of road, the unit may continue its movement into a second hex along that road.

6.4 Exploitation Movement

All units marked with an Exp marker may move in any friendly Exploitation Phase. See 9.1.2 for limitations on the number of Exploit markers players may place per division.

Important: The French 3rd DLM division may not have any units marked with Exploit markers.

- Only Mech units can have an Exploit marker placed on them.
- Players move units using the same rules as when moving during a Movement Phase.
- Normally units may only use one-half (round up) of their printed MA; however, see (4.3) for specific instructions.
- Units moving in an Exploitation Phase are eligible to conduct overruns.
- Place and remove Exploit markers from units during a friendly Movement Phase.

- Remove Exploit markers from all fatigued units and units conducting a retreat due to a combat result.

6.5 Moving Next to Enemy Units

A unit that moves into a hex adjacent to an enemy unit must expend additional MP to enter that hex. This expenditure is in addition to the cost in MP of the hex and hexside terrain.

- Leg class units expend one additional MP.
- Mech class units expend two additional MP.
- A unit using PA movement (any movement class) must halt its movement if it enters a hex adjacent to an enemy unit.

Exception: A unit moving during an Exploitation Phase does not pay additional MP to move adjacent to enemy units if the hex entered contains woods, forest, or town terrain.

6.6 Movement Halts (MH)

A unit must immediately stop its movement if it encounters a MH. Units that begin their movement in a hex with a MH may exit that hex. There is no additional MP cost.

Important: Units marked with an Exploit marker do not generate movement halts.

- A side generates a MH to enemy units entering a hex if:
 - There are at least two steps of friendly non-HQ units adjacent to that hex; **and**,
 - A friendly HQ with unexpended artillery points is within range of the hex in question; **and**,

Important: The German side can also generate a MH into an adjacent hex with any type of Flak unit possessing a red hexagon.

- The hex does not contain town or forest terrain.

Exception: During a Night GT, a friendly unit cannot generate a MH into a non-clear hex (disregard locations and villages) unless the friendly unit is in an improved position (IP).

6.7 Night Movement

Units moving during a Night GT use the same procedure as movement during the AM or PM GTs with the following restrictions:

- Restrict all PA movement to one hex.
- A unit moving during a Night GT must expend one additional MP for each hex entered.

Exception: A unit that moves along any type of road does not expend an additional MP. There is no requirement to use road movement (6.2).

7.0 STACKING

The presence of more than one unit in a hex is called stacking. Stacking limits restrict the number of units (and what unit size) that may be present in a hex at the end of any phase.

- Players may never voluntarily exceed a stacking limit (overstack).

Exception: Units may retreat into an overstack situation.

- A side must correct an overstack prior to the end of the next Movement or Exploitation Phase.

7.1 Stacking Limits

No more than three units may normally be present in a stack, and only two of these may be of Bn. size. Co.'s designated as part of the same Bn. may be considered one Bn.-sized unit for all purposes.

Exception: One German AFV Co. may stack for free (it does not count for stacking) if stacked with any type of Inf or Recon Bn.-sized unit. These units are one unit for movement purposes.

7.2 Overstack Penalties

An overstack suffers the penalties listed below.

- If friendly units are overstacked, only the number of units within the legal stacking limit may participate in the GA (both defending and attacking). The owning player may choose the units to use.
- If any unit in an overstack attacks or defends in a GA, that unit's side suffers a one column shift to the left.
- If a unit starts its movement in a hex that is overstacked, halve (round up) that unit's MA. This reduction is in addition to any out of supply movement penalties.

7.3 Fog of War

A player may not freely examine an enemy stack. Only the top unit of a stack is visible to an enemy unit. Markers (**Exception: IP markers**) are not units; ignore them for fog of war purposes.

- If a stack contains an AFV unit, the AFV unit must be the top unit in that stack.
- Place units that are in an IP under the IP marker. Count the IP marker as the top unit unless an enemy Recon unit is adjacent to the hex. In that case the enemy player may examine the topmost unit under the IP. If all units are not in an IP and a Recon unit is adjacent to the stack, the enemy player may examine all units not in an IP and the first unit under the IP marker.

Important: The observation status of a stack does not affect this rule.

8.0 OBSERVATION & VISIBILITY

To conduct a fire support (FS) mission, a friendly unit must be able to observe enemy units or a population feature in the target hex. That unit is the spotter for that mission.

- A spotter can observe enemy units in a hex if it can trace a straight-line path of hexes using a valid line of sight (LOS).
- If unable to establish such a path, the enemy units (or population feature) in a hex are unobserved.
- An observed unit does not automatically observe the units spotting them; that enemy unit must trace its own LOS to observe a unit.

8.1 Line of Sight

A LOS is the straight line drawn from the center of the observing unit's hex to the center of the target hex that does not pass through any hex containing blocking terrain. The LOS range and terrain may affect the LOS.

8.1.1 Blocking Terrain

Towns, forest, and vantage points (VP) are blocking terrain.

- If tracing a LOS directly along a hexside and both hexes on either side of that hexside contain blocking terrain, the hexside is also blocking terrain.
- A hex with blocking terrain will block a LOS unless the observing unit is adjacent to the hex containing blocking terrain, or if the observing unit is in a VP hex. Only a VP hex can block the LOS of another VP hex.

8.1.2 LOS Range & Visibility

The LOS range is the distance in hexes from the observer to the target hex (do not include the observer's hex). If this range exceeds the LOS range, the LOS is not valid. The LOS range depends on terrain and low visibility.

- The LOS range from all hexes not containing towns or VPs is one (into the adjacent hex only).
- Town hexes have a LOS range of two.
- VP hexes have a LOS range of three.
- Reduce any LOS traced into or through rough terrain by one hex (to a minimum of one hex).
- During Night GTs the maximum LOS range is one hex.

8.2 Observation Covering Terrain

Observation CT (OCT) makes it harder to observe enemy units. A player cannot establish a valid LOS against enemy units in OCT unless the spotter is in an adjacent hex and either the spotter or those enemy units have a PA or TA marker on them.

Important: Woods, forest, villages, and towns are the only types of observation covering terrain in this game.

3.3 Air Observation

German units can observe all French units not in woods, towns, or forest hexes for the purposes of spotting them for FS missions. The target hex must also be within 12 hexes of a static German HQ or eight hexes of a mobile HQ.

Important: The French player cannot use air observation.

9.0 HEADQUARTERS

HQ Headquarters are a special kind of unit. Players use them to:

- Trace supply to subordinate units.
- Control barrage points (BP) for use in FS missions.
- Allow subordinate units to recover from fatigue.

9.1 Headquarters Mode

HQs may be in one of two modes during a GT: Static or Mobile.

- The owning player chooses the mode of an HQ during the AM Command Phase. This will be the mode the HQ remains in for that AM GT and the immediately following PM and Night GTs.
- Place the HQ marker with the selected mode side up.
- Both players should do this secretly at the same time for all HQs in play. Only reveal HQ modes after both players determine all HQ modes.

9.1.1 HQ Static Mode



An HQ in static mode may not move.

- If forced to retreat, it automatically changes to mobile mode and remains in that mode until the next Command Phase. The owning player must divide the HQ's remaining BP by two (round down) and reset the BP total to result.
- All BP are available and have a range of eight hexes.
- Units assigned to a German static HQ may conduct a maximum of four GAs per GT (10.0 & 12.0).
- Units assigned to a static French HQ may conduct a maximum of three GAs per GT (10.0 & 12.0).
- There is no limit to the number of APs an HQ may use each GT.
- Players may only mark a maximum of two French units and three German units with an Exploit marker per GT.

9.1.2 HQ Mobile Mode



An HQ in mobile mode has no movement restrictions. Treat a mobile HQ like any other Mech unit.

