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

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### 1.0 INTRODUCTION

**Manstein's War** is a two-player wargame of the German offensive in Western Europe in May-June 1940 in which the Wehrmacht seized a stunning victory over Allied forces in the Low Countries and France. The game uses a variant of the *Boots* system to model command, control, and logistics on an operational scale. Both players can fight a campaign of mobility and decisive battles.

The general structure of the game is that each player uses command markers to activate their forces, which are divided into sub-commands (army groups and similar echelons). Each player has special markers which provide additional operational capabilities. Can you turn the tide of history in that decisive spring of 1940?

#### 1.1 Game Scale

Each game turn (GT) represents one week. Each hex on the map represents 40 km (25 miles) from side to opposite side. Units are primarily armies and corps. Air units represent air groups.

#### 1.2 Rule Abbreviations

The below are common abbreviations used in the rules:

**1d6:** Used when referring to the number of six-sided dice to roll

**Attack Factor:** AF

**Defense Factor:** DF

**Die Roll:** DR

**Die Roll Modifier:** DRM

**Game Turn:** GT

**Line of Communication:** LOC

**Movement Factor:** MF

**Out of Supply:** OOS

**Railroad:** RR

**Refit Points:** RP

**Special Forces:** SF

**Victory Points:** VP

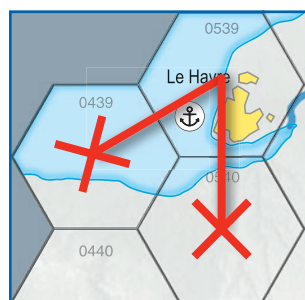
### 2.0 COMPONENTS

A complete game of **Manstein's War** includes a 22×34-inch game map, rule set, and a sheet of 176 5/8-inch counters. Players must provide one six-sided die to resolve combat and other random game events.

## 2.1 Game Map

The map represents the militarily significant terrain found in western Germany, the Low Countries, and northern France. A hexagonal (hex) grid is printed across the map to regulate unit placement and movement. A unit is always in only one hex at any one instant.

- Each hex contains natural and/or manmade terrain features that may affect movement and combat. The map's terrain representations have been altered slightly from their exact real-world configurations to make them conform to the hex-grid. The terrain relationships from hex to hex are, however, accurate to the degree necessary to present players with the same space/time dilemmas that were faced by their real-world counterparts.
- Each hex on the map has a unique four-digit number printed in it. Those numbers are provided to help you find specific locations referred to in the rules, and to allow you to record unit positions if a game is interrupted and taken down before it can be completed.



**Map Clarification:** Units may not cross hexsides that show ocean terrain. **Example:** A unit may not cross the hexsides between hex 0539 and 0540, or 0539 and 0439.

### 2.1.1 Game Tables & Charts

The tables, charts, tracks, and displays required for play are on the map.

**Exception:** The German and Allied Command Marker Charts (23.0) are on the last page of the rules.

**Terrain Key:** Used as a quick reference by players to identify in-hex and hexside terrain.

**Terrain Effects Chart (TEC):** Lists each terrain type, the cost in movement factors (MFs) to move into a hex or across each hexside (8.0), and the combat effects generated by each terrain type (10.0).

**Combat Results Tables (CRTs):** There are two CRTs on the map. They are used to resolve combat, by rolling 1d6 and then cross-referencing the modified die roll (DR) with the appropriate odds column. One CRT is used for assaults and the other for mobile combat (10.0).

**Out of Support Summary Chart:** Lists the effect of lack of support for combat units (15.0).

**Refit Chart:** Lists the number of RP required to restore units to full-strength and/or return a supply unit or air unit to play (14.0).

**Turn Record Tracks (TRT):** There are two Turn Record Tracks, one for each player (German and Allied). Players move their turn markers along the track to indicate the current GT. Players may also place reinforcements (13.0) in the appropriate Turn boxes to serve as reminder for when reinforcements arrive. Each box on the track also lists the number of refit points available to each country on that GT.