- Only one-half (round up) of its assigned BP are available.
- They have a range of five hexes.
- There is no limit to the number of APs it may use in a GT.
- Units assigned to a German mobile HQ may conduct a maximum of three GAs per GT (10.0 & 12.0).
- Units assigned to a mobile French HQ may conduct a maximum of two GAs per GT (10.0 & 12.0).
- A player may assign a maximum of three French units and six German units per Div with an Exploit marker per GT.

Important: In both 9.1.1 and 9.1.2 the number of Exploit markers for each side is the maximum number of Exploit markers that can be on the map per GT.

9.2 Fatigue Recovery

All an HQ's units may recover one level of fatigue if they can trace a supply line from the HQ during the Fatigue Recovery Phase. If it is a Night GT and they have not conducted any activity, units may recover from any level of fatigue completely.

9.3 HQs & Organic Units

HQs in this game represent divisional headquarters. As such, it will have units assigned (subordinate) to the division this HQ commands. These assignments are permanent. Players may not reassign, detach, or attach these units to other divisions. Units assigned to a division have that divisional ID printed in the upper right corner of the counter. Subordination is important when spotting for FS missions, participating in GAs and when determining supply.

9.3.1 HQs & Attached Units



In addition to assigned units, a division HQ may have independent units attached to it. A white square symbol in place of a divisional ID identifies units as independent units.

- Players may only attach or detach units to a division during the Command Phase.
- To attach itself to an HQ a unit must be able to trace a supply path to the attaching HQ.
- Attachments are not permanent and may change during the game.
- Treat an attached unit exactly like an organic unit of that division.
- Players must track changes to a unit's attachment status.

10.0 COMBAT

Combat is the generic term for any mission a player conducts with his units to attrite, eliminate, or displace enemy units from the hexes they are defending in.

- There are three kinds of combat missions: Fire Support (FS), Ground Assault (GA), and overrun.

Important: GAs can be a prepared assault, or tactical assault.

- The attacker is the side that initiates combat, regardless of the overall situation, while the defender is the side that is the target of that combat mission.
- When applying a modifier to a unit's combat factor, first apply the modifier to each affected unit individually (retaining any fractions) and then add the factors of all units into one total (round fractions up to the next whole number).
- Combat may be subject to DRMs that can alter the result of the combat. DRMs may affect both the attacker and defender.

10.1 Combat Phase Sequence

Combat activity in both the German and French Combat Phases occurs in the order listed in rule 4.3.

Exception: Overrun occurs only in the Exploitation Phases and is a combination of movement and GA. Once initiated, an overrun uses the same procedure as a GA.

10.2 Attack Designation

Designate units conducting GAs using either a PA or TA marker.

- To conduct a PA, mark all participating units with a PA marker at the beginning of the Movement Phase.
- To conduct a tactical assault, mark participating units with a TA marker in Step 1 of the Combat Phase.
- There is no requirement for a unit to conduct a GA unless marked with a PA or TA marker at the beginning of Step 6 of the Combat Phase.

10.3 Fire Support Missions (FS)

A FS mission involves the use of artillery or air points to strike enemy units before, or in lieu of, any GA. Resolve FS missions using the FS Table during the FS segment of the Combat Phase.

- FS missions require a target hex, a spotter, and available artillery or air points.

Important: An air FS mission may occur during an overrun.

- Rule 4.3.2 lists the sequence of conducting FS missions.

Important: A target hex can be subject to a maximum of one artillery and one air mission each Combat Phase.

10.3.1 FS Mission Sequence

All FS missions consists of the following steps:

- a) Side one (S1) is the side conducting the FS mission.
- b) Side two (S2) is the side defending against the mission.

Step 1) S1 chooses a target hex and designates a spotting unit or declares he is using air observation. Other than what fog of war (7.3) allows, S1 may not examine enemy units in the target hex.

Step 2) S1 announces the number of barrage points (BP) or air points (AP) used for the mission.

Step 3) S2 informs S1 of all DRMs (terrain, unit type, and density) that will affect the mission.

Step 4) S1 executes a FS mission DR and applies all DRMs (if any). The player calculates the result based upon the FS Table, and S2 applies these results as required (PR checks, step loss, retreats, artillery shifts (AS) and fatigue).

Step 5) S1 may advance eligible units into the target hex if no longer occupied by enemy units.

10.3.2 Target Hex

Conduct each FS mission against a single enemy-occupied hex (the target hex). A target hex may have a combination of units that are attack designated (marked with a PA or TA marker) and not attack designated, if this is the case:

- a) FS mission results affect all units in the hex if all terrain in the target hex is clear and there is not a population feature in the hex.
- b) FS mission results only affect attack designated units when there is any terrain (other than clear) and/or population feature in the target hex.

Important: All units in the target hex always count toward target density DRMs.

10.3.3 Spotters

Each FS mission requires a spotter. A spotter is a friendly ground unit that must be:

- a) Able to trace a valid LOS to the target hex (8.0); **and**,
- b) A unit that is subordinate to the HQ that controls the BP and/or the AP used to conduct the FS mission.

If valid spotter does not exist, the FS mission cannot occur.

Exception: If a German FS mission is using AP only, the mission does not require a spotter and can use air observation (8.3).

10.3.3a Spotter Restrictions

The following restrictions apply to spotters:

- 1) Each target hex can only have one spotting unit.
- 2) A Bn. may spot for missions in two target hexes.
- 3) A one or two-step Co. may only spot for missions in one target hex.
- 4) Only one unit in each hex can spot for FS missions during each Combat Phase.
- 5) Players cannot use units that advanced after a previous FS mission as a spotter during that Combat Phase.

10.3.4 Allocating BP or AP

The phasing player allocates BP or AP used to conduct the FS mission.

- BP must be allocated from the spotting unit's HQ. BP used must be available for that HQ on the General Record Track and the HQ must be in GenS (15.0).
- AP are allocated from that side's unexpended AP recorded on its General Record Track.

10.3.5 HQs & Barrage Points (BP)

Each HQ has a basic number of BP for the game.

- Both players determine each division HQ's BP level during the Command Phase of the AM GT. Players assign BP listed as corps BP to any of their division HQ as desired.
- When using BP to conduct FS missions, they may do so anywhere within their HQ's artillery range (9.1.1 & 9.1.2). Trace artillery range from the HQ unit's hex to the target hex (do not include the HQ's hex).
- As an HQ conducts FS missions, move its BP expended marker down one box for each BP used. Once this marker reaches zero, the HQ has expended all its BP for the current player turn and can no longer conduct FS missions in the current phase.
- Reset the BP marker for each division at the end of each AM and PM GT (4.3.4) by placing it in the same box it was set at during the preceding AM GT.

Exception: If a retreat forced an HQ to change from static to mobile mode (9.1.1), the owning player only receives its mobile BP level (9.1.2) during the PM and Night GTs of that GD.

Important: Players should write each HQ's BP level on a piece of paper when assigned in the AM GTs.

10.3.6 Air Points (AP)

HQs also may assign APs from their side's General Record Track if available. The assignment of APs allows that HQ to conduct Air FS missions. Record and expend APs in the same manner as BP.

- The German side can conduct air FS missions anywhere on the map if air observation applies (8.3).
- In all other cases, air FS missions must adhere to the ground spotting rules. If a target hex can be spotted only by an adjacent unit (due to woods, forest, or town), then the APs must use the artillery range of that spotter's HQ.

10.3.7 FS Mission Capacity

After determining the target hex, spotter and available BP or AP, the attacking player must decide the number of BP or AP allocated to the mission. Limit the mission capacity of each FS mission by the spotting unit and the mode status of the HQ. The mission capacity of:

- 1) A Bn.-sized unit not in an IP and not marked PA is 6 BP.
- 2) A Bn.-sized unit in an IP and not marked PA is 8 BP.
- 3) A Bn.-sized unit marked PA is 12 BP.
- 4) A Bn.-sized unit can spot for one FS mission using 3 AP.
- 5) A Co.-sized unit not in an IP and not marked PA is 3 BP.
- 6) A Co.-sized unit in an IP or marked PA is 6 BP.
- 7) A Co.-sized unit may spot for one FS mission using 2 AP.