**Refit Point (RP) Tracks:** There are two RP Tracks, one for each player. This track is used to record the number of RP available for the appropriate side (14.0).

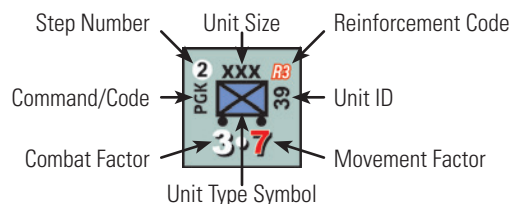
## 2.1.2 Player Displays

Each player has a set of displays on the map in which to organize their unit counters. The use of these displays is explained in the rules.

### 2.2 The Counters

The counters in the game mostly represent combat units; others are provided as memory aids and informational markers. Carefully punch out all the counters.

- Each combat unit counter displays specific information regarding, nationality, unit type, organizational size, attack factor, defense factor, movement factor, and historical identification.



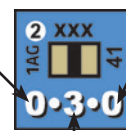
#### 2.2.1 Unit Factors

**Combat Factor:** This is the unit's basic combat strength when attacking or defending.

**Important:** Unit counters may display an attack factor and defense factor. Attack factors will always be the first number.

**Attack Factor:** A unit's combat strength when attacking.

**Defense Factor:** A unit's combat strength when defending.



**Movement factor (MF):**

The basic number of hexes through which a unit can move in a GT, by expending the appropriate movement costs for each hex.

- If the MF of a unit is printed in red, the unit is mechanized.
- If the MF of a unit is printed in white, the unit is non-mechanized.

#### 2.2.2 Unit Identification

A unit's identification is the historical name or designation of the unit.



**Optional Units:** Are used only when using the optional rules (24.0 through 27.0). These units are identified with "OPT" on the left side of the counter.

#### 2.2.3 Unit Types

A unit's type represents the predominant types of units that took part in the campaign when shown at this organizational size.

##### Mechanized Class



**Armor or Panzer**



**Mechanized Cavalry**



**Mobile Logistics (mechanized)**



**Motorized**

##### Non-Mechanized Class



**Infantry**



**Cavalry**



**Mobile Logistics (static)**



**Airborne**



**Fortress Troops (static)**



**Mountain**

## 2.2.4 Unit Size

Unit size symbols are above the unit type symbols. These symbols indicate the organizational size of the unit.

**XXXX:** Army

**XXX:** Corps

**X:** Brigade

**[ ]:** A unit size symbol in brackets signifies an army detachment of corps to brigade-sized

## 2.2.5 Command/Reinforcement Code

Command organization is important for game play as units are activated by the draw of command markers. Within each nationality (2.2.8) command designations are identified as follows:

### German

**HGA, B, or C:** *Heeresgruppe* (Army Group)

**PGK:** *Panzergruppe Kleist*

**Res:** OKW Reserve

**R + Number:** Game Turn (GT) the unit enters as a reinforcement.

**OPT:** Optional Unit

### Allied

**AG1, 2, or 3:** Army Group

**BL:** Belgium (Belgian)

**NL:** Netherlands (Dutch)

**Res:** High Command Reserve

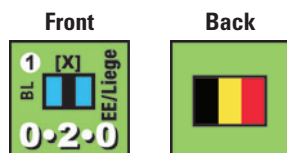
**R + Number:** (upper left corner) GT the unit enters as a reinforcement

**OPT:** Optional Unit

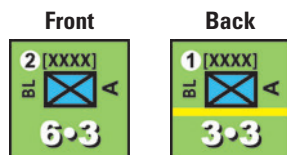
## 2.2.6 Unit Steps

The number of steps a unit has represents its ability to absorb casualties and continue as an organized combat unit. Combat units may consist of one to four steps.

**One-Step Units:** Have a 1 in the upper-left corner and a national flag or symbol on the reverse side of the counter.

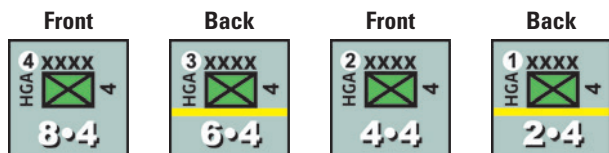


**Two-Step Units:** Have a 2 in the upper-left corner of the front side (full-strength side) and a 1 in the upper-left corner of the reverse side (reduced side).



**Multi-Counter Units:** Units may consist of up to four steps and are represented by two counters.

**Important:** Only one counter from a multi-counter unit may be on the map at any given time.



## 2.2.7 Step Loss Resolution

Step losses are resolved as follows:

**One-Step Units:** If a one-step unit suffers a step loss or reduction, the unit is eliminated.

### Two-Step Units:

1) If a two-step unit suffers one step loss, flip the counter so that its reduced side shows.

2) If the unit suffers a second step loss, the unit is eliminated.

### Multi-Counter Units:

1) If a multi-counter unit suffers one step loss, flip the counter so that its reduced side shows.

2) If the unit suffers a second step loss, remove the counter from the map and replace it with the next weaker counter of the same unit.

3) If the unit suffers a third step loss, flip the counter so that its reduced side shows. The back of the counter may only display a national flag and if so, the unit is eliminated.

4) If the counter shows a reduced side, that unit is eliminated if it suffers a fourth step loss.

## 2.2.8 Nationalities & Player Sides

There are two sides in **Manstein's War**, German and Allied.

- The nationality of a unit is identified by the color of the unit counter.
- If a nationality has more than one command present, the unit type symbol is color coded to match the different commands within a nationality. The abbreviation for the command name is also to the left of the unit type symbol.

### German: Light Gray

**HGA:** Green Unit Type Symbols

**HGB:** Gray Unit Type Symbols

**HGC:** Blue Unit Type Symbols

**PGK:** Dark Blue Unit Type Symbols

**Res:** Dark Gray Unit Type Symbols

**Allies:** The term Allied includes:

### French: Blue

**1AG:** Tan Unit Type Symbols

**2AG:** Light Blue Unit Type Symbols

**3AG:** White Unit Type Symbols

**Res:** Red Unit Type Symbols

**British:** Brown

**Belgian:** Green

**Dutch:** Orange

## 2.2.9 Unit Abbreviations

### German:

**BB:** Brandenburgers

**GbK:** *Gebirgs Korps* (Mountain Corps)

**GrD:** *Gross Deutschland* (Greater Germany)

**LLK:** *Luftlande Korps* (Airborne Corps)

**SA Koch:** *Sturmabteilung Koch*

**Saar:** Saarbrücken

**SS:** *Schutzstaffel*

### Allies:

**BAFF:** British Air Forces in France

**BEF:** British Expeditionary Force

**CF:** *Corps Francs* (Volunteer Corps)

**Col:** Colonial

**DLM:** *Division Legere Mecanisee* (Light Mechanized Divisions)

**EE:** Eben Emael

**FC:** Fighter Command

**GC:** Armor Group

**GHQ:** General Headquarters

**GPK:** Group K

**K:** *Kornwerderzand*

**L:** Light

**PFB:** *Place Fortifiee de Belfort* (Belfort Fortified Region)

**VH:** Vesting Holland

**ZOAE, ZOAN, ZOAS:** East, North, South Air Operations Zones

## 2.3 Air & Naval Support Units



Air support units have a support factor (the number) and a unit identification.



Airlift support units have one step.



Naval support units have a support factor (the number) and a unit identification. Naval support units have one step.

## 2.4 Special Forces Units



Special Forces units have the DR required for success and a unit identification.

## 2.5 Command Markers



Command markers activate one or more commands within a side. If a command marker has an asterisk, then it is a special marker. If a marker has a plus-number, it provides an attack shift (5.6).

## 2.6 Administrative Markers



Each side has a **Turn marker**. The marker indicates the current turn number and if that player has the initiative.



**Bombed/Destroyed Fortress markers** are used to show cities destroyed by bombing (16.9) and fortresses destroyed by enemy capture (17.1).