10.3.8 BP & Volleys

Each BP equals one FS point on the FS Table. For each artillery FS mission, 8 FS points equals one volley. Any amount less than 8 equals a volley with that lesser strength. An attacker may not manipulate his FS points to create more volleys than the above formula would allow.

Example: Player A with a Bn. marked PA expends 12 BPs, giving him one FS volley of 8 FS points and one FS volley of 4 FS points.

10.3.9 AP & Volleys

Each AP equals 2 FS mission points. A player can assign a maximum of 3 AP to a mission. Each FS mission consists of a maximum of one volley.

Example: An FS mission using 2 AP would have a FS mission strength of 4.

10.3.10 FS Mission DRMs

FS mission DRMs affect the calculation of FS mission results by negatively or positively adjusting the final value of a mission DR. The Fire Support Table DRM Chart lists all FS DRMs.

- DRMs may add to or subtract from the FS mission DR.
- Players should jointly determine the final DRM by totaling all applicable DRMs (adding or subtracting as dictated) to get a total number of DRM.

- All DRMs are cumulative unless otherwise noted and apply to each FS mission volley.

Example: The units in the target hex are in an IP (-1) in a woods hex (-1). They have a stacking of five (+1) and no armor is present. The spotting unit is on a vantage point (+1). The DRM for this mission would be zero.

10.3.10a Terrain FS DRMs

Rough, woods, forest, and all population features are terrain types that have a negative DRM. The FS DRM Table lists these terrain DRMs.

- No more than one terrain DRM applies in each FS mission.
- The defending player chooses the terrain used.
- Attack designated units do not receive terrain DRMs.

Important: See 10.3.10c for the effect of AFVs on terrain and IP DRMs.

10.3.10b Improved Positions (IPs)

IPs are a -1 FS DRM. Attack designated units do not receive this DRM.

Important: See 10.3.10c for the effect of AFVs on terrain and IP DRMs.

10.3.10c AFV & Mixed AFV DRMs

Pure AFV and mixed AFV units possess their own intrinsic FS DRMs. These DRMs apply in conjunction with all permanent DRMs (10.3.10d) and terrain DRMs (10.3.10a). The only restriction is that these unit types may not use the IP FS DRM.

Important: To qualify for the pure AFV DRM, no units without an AFV symbol may be in the target hex.

10.3.10d Permanent FS DRMs

These FS DRMs always apply when present and are cumulative.

Unit Density: The number of unit steps in the target hex.

Vantage Point: Only applies if the spotter is in a VP hex and there is no VP in the target hex.

Night GT: Only if the mission occurs during a Night GT.

German Air FS Missions: +1 to German air FS missions.

10.3.11 Determining the FS Result

After determining the target hex, the spotter, total FS mission points, and all DRMs the FS mission result is determined by consulting the FS Results Table following the below steps:

- 1) Roll one ten-sided die (1d10) for each volley.
- 2) Add the number of the FS points in that volley.
- 3) Add or subtract the total DRMs. This combined total is the volley's fire support mission value (FSV).

4) Locate the line in the FSV column that matches the above total.

5) Cross reference the result with result column.

Important: A result of 7 or less is always no result, a result of 23 or greater is always a 4 result.

10.3.12 FS Result

Before resolving a result, conduct the procedure in 10.3.11 for each volley and then total those results. The total FS result is always equal to the sum of all volleys conducted for that mission.

Important: The table displays FS results as AS/#.

Artillery Shift (AS) Hits: An AS result requires that a player place an AS marker on the units in the target hex. An AS result affects all units in that hex. If a second AS result occurs place two AS markers on the hex.

- Units that conduct a retreat due to a FS mission receive one AS marker.

Important: Do not apply more than two AS hits to any unit or stack (including the retreat AS).

- If a unit with an AS marker ends its retreat in a friendly stack that does not have an AS marker, the retreating AS marker stays and it affects all units in the hex.

Numerical Hits: Add all numerical hits received in each volley. Numerical results can force the elimination of steps, the retreat of units, and fatigue on defenders in the target hex. The owning player can satisfy numerical hits by using one of the below two options:

a) Retreat: The owning player may convert one numerical hit to a retreat following the below steps.

- 1) Retreat all targeted units to an adjacent non-enemy occupied hex. Subtract one from the total numerical hits.
 - 2) Apply one AS hit (maximum of two AS hits applies).
 - 3) Remove the PA or TA marker from the retreated units.
 - 4) If numerical hits remain after subtracting one for the retreat, halve the number of remaining numerical hits (round down).
 - 5) The player then resolves each remaining (after halving) numerical hit by taking one step loss to one unit or by applying one fatigue hit to all units.
- The player assigns numerical hits and fatigue hits (maximum of two fatigue hits) in any order he wishes. Each fatigue hit or step loss reduces the remaining number of numerical hits by one.

- If a player has assigned two fatigue hits and all units have taken one step loss, ignore all remaining numerical hits.

b) No Retreat: The owning player may attempt to remain in the target hex and the owning player conducts a PR check against the PR value of the unit with lowest defensive PR.

If the unit passes its PR check: The units remain in the target hex and retain their attack designation. The owning player follows the below steps:

- 1) Inflict one step loss to one unit.
- 2) If numerical hits remain, the owning player resolves each remaining numerical hit by taking one step loss to one unit or by applying one fatigue hit to all units.
 - The player assigns numerical hits and fatigue hits (maximum of two fatigue hits) in any order he wishes. Each fatigue hit or step loss reduces the remaining number of numerical hits by one.
 - If a player has assigned two fatigue hits and all units have taken one step loss, ignore all remaining numerical hits.

If the unit fails, its PR check: The owning player retreats all affected units one hex (if possible) and removes all attack designations and then the player must:

Important: In this case the one hex retreat does not reduce the number of numerical hits, nor are the numerical hits halved after the retreat.

- 1) Inflict one step loss to one of the units.
- 2) If numerical hits remain, the owning player resolves each remaining numerical hit by taking one step loss to one unit or by applying one fatigue hit to all units.
 - The player assigns numerical hits and fatigue hits (maximum of two fatigue hits) in any order he wishes. Each fatigue hit or step loss reduces the remaining number of numerical hits by one.
 - If a player has assigned two fatigue hits and all units have taken one step loss, the player continues to assign numerical hits as step losses until resolving all remaining numerical hits. No unit can receive an additional step loss until all units have received an equal number of step losses.

Important: If no retreat was possible, use the above procedure, except take all numerical hits as step losses. Do not assign fatigue hits.

11.0 RETREAT & ADVANCE

Processes in the game may require units to perform a retreat. No matter what the reason, retreats always occur using the one set of rules listed below.

11.1 Retreat Basics

The owning player always retreats his own units, subject to the rules in this section. Retreat is displacement and does not expend MP. The hexes that a unit retreats into and through are its retreat path.

- If a unit retreats, all attack designations, combat reserve, or IP under construction markers are immediately removed from the unit.
- The retreat path may not contain enemy units, prohibited terrain (movement), or a hex it has already retreated into in the same segment during combat.
- Each hex in the retreat path must be farther away (if possible) from the original hex the units retreated from. All units in a retreating stack must use the same retreat path, if possible.

11.2 Max Retreat Distance

Units that retreat because of a FS mission may only retreat one hex.

- Defending Leg class units may not retreat more than two hexes and Mech class units no more than four hexes.
- Attacking Leg class units may not retreat more than one hex and Mech class units no more than two hexes.
- A Mech unit must halt its retreat if it enters a woods or forest hex from another hex not connected by any roads to the hex entered.
- Players may not drop off units voluntarily unless they have reached their maximum retreat distance.
- Units may retreat into a hex already occupied by other friendly units. Players may ignore stacking limits. Players must correct overstacks at the earliest opportunity.
- If units retreat into a friendly occupied hex and that hex is subject to a subsequent GA or FS mission, the retreated units:
 - a) Do not contribute to the defense of a hex they retreated into in the same phase in any way.

Exception: They do count towards unit density when defending against an FS mission.

- b) Must be the last units used to satisfy any combat results. If any retreat occurs the previously retreated units must also retreat.

- If units retreat into an unoccupied hex, they may not be subject to any subsequent GA or FS mission attacks.

11.3 Retreat Priorities

Units must first retreat into a hex not adjacent to an enemy unit. After this, a unit must try to retreat closer to its superior HQ. If no HQ is present, the priority is then toward the nearest friendly map edge. If possible, unit may not retreat into overstacks.

11.4 Retreat & Enemy Units

If retreating units enter a hex with an enemy generated MH (6.6), one unit from that retreating group must suffer one step loss. This occurs in each such hex and is in addition to any numerical result already in effect.

11.5 Advance after FS Mission

If all enemy units vacate a target hex, any friendly attack designated units in adjacent hexes may immediately move into the target hex, subject to the terrain and stacking limits in that hex. A unit may only advance after an FS mission once each phase.

- Units with a PA marker that advance after FS keep their PA marker. Such a unit may remove the marker if the hex contains woods, forest, village, or town terrain.
- Units with a TA marker must remove their TA marker if they advance.

12.0 ATTACKER ADJUSTMENT

Because of FS mission results, advances and retreats, players may need to adjust TA and PA marker placement.

- First, remove such markers on units that are no longer adjacent to any enemy units.
- If units with PA and TA markers are adjacent to the same and only one enemy occupied hex, remove all TA markers.
- A player may only conduct a limited number of GAs per GT (9.1.1 & 9.1.2). Each prepared assault counts as one GA, and each tactical assault counts as one-half. Players may conduct a combination of PA and TAs equal to the number of GAs allowed per division.
 - a) The phasing player must remove PA and TA markers that would require the phasing player to conduct the number of GAs greater than allowed.
 - b) The phasing player may select which units remove their attack designation using the below PRC procedure.
- The active player may attempt to remove other attack markers. For each stack, make a PRC using the lowest attack PR in the stack. If the result is a pass, remove the attack marker and the units may retreat

into any adjacent hex. If the PRC fails, the units remain in the hex and the marker stays in place.

13.0 GROUND ASSAULT (GA)

GAs are attacks by active units against enemy units in adjacent hexes. Overrun is a form of GA that occurs during Exploitation Phases.

- Players conduct GAs individually in any order the active player wishes. Fully complete each GA prior to initiating a new GA.

13.1 GA Order of Steps

Resolve GAs on the Ground Assault Table (GAT). Conduct each GA using the steps listed in the same order below.

Step 1: The attacker selects the defending hex. The defender determines the terrain line.

Step 2: The attacker reveals the attacking units and then the defender reveals the defending units.

Step 3: Calculate the total combat strength of each side to establish the ratio of the GA. Cross reference the selected terrain line with the determined ratio to identify the initial ground assault value (GAV).

Step 4: Apply all applicable attacker and defender column shifts to the GAV column to obtain the final assault value (FAV) column.

Step 5: Determine all applicable DRMs.

Step 6: Each player rolls 2d10 (read as a percentage). The defender's modified DR determines the attacker's result and the attacker's modified DR determines the defender's result.

Step 7: Apply each side's combat results with the attacker resolving his result first, then the defender.

13.2 The Defending Hex

The attacking player determines the hex he is attacking. That hex must have attack designated units adjacent to it and it must contain at least one enemy unit. A player can only attack one hex in each GA and that hex may only be the subject of a GA once per Combat Phase.

- The defending player always determines the terrain used and identifies the terrain line on the GAT.
- There are three defender terrain lines across the top of the GAT. Each terrain line corresponds to a terrain type listed on the Terrain Key.

Line 1: Clear and Clear with Location.

Line 2: Rough, Woods, Village.

Line 3: Forest and Town.

13.3 Identify Attacking & Defending Units

The attacking units must be attack designated and adjacent to the defending hex.

- Active units in the same hex do not have to attack the same defending hex, or even attack at all (if they are not attack designated).
- Once the GA segment begins all attack-designated units must make one attack, but no more than one per Combat Phase. An HQ may never be attack designated.
- Units marked as PA may conduct multi-hex attacks against a single defending hex. The defending hex must be adjacent to all attacking units.
- Units in one hex marked with a TA marker cannot combine with units (either PA or TA) in another hex to attack a defending hex.
- All units in a defending hex (except for overstacked units or those previously retreated into it) do so together.

13.4 Determining Combat Strength

Players reveal all participating units (attacker first, then the defender). The attacking player must resolve the attack once the defending player reveals his units.

- The total combat strength for each side is the sum the current combat strength of all units involved for that side.
- Players must modify a unit's current combat strength by all the applicable below modifiers:

Important: Do not round fractions when modifying a unit's combat strength. Total all units participating in the GA and then round down (never below one) any remaining fractions.

Previous Step Losses: See 5.4

No Combined Arms: All pure AFV units that attack into or defend in hexes with woods, forest, village, or town must be in a stack with any type of personnel unit to operate at full effectiveness. Pure AFV units that do not meet this condition halve all combat strengths and have an armor and/or AT factor of zero.

Exception: This penalty does not apply if the only units involved (both attacker and defender) are pure AFV units.

Supply: Any unit that has an OoS or OhS marker halves its current combat strength.

Fatigue:

- a) Any unit marked with a fatigue 1 marker halves its current combat strength.
- b) Any unit marked with a fatigue 2 marker quarters its current combat strength.

Important: A defending unit may choose not to suffer a fatigue level during a Night GT if the player halves its defense strength.

Two or more halving conditions: Quarter a unit's current combat strength if it meets two or more of the halving conditions listed above.

13.5 GA Ratio Determination

After calculating the total GA strength for each side, compare each side's total to the other. The result is a ratio of the attack and defense strengths of the units in that GA.

13.6 Ground Assault Table (GAT)

Players use the GAT resolve all GAs. The GAT is composed of six major parts:

- **Defender's Terrain Lines**
- **Ground Assault Values**
- **Attacker DR Columns**
- **Defender DR Columns**
- **Attacker Results**
- **Defender Results**

13.6.1 Locating the GAV on the CRT

On the defender terrain line (1, 2, or 3) find the highest GAV ratio equal to or less than the ratio calculated in 13.5. This is the GAV for that attack.

13.7 GAV Column Shifts

The starting GAV column may shift right or left. Shifts to the right help the attacker (attacker shifts); those to the left help the defender (defender shifts). Shifts may be favorable to either the attacker or defender.

- A condition may confer more than one column shift. Shifts are cumulative.
- Determine each type of shift for both the sides at the same time.
- Subtract the total defender shifts from the total attacker shifts. The result is the number of shifts made to the GAV.
- A negative value moves it to the left, while a positive value moves it to the right. After applying all shifts, the resulting column is the FAV.
- The GAV may never shift further than the right or left most GAV column on the defender terrain line for that GA; ignore any excess shifts. The list of attacker and defender shifts is on the map near the GAT.

13.7.1 Attacker Column Shifts

Award attacker shifts (to the right) as follows:

- a) One shift for a PA marker.
- b) One shift for each AS marker on the defenders (max of two).
- c) One shift if defenders have a combat reserve marker on them.
- d) One shift if the defenders are overstacked.

e) One shift if units from different divisions are defending.

f) One shift if a defending unit has an Exploit marker.