**Important:** The number of bombed, destroyed fort, and control markers is not a game limit. If required, players may create more of these markers.



**Open City markers** are used to show cities that have been declared "open cities" (25.4).



**Bridgehead markers** denote secured river crossings.



**Control markers** indicate which side controls a hex.



Each side has a **railroad marker** to show the number of rail moves available.



Each side has **reserve activation markers** to indicate a reserve unit which has been activated outside a sub-command activation.



Each nationality has a **refit point (RP) marker** to indicate the current number of that nationality's refit points.

## 2.7 Bins

Each player will need one wide-mouthed opaque container, such as a coffee cup or ammo can, used to randomize command markers.

## 2.8 Terminology

**Friendly:** All units and hexes controlled by a player.

**Enemy:** Units and hexes that are controlled by the other player.

**May:** A player can choose to take this action or not.

**Must:** The player is required to take this action.

**Operating Player:** The player who is currently conducting an operation (4.0).

**Pick:** The player randomly picks a marker from the bin.

**Pool:** A unit which is not yet in play but can become available as a reinforcement.

**Select:** The player deliberately chooses a marker.

**Sub-Command:** A major formation above the level of the ground unit counters (normally army or army group) within the forces of a nationality or side.

## 3.0 VICTORY CONDITIONS

There are two ways to win **Manstein's War**: Sudden Death, and End Game.

### 3.1 Sudden Death Victory

If at any time a player has fulfilled the following conditions, the game comes to an end and that side wins an Epic Victory.

**1) German:** The German player controls all supply and port hexes in France, including those that have been bombed.

**2) Allies:** The Allied player controls two or more German depot hexes.

### 3.2 End Game Victory

End game victory is determined by comparing victory points (VP). A player gains VP at the end of the last turn of the game for:

**1) Friendly units** currently occupying objective hexes; **and,**

**2) Specific enemy units** that are in the opposing player's Eliminated Units Display at the end of the game.

### 3.3 Occupation & Control

**Occupation:** A friendly unit must be in the hex. An occupied hex is also friendly controlled.

**Control:** A friendly unit entered the hex and no enemy unit has subsequently entered the same hex.

**Exception:** Mobile logistic units may not establish control of a hex; however, they may satisfy occupation requirements.

### 3.4 German End Game Victory Points (VP)

The German player makes the following additions and subtractions to his VP total:

**a) If German forces control:**

**Paris:** +10

**Rotterdam and/or Antwerp:** +4 each

**Other Allied Supply Centers and/or English Channel Ports:** +3 each

**Maginot Line Hex (Allied major fortifications):** +1 each

**b) For each of the below Allied unit types in the Eliminated Box:**

**Mechanized Corps:** +2

**Air Units:** +1

**Army-Sized Unit:** +1

**Other Units:** 0

**c) Initiate Game Extension:** -10

**Important:** At the end of Turn 6, if the Germans have not won a sudden death victory, the German player may extend the game to Turn 8 (at which point the game must end).



## 3.5 Allied End Game VP

The Allied player receives the following additions to his VP total:

**a)** If Allied forces control:

**Ruhr:** +5

**Other German Supply Center:** +3 each

**Westwall Hex (German minor fortifications):** +2 each

**b)** For each of the below German unit types in the Eliminated Box:

**Mechanized Units:** +3

**Air Units:** +1

**Army-Sized Units:** +2

**Other Units:** 0

**Important:** If a victory hex has more than one VP type, use the single best one. For multi-counter armies, elimination counts only if the last step has been eliminated.