13.7.2 Defender Column Shifts

Award defender shifts (to the left) as follows:

- a) One shift if defender occupies a vantage point.
- b) One shift for each AS marker on the attackers (max of two).
- c) One shift if any attackers are overstacked.
- d) One shift if it is a Night GT.
- e) One shift if the defender is in an IP.
- f) One shift if units from different divisions are attacking.
- g) Variable number of shifts for adjacent defenders.

13.7.3 Adjacent Defender Shifts

Award adjacent defender shifts to the defender in a GA for each friendly occupied hex adjacent to any attacking enemy units of that GA. Such hexes are supporting hexes.

- To create shifts, each supporting hex must contain at least one step of non-HQ units and it must not have already defended against a GA in the current phase.

Important: Supporting hexes may be subject to attack later in the same phase without affecting their ability to support a previous attack.

- Award one defender shift for each eligible supporting hex if the supporting hex is adjacent to the defending hex and adjacent to any hex with attacking units.
- If the supporting hex has a vantage point award one additional shift.

Important: See 13.7.5 for the effect of AS markers.

- A supporting hex may only award a shift to one defending hex per GA segment. Players cannot split these awards between multiple defending hexes.

13.7.4 Engineers

Engineer (or German Pio) units negate defender shifts for a town or IP. Each such step of attacking units negates one defender shift for each of these items. Ignore this rule if the defending hex contains any defending engineers.

13.7.5 AS Markers

Each side may award a maximum of two shifts per GA due to the presence of AS markers on enemy units.

- A stack or unit marked with an AS marker cannot award adjacent defender shifts.
- AS markers award column shifts during GA (13.7.1 & 13.7.2).

- Remove all AS markers at the end of each Combat Phase.

13.7.6 Final Ground Assault Value

After applying all column shifts to the GAV, the resulting column is the FAV used to determine the GA combat results. Both sides use the DR Columns located directly beneath that FAV.

13.8 DRM Determinations

Before making any GA DRs, all DRMs for each side must be determined. These DRMs will either increase or decrease the 2d10 DR each side makes to resolve the GA.

Important: There are multiple DRMs that can affect a GA, and all are cumulative.

13.8.1 Final DRM Bonus

Players will go through each of the possible DRMs listed below and calculate the total DRM bonus each side receives.

- When all DRM bonuses have been determined, subtract the defender's DRM total from the attacker's DRM total.
- If the value is positive, add the value to the defender's and attacker's DR.
- If the value is negative, subtract the value from the defender's and attacker's DR.

Important: The final DRM bonus can never exceed plus or minus 60 points.

13.8.2 Determine Lead Proficiency Unit

Each side chooses one of its participating units to be the lead proficiency (lead) unit for a GA.

Important: The lead unit must always take the first step loss awarded.

- The attacking lead unit uses its attack PR.
- The defending lead unit uses its defensive PR.
- The side with the larger PR receives the number of bonuses equal to the difference between the two PRs.
- Each bonus is equal to 5 DRM points.

13.8.3 Combat Reserve Bonus (CRB)

Each unit with a combat reserve (CR) marker awards one CR bonus of 5 DRM points for that side.

- Each side may award a maximum of 3 CR bonuses to each GA.
- CR bonuses do not apply during an overrun.
- Fatigued and/or OoS units cannot contribute CR bonuses.
- The unit must be a Bn. with at least two steps remaining.
- The unit providing the CR bonus (attacker or defender) must be within three hexes of the defending hex and be subordinate to the same division as the attacking or defending units.

- GA results do not affect units that contribute a CR bonus.
- When the GA is complete, remove the CR markers of any units that contributed a bonus to that GA.

13.8.4 Regimental Integrity Bonus (RIB)

Units of the same regiment are more effective when operating in close support. If more than one of the below qualified units are participating in a GA, the owning player gains RIB bonuses (one for each participating unit).

Example: The German player has 2 Bn.'s from the same regiment conducting a PA. The German player would receive 2 RIB bonuses. If all 3 Bn.'s of the same regiment participate the German player would receive 3 RIB bonuses.

- Fatigued and/or OoS units cannot contribute RIBs.
- **To contribute RIB a unit must:**
 - 1)** Be a type of personnel unit.
 - 2)** Be a Bn. with at least two steps remaining.
 - 3)** Belong to the same regiment as the other Bn.'s used to generate the RIB bonus.
- A unit can only contribute to one RIB per GA segment.
- All units used to generate RIBs for the attacker must be participating in that GA.
- For the defending side, at least one of the RIB units must be in the defending hex. The other defending units may be in or adjacent to the defending hex to generate RIBs.
- The German player may substitute one German AFV Co. for any one infantry type Bn. as part of a regiment for the purposes of the RIB bonus. It may consist of one or two steps.
- Each German Panzer Bn. and its Co.'s may be treated exactly like a regiment for the purposes of generating RIBs.

Exception: Only AFV Co.'s that are stacked together may generate RIBs. Attacking or defending German AFV Bn.'s must have any of their AFV Co.'s they wish to contribute RIBs stacked in the same hex.

- Each RIB bonus from a unit equals 5 DRM bonus points. Each side may receive a maximum of three RIBs.

13.8.5 Armor/Anti-Tank Bonus

AFV and AT units may generate DRM bonuses in the form of Armor/AT DRM bonuses. Compare the armor and anti-tank ratings of units, then modify the result by terrain and IPs.

- Units with armor or AT ratings have these factors printed on their unit counter. They appear as superscript numbers to the attack and/or defense strengths on the unit.

- A unit with only a defensive superscript signifies an AT value only.
- A unit with an offensive superscript signifies that the unit has both an offensive armor value and a defensive armor value.
- A unit may have a value in both positions; this means the unit has armor ratings that are different for attack and defense.

Important: Remember that a unit with two factors has armor factors not AT factors.

- Do not award armor/AT bonuses to pure AFV units without combined arms (13.4) unless:
 - 1)** The defender is in clear terrain (ignore locations); **or,**
 - 2)** Both sides consist of pure AFV units.
- Units that are OoS have any armor/AT rating reduced to 0.
- Both sides determine if they have any AFVs with an armor rating of at least zero. If neither side has a unit with an armor rating, there are no armor/AT DRMs.
- If one side has units with an armor rating but on only one side, check to see if the other side has any units with an AT rating. If so, skip to the armor/AT comparison step (13.8.6). If not skip to the armor/AT Bonus step. If both sides have AFVs, go to the armor/AT comparison step.

13.8.6 Armor/AT Comparisons

When at least one side in a GA has an armor rating and the other side has AT or armor, compare the two ratings to derive an armor/AT total.

- If the armor/AT ratings of both sides are equal, there is no bonus for either side.
- To compare armor/AT ratings, subtract the smaller number from the larger to determine the bonus awarded to the side with larger initial value.
- The defending player selects one terrain feature in the defending hex and applies the below terrain modifiers to the armor/AT total.

Woods or rough: -1 **IP:** -1 (This is cumulative with either of the above.)
Forest or town: -2

Important: Do not apply the IP modifier if defensive AT ratings generate the bonus.

- During Night GTs a side may only have a maximum award of one armor/AT bonus per GA.
- The resulting number is the armor/AT bonus for this GA.
 - 1)** If the attacker had the larger number, the bonus will be a positive DRM bonus to both side's DR.

2) If the defender had the larger number, the DRM bonus will be a negative DRM bonus to both side's DR.

Important: If the attacker has the larger AT rating against a defender's armor rating, the attacker only gains the bonus if the unit with the AT rating was a German Flak unit (these are 88s). Otherwise, convert to no award for either side.

- Each bonus is worth 10 DRM points.

13.9 Ground Assault DR

Each side rolls 2d10 reading the results as a number from 0 to 99. Players should use two different colored die to represent the tens value (0 to 90) and the one's value (0 to 9). Specify colors before making the DR.

- Apply the DRM determined in 13.8 to each side's DR. See 13.8.1 to determine how to apply.
- Below each FAV on the GAT is a column that contains DR entries for each side. The GAT has an attacker vs. defender DR entry section with 10 entries, and a similar defender vs attacker section (with 10 entries). Each entry is in the range of numbers that the DR could fall within. Each side will use the entry that contained their DR.
- Once the correct entry has been located on the GAT, each side must cross-index its entry result with the GA results located to the right side of the entry columns.

13.10 GA Result Columns

Two columns of GA results are located under the heading of Results; one to the right of DR column H, and another to the right of DR column N. The two separate columns exist because the result column next to column N is more favorable to the attacker and the result column next to column H is favorable to the defender. Both sides will use the same result column.

Example: If the FAV column is in J-N, both sides use the result column to the right of N. If FAV column is in A-H both sides use the result column to the right of H.

Important: Remember that the attacker's DR results are against the defender's forces. Conversely, the defender's DR results are against the attacker's forces.

13.11 Results Obligations (RO)

Each row in a result column can contain up to three different types of result obligations (RO), although as few as one may appear. All three ROs may appear separately or in combination with each other. Each RO type has a different outcome for that GA:

*: Is a PR check RO.

(#): Is a mandatory RO of 1 to 3 hits.

#: Is a discretionary RO of 1 to 3 hits.

- Each RO must be satisfied if they appeared in the result. The attacker always satisfies his ROs first, followed by the defender. ROs for each side are satisfied as described, and in the order listed below.

13.11.1 Proficiency Rating (PR) Check (PR-RO)

Make the PR-RO check using the lead-P unit. If the unit fails the PR check, add one discretionary RO to that side's total result. Ignore PR-RO if the unit passes the PR check.

13.11.2 Mandatory RO (M-RO)

Mandatory ROs are satisfied by inflicting the number of step losses equal to the parenthesized number that appears in the result. The owning side selects the units that will take a step loss (according to loss priority).

13.11.3 Discretionary RO (D-RO)

Discretionary ROs allow for more choice in how a side satisfies this RO. Players may use a combination of retreats, step losses, and/or fatigue hits to meet this RO.

Important: A player will normally conduct a required PR check to avoid a retreat.

13.11.4 Step Loss Priorities

Players must take the first step loss in a GA result from the lead unit, followed by the unit (if any) that used its armor rating (not the AT rating). After the above units have both taken step losses, take any further step losses to remaining units as desired by the owning player.

13.11.5 Resolving Result Obligations (Ros)

ROs are satisfied by a combination of making proficiency rating (PR) checks, taking step losses or fatigue hits, and by retreating. There are cases in which a player must make another PR check to stay or retreat.

Important: Do not confuse this PR check with the one made due to a P-RO.

- The attacker must always satisfy all his ROs first, followed by the defender.
- First the player must resolve a PR-RO (13.11.1).
- The player then must decide if he will stay or retreat.
- If he decides to retreat and has a valid retreat path of at least one hex, the unit(s) may retreat. one hex.
- If he decides to stay or does not have a valid retreat path of at least one hex, he must make a stay/retreat PR check.

- Use the unit with the lowest defensive PR to conduct the check for all units involved (if making the attack from multiple hexes, make only one check).

Important: If the attacker retreats, this will disallow any of his units from advancing, and will reduce any defender D-RO (13.11.3) by one.

- A failed stay/retreat PR check will force a retreat if a valid retreat path exists. If a valid retreat path of at least one hex does not exist, additional step losses will be required.

13.11.6 Resolving M-ROs

Each M-RO requires the number of step losses equal to the parenthesized result number.

Important: In all the below cases, no unit can take a second step loss until all units have suffered at least one step loss.

- A Recon unit (of any type) may attempt to convert one M-RO into a D-RO if not stacked with any other unit and it passes a PR check. This PR check is in addition to any other checks made or required.
- If a player has enough units to absorb the full M-RO he must do so.
- After all units have taken one step loss the player may convert remaining M-RO to fatigue hits (max of 2). Apply fatigue hits to all units that participated in the GA.
- If any M-ROs remain after inflicting all step losses and fatigue hits, automatically convert them into D-ROs and satisfy them as below.

13.11.7 Resolving Discretionary Hits

One hex of retreat or one fatigue hit by all units, or one step loss to one unit satisfies one D-RO. Stay/retreat PR check not made: All affected units must conduct a retreat before applying any step losses or fatigue hits.

- Units must retreat to their full maximum distance before taking step losses or fatigue hits.
- Take step losses and fatigue hits in any order.
- Once all affected units have retreated as far as possible, taken at least one step loss and are fatigue 2, ignore all remaining D-ROs. No further action required.

Stay/retreat PR check made and passed:

Take one step loss, then the player may satisfy all remaining D-ROs in any combination and order that he wishes.

- Once all affected units have taken at least one step loss, have retreated as far as possible and are fatigue 2, ignore all remaining D-ROs. No further action required.

Stay/retreat PR check made and failed and the units do not have a valid retreat path of at least one hex: The player must satisfy all D-ROs in the order given below:

- 1) Take one step loss from one unit.
- 2) All units must take fatigue hits (max of two) and/or each unit must take step losses to meet all remaining ROs.

Stay/retreat PR check made and failed and the units have a valid retreat path of at least one hex: The player must satisfy all D-ROs in the order given below:

- 1) The affected units must retreat the full possible distance. The first hex of retreat does not satisfy a D-RO.
- 2) Take one step loss to one unit.
- 3) If D-RO remain, the player may assign step losses and fatigue hits in any order desired. the player must fulfill all D-RO results.

13.12 Advance after GA

The attacking player may always choose not to advance or stop his advance before reaching his maximum advance distance. Defending units may never advance.

- A unit must have participated in the attack to advance after combat. These units may be advanced as a player wishes (subject to the rules below).
- No advancing unit may end its advance in an overstack.
- Advance all units individually and the first hex of advance must be the hex that attacked in that GA.
- A unit can normally advance only into a hex that was part of the defender's retreat path.
- If the combat result eliminates all defending units in the original defending hex, the attacker may advance into that hex, and one hex further in any direction.
 - a) Units that had a TA marker may never advance beyond the defending hex.
 - b) Units with a PA marker may advance up to four hexes, subject to the following limitation:
 - 1) Leg class units may never advance more than two hexes.
 - 2) Mech class units may never advance more than four hexes.
 - 3) If the owning player eliminated all defending units before retreating, no units may advance more than two hexes.
- Movement halts do not apply when entering the first hex of an advance. They do apply if advancing into any subsequent hex.
- Recon units may add one hex to their advance if advancing into hexes solely along roads or clear terrain. When using clear

terrain (no road), the Recon unit cannot cross a stream without moving along a road,

- Mech units must stop their advance in the first hex entered that contains woods, forest, or RR unless the advance is along a road or RR.
- Units may never advance more than one hex during a Night GT.
- After all advance after a GA has occurred, remove any PA or TA marker used for that GA. The GA is complete.

13.13 Overruns

An overrun is a form of GA conducted during an Exploitation Phase. The overrunning unit must be able to move into the defender's hex to conduct an overrun.

Important: Move units individually (6.0).

- In addition to the MP cost of entering the overrun hex, an overrunning unit expends 1 MP to conduct the overrun.
- The overrunning unit must immediately declare an overrun when in a hex adjacent to the overrun hex.
- When declaring the overrun the overrunning unit cannot be adjacent to any enemy unit, except the unit(s) that it is overrunning.
- Players may use any kind of road to reduce the cost of entering the overrun hex.
- Advance after combat does not occur, but the unit must enter the overrun hex if the overrun is successful.
- If the overrun is successful the overrunning unit may keep moving and performing overruns as long as it has the MPs to do so.
- If an overrun is unsuccessful, the overrunning unit halts its movement in the hex the player declared the overrun.
- Different units may overrun the same unit in the same phase any number of times.
- Conduct an overrun using the same procedure as a standard GA.

Exception: Players cannot use combat reserve (offensively or defensively).

13.13.1 Overruns & FS missions

German air FS missions are the only type of FS mission allowed during an overrun (attacking or defending). The overrun hex must be within range of the overrunning unit's HQ for that type of mission. Do not conduct any other FS missions.

13.13.2 Successful Overrun

An overrun is successful if the attacker suffers fewer ROs (of any type) than the defender suffers.

- The attacker must be able to convert any D-ROs into step losses to qualify as success.
- A successful overrun allows the overrunning units to keep moving and totally ignore the overrun units for the rest of that Exploitation Phase.
- If the overrunning units have no MPs left after the overrun, and the defending units have not vacated the overrun hex, the owning player may place the overrunning units in any non-enemy occupied hex adjacent to the overrun hex.

13.13.3 Unsuccessful Overrun

If an overrun is not successful, the attacking unit must remain in the hex it attempted the overrun and then end its movement.

14.0 FATIGUE

Fatigue is a condition that occurs due to combat, choosing to conduct activity while already fatigued or during a Night GT. Fatigue will reduce a unit's capabilities according to the severity of that unit's fatigue level. Two levels of fatigue are possible: fatigue 1 and fatigue 2.

- See 13.11 for the rules explaining fatigue and combat results.
- During a Night GT, any unit that conducts movement, conducts any type of attack (GA or barrage), or defends against a GA suffers one level of fatigue.

Important: During a Night GT the defending player may choose to halve a unit's defensive combat strength to avoid suffering fatigue.

14.1 Effects of Fatigue

A fatigued (fatigue 1 or fatigue 2) unit may not perform certain special functions.

- A unit with a fatigue 1 marker:
 - a) Has its MA halved.
 - b) Has its combat strength halved.
- A unit with a fatigue 2 marker:
 - a) Has its MA quartered.
 - b) Has its combat strength quartered.

14.2 Recovery from Fatigue

Units may recover up to one fatigue hit during the Fatigue Recovery Phase of a friendly GT.

- A unit may recover one fatigue hit if it did not move or participate in a GA in the immediately preceding friendly player turn, and if it:
 - 1) Is a Mech unit, not adjacent to an enemy unit and which an enemy ground unit cannot observe.
 - 2) Is a Leg unit which an enemy unit cannot observe.

15.0 SUPPLY

All HQs and units require general supply (GenS) to operate effectively.

- GenS is determined during the AM Command Phase.
- Conduct the supply path determination (15.1) and mark any units and/or HQs that are Out of Supply (OoS) with an OoS marker.
- During PM and Night GTs, at the beginning of each friendly Movement Phase the active player must check to determine if unit that was OoS during the AM Command Phase now has a valid supply path. If the unit does, the player must flip OoS marker to its On-Hand Supply (OhS) side.

15.1 General Supply (GenS)

GenS involves tracing a supply path from a friendly map edge hex that contains a friendly supply symbol (●) to a friendly HQ and then on to all subordinate units.

- If a supply path cannot be traced from the supply symbol to a HQ, that HQ is OoS.
- If a unit can trace a supply path to its superior HQ, but that HQ is OoS, the unit is marked OoS.
- If a unit cannot trace a supply path to its superior HQ, that unit is marked OoS.
- A valid supply path consists of a contiguous path of hexes from a hex with a supply source or HQ to another hex requiring supply. The path cannot trace in or adjacent to enemy units and cannot exceed the below distances.
 - a)** A supply path from a supply source symbol to an HQ may be of any length. It must trace entirely along secondary and primary roads or clear terrain hexes (ignore locations, villages, and towns).
 - b)** A supply path from an HQ to its subordinate units can be no longer than eight hexes. Hex and hexside terrain are not a factor.
 - c)** When tracing a supply path from a German panzer Div HQ or French DLM Div HQ, count each hex entered via a primary or secondary road as one-half a hex.

15.2 Supply Effects

Halve the MA of all units that are OoS.

- Units with an Exploit marker must immediately remove the Exploit marker.
- If a unit marked OhS moves using more than one-half of its MA, flip the OhS marker to its OoS side.
- Units marked with an OoS or OhS marker halve their combat strength.

16.0 ENGINEERS

Engineers (sometimes referred to as pioneers) are a special category of personnel units. See 13.7.4 for the effect of engineer units on combat.

16.1 Improved Positions (IPs)

Important: Only the French may construct IPs. The maximum number of IP markers that can be on the map at any one time is six.

Engineer and other units may construct IPs to improve the defense of a hex.

- An IP will award one GA shift to the defender and provide a -1 DRM to any FS mission directed against the hex (although the presence of a pure AFV or mixed AFV may affect this).
- Any IP that is unoccupied is immediately removed. A unit may not capture an enemy IP.

Personnel units may construct IPs:

- Units marked with an under-construction marker may not move or conduct any type of offensive GA during that player turn.
- At the beginning of the French Movement Phase, if French personnel unit totaling at least two steps occupy a hex containing a railroad symbol (HHH), the French player may place a completed IP in the hex. In any other hex follow the below procedures:
 - a)** Two steps of any personnel type units or one step of an Eng unit may:
 - 1)** Start construction of an IP during Step 2, of their friendly Movement Phase by placing an IP marker with its under-construction side face up.
 - 2)** During Step 1 of the next friendly Movement Phase, flip the IP marker to its finished side. The unit that started that construction is free to undertake any normal game activity at that point.

- b)** Two steps of engineers or one step of Eng and one step of any other personnel unit may start and complete construction of an IP during Step 2 of their friendly Movement Phase. These units may move during Step 3 of the current Movement Phase.

17.0 AIRPOWER

Players receive air points (APs) and use these to conduct Air FS missions.

- The scenario rules assign the number of AP available each GD. This number represents the number of AP available for both the AM and PM GTs.
- During the AM Command Phase of each GD, both sides determine the number of APs received. Record the number of AP available on that side's General Record Track.
- Each side may use its AP according to the FS mission rules (10.3).
- After using each AP, move the AP marker to reflect the AP expenditures.

18.0 REINFORCEMENTS

Reinforcements are new units brought into play during friendly GTs. On the GT of their arrival, they are in GenS and move during the regular Movement Phase.

18.1 Arrival of Reinforcements

Reinforcements enter play during the friendly Movement Phase on the GT of arrival. Scenario rules explain where the units enter the map and any other conditions of arrival.

- If a player brings in reinforcements using road movement, no more than one Bn. from the same division may occupy a hex and each unit pays 1 MP for any unit entering the map ahead of it.
- The scenario rules list the arrival and withdrawals of all units for each side. If a division is listed to arrive, all units of that division may enter.
- Units may withdraw during the game. On the GT of withdrawal, simply remove them from the map.

19.0 SCENARIO SETUP

There is only one scenario for this game,

Start: GT 1 (May 12, AM GT). **End:** GT 15 (May 16, Night GT)

19.1 Starting Track Values

Place the appropriate track marker in a box that corresponds to the values listed below. See 19.5 to set the Night GT chits for both players.

German Tracks

AP Marker: 16.

4th Pz Div HQ Marker: (Div BP: 9).

The HQ must remain in mobile mode the first GD.

Corps BP: Starts with 0 BP.

French Tracks

AP Marker: 3.

3rd DM Div HQ Marker: (Div BP: 7).

2nd DM Div HQ Marker: (Div BP: 7).

The French player is free to set both HQs in static and/or mobile mode.

Corps BP: (Corps BP: 7). The French player must assign 5 BP to the 3rd DLM and 2 to the 2nd DLM. These BP are in addition to those listed with the Div. The French player may allocate these BP as desired beginning GT 4.

19.2 Starting Unit Setup

The units below begin the game on the map. Place units on the map within the boundaries given below. All units must comply with stacking restrictions.

Important: Do not use the Art Bn.'s they are not used in this game. They are for use when using the full GOSS rules.

German Set Up:

4th Pz Div (all units): Enters the map on GT 1 on any hexes within one hex of 6403. All Div units have a MA of 8 on GT 1. These units may enter in any mode desired.

French Set Up:

3rd DM Div (all units): Any hexes within five hexes of Hannut (5604), but not northeast of the road from 5401 to 6107 (they may set up on the road).

2nd DM Div (all units): Any hexes within six hexes of 5611. They may not be set up north of the xx10 hex row.

19.3 Supply

Supply sources may activate or deactivate during play.

- On GT 7 (14 May, AM GT), the German supply source marked with a 7 becomes a supply source for the German side. This is in addition to the starting supply sources.

- On GT 7 (14 May, AM GT) the French side can no longer use the French supply sources marked with a 7.

19.4 Air Points

The number of AP available in each side's set up is the number of AP available for each side, each GD, through 14 May. On the AM GT of 15 May, modify the number of AP available for each GD as follows:

German AP: 24 **French AP:** 0

19.5 Rest/Night Turns

Mark any unit that moved during a Night GT with a fatigue 1 marker at the end of its movement and neither side can conduct GAs (**Exception:** See night chits below). Each side may be able to conduct limited night operations. The French side has three chits (two dummy and one actual night chit). The German player has four chits (two dummy and two actual night chits).

- During set up the German player sets aside one German night chit. Both players should then place all remaining night chits in an open-mouthed container (bin).
- During the Command Phase (including GT 1) each player randomly draws one chit from his bin. The owning player may examine the chit.
- The French player places the drawn chit on the GTRT in the next Night GT box with the Night Chit side showing.
- The German player may place:
 - a) The just drawn chit; **or**,
 - b) The chit that was set aside at the beginning of the game.
- The German player then places one of the above chits on the GTRT in the next Night GT box with the Night Chit showing.
- At the beginning of each player turn during the Night GT, the player whose turn it is reveals if the chit is a dummy or Night GT chit.
- If the chit is a Night GT chit, the owning player may activate and move any of his units normally (no fatigue). All night GT restrictions apply (except fatigue).

Important: There is no requirement for a player to activate any units. The player may choose to ignore the chit.

- Return all chits to the bin at the end of the Night GT.

Exception: The first time the German player places a Night GT chit, that chit is set aside.

19.6 Reinforcements

German:

GT 2: 3rd Pz Div (all units). The 3rd Pz HQ has 9 BP available on the GT of entry. Units may enter the map on any hex between 5601 and 5801 (inclusive).

GT 5: 18th Division (all units). The 18th Div has 6 BP. All units must enter within one hex of 5201. No unit of the 18th Div may move more than four hexes from the north side of the map, for the duration of the game.

GT 8: 20th Mot Div HQ, All three Bn.'s of the 90th Inf Regt (20th Mot Div) and the 20th Auf Co. The 20th Div HQ has 3 BP available. Units enter the map at hex 5615. No unit of the 20th Div may move more than five hexes from the south side of the map for the duration of the game.

GT 10: Add 6 to the corps BP base. These are available during the Command Phase.

GT 11: All remaining units of the 20th Mot Div. Add 6 BP to the Div HQ. Units enter the map at hex 5615.

French:

Important: French reinforcements arriving during a Night GT are not subject to fatigue for movement purposes only during the GT of arrival.

GT 6: Up to three corps units (those with white square in place of Div ID, may arrive with each of the below divisions. Add nine to the corps BP base. These are available during the Command Phase.

15th Mot Div: (all units) The 15th Mot HQ has 10 BP. All units enter the map between hex 3915 and 4315 (inclusive).

1st Moroccan Inf Div (Div number in green background): (all units) The Div HQ has 10 BP. All units enter the map between hex 3312 and 3314 (inclusive).

1st Mot Div (Div number in black background): (all units). The Div has 4 BP. All units enter the map between hex 3803 and 3305 (inclusive). The 1st Mot Div units must remain within five hexes of their entry hexes. The Div HQ does not appear in the game. It is located one hex off-map from any of the Div entry hexes. It is in a static mode.

Important: The above three divisions may expend their full MA (it is a Night GT) without suffering fatigue. They may not conduct GA unless the French player has drawn his Night Chit.

GT-8: At the beginning of the French player turn, the French player rolls 1d10.

If the result is a 1: all units of either the 2nd DM or 3rd DM withdraw (18.1). Any other result has no affect.

GT9: At the beginning of the French player turn, the French player rolls 1d10.

If the result is a 1–3: all units of the 2DM or 3DM withdraw.

GT-10: At the beginning of the French player turn, if neither division has withdrawn, the French player rolls 1d10.

If the result is a 1–4: both divisions must withdraw.

If only one division has withdrawn: the remaining division must withdraw on a roll of 1 through 3.

GT11: If still on the map, both the 2nd and 3rd DM must withdraw. When a division is withdraws, add that division's BP to the French corps BP total.

19.7 Replacements

Both players may return lost steps to their units during a Night GT when no real Night Chit is in effect for that side. Each AFV step may replace one step of any AFV unit. Each Inf step may replace one step of Inf (Leg or Mech class). In both cases, the unit may be at reduced strength or in the eliminated unit's box. Players may carry over unused replacement steps.

Important: Players can track replacement steps using the General Record Tracks using a blank counter or coin.

- The German side receives 4 AFV steps and 3 infantry steps.
- The French side receives 2 AFV steps and 1 infantry step.
- At the beginning of the GT, any reduced unit may replace one step.
- AFV steps may provide replacements to any vehicular unit.
- Infantry steps may provide steps to any personnel unit.
- If a unit is in the eliminated box, the player may use one step to bring it back into play.
- Place it on the unit's HQ when doing so.

19.8 German Low Fuel

Starting GT 7 during the Command Phase, the German player must select one AM or PM GT each GD that will be their low fuel GT. On that GT only one German panzer division's Mech units may use their full MA. All other German Div Mech unit may only use one-half of their MA (round up).

19.9 French Continuous Line

At the end of each GT, if the French player does not have a continuous line, award the German side victory points per the schedule below.

- A continuous line is a line of units that are not OoS and within three hexes of another unit or map edge hex, running from any hex on the top map edge, extending down to any hex on the bottom map edge. A German unit may occupy hexes between the above French units if none of the French units are not OoS.

19.10 Victory

There are two ways to win the game, either on points or by sudden death victory.

Sudden Death Victory:

1) The German player wins a decisive victory at the end of any GT if he occupies any hex from 3312–3314. The unit occupying the hex must be able to trace GenS when determining victory.

2) Beginning GT 11, the French player wins a sudden death victory at the end of any GT no German unit has crossed the road from 3504 to 4315 and there are 12 steps of eliminated German AFVs in the eliminated box.

End Game Victory: If a sudden death victory did not occur, victory is determined by victory points.

German Victory Points: Award the German side victory points as follows:

Important: Only count the number of eliminated steps at the end of the game, not those eliminated and replaced.

- a) 1 point for every two steps of eliminated French AFVs.
- b) 1 point for every five steps of other eliminated French units.
- c) For each victory point hex on the map occupied by an in-supply German unit (any type) award the German player the number of points indicated in the victory point symbol (1).
- d) 1 point for each GT that the French did not have a continuous line (19.8).

Note: Players should track this on the General Data Track for the Germans, use a coin or unused counter.

French Victory Points: Award the French side is victory points as follows:

- a) 1 point for each step of eliminated German AFV units.
- b) 1 point for every five steps of other eliminated German units.
- c) For each victory point hex on the map occupied by an in supply French unit (any type) award the French player the number of points indicated in the victory point symbol.

Determine Victory Level: Subtract the total French VP from the total German VP. The level of victory is then determined. If the German player has:

- Less than 4 VP:** French Victory.
- 5 to 10 VP:** German Marginal Victory.
- 11 to 19 VP:** German Tactical Victory.
- 20 or more VP:** German Decisive Victory.