## 3.6 Level of End Game Victory

Each player totals their VP. The Allies subtract their VP from the German VP. The result provides the side which wins and the degree of victory:

**50+:** German Strategic Victory

**10–19:** Allied Marginal Victory

**40–49:** German Operational Victory

**0–9:** Allied Operational Victory

**30–39:** German Marginal Victory

**Less than 0:** Allied Strategic Victory

**20–29:** Draw

## 3.7 Capitulations

Under certain conditions, Allied countries will surrender. When a country surrenders:

**a)** Remove its command markers from play.

**b)** Remove all its units from the map.

**c)** It receives no more reinforcements.

**d)** Zero out its RP.

**e)** Its depot hexes no longer function.

**f)** Its ports remain functional.

**Important:** Any units that surrender (per above) count for VP as if they were eliminated.

## 3.8 Conditions for Capitulation

Germany and England never capitulate. The following countries capitulate if the German player:

**France:** Controls all French supply centers.

**Belgium:** Controls Brussels, Antwerp, and Eben Emael.

**Netherlands:** Controls Amsterdam and Rotterdam.

## 4.0 SEQUENCE OF PLAY

**Manstein's War** is played in game turns (GT), each of which is composed of interactive Phases and segments. See 5.3 and scenario instructions (21.0) for initiative and first player determination.

**Important:** The player who is currently conducting an impulse is called the "Operating Player"; the other player is the "Non-Operating Player".

## 4.1 Sequence of Play

Players execute the phases of a GT in the following order:

**Initiative Phase:** Determine which player has the initiative (5.3).

**Command Marker Phase:** Both players secretly and simultaneously place their command markers in their respective bins (5.2).

**Refit Phase (14.0):** Each player adds to their Refit Points Track the number of refit points (RP) listed on the Turn Record & Reinforcement Track (TRRT) for the current GT. Each player may then expend RP.

## Operations Phase:

### • First Operations Impulse

**1) Command Segment (5.0):** The first player randomly picks one command marker from his bin. The player then activates the designated commands (Command Marker Charts (23.0)).

**2) Reinforcement Segment (13.0):** The operating player deploys any reinforcements for activated commands.

### 3) Air Operations Segment (16.0):

**Air Deployment:** The operating player may deploy any available air units on the map or change the position of any activated air units on the map.

**Air Superiority Combat:** If the player has any activated air units in the same hex as enemy air units, then he must initiate air superiority combat.

**City Bombing:** If the player has any activated air units in the same hex as enemy cities, then he may initiate city bombing (if otherwise qualified).

**4) Ground Movement Segment (8.0, 9.0):** The operating player may move any eligible friendly ground units.

**5) Combat Segment (10.0):** The operating player may initiate combat with activated friendly ground units (with any air and/or support unit enhancements).

• **Second Operations Impulse:** The second player randomly picks a command marker, and then conducts the five above segments. He is now the operating player.

• **Subsequent Operations Impulses:** Continue alternating between the first and second players drawing command markers and executing impulses until all command markers have been picked and played.

**Return Phase:** Each player:

**1)** Moves all air and naval support units on the map and in the Utilized Display to their Air Strikes & SF Available Display.

**2)** Removes all reserve activation markers on the map.

## Game Turn Inter-Phase:

**1)** If this is the last GT of the scenario, the game comes to an end. Players then check for victory (3.0).

**2)** If it is not the last GT, each player moves their GT marker to the next space on the Game Turn Record Track.

## 5.0 COMMAND, PLANNING & ACTIVATIONS



Command markers activate impulses and may provide combat bonuses.

- Players can always examine their own command markers in their bin. They cannot examine enemy command markers until they are played.
- Players can, by playing various command markers, cause an individual unit to activate more than once per GT.
- Units defend normally, regardless of activation.

## 5.1 Types of Command Markers

There are two types of command markers, "Regular" and "Special":



**Regular command markers** have an abbreviation referencing a sub-command. They are returned to the command marker bin after being played.



**Special command markers** have an asterisk and a plan or leader name. Special command markers may have a combat modifier (+/#). They are discarded after play (5.7).

**Important:** Morale markers are covered in the optional rules. Do not use them in the standard game.

### German Sub-Command Markers activate:

**HGA:** Army Group A +3 air units. **PGK:** *Panzergruppe* Kleist +3 air units.  
**HGB:** Army Group B +3 air units.  
**HGC:** Army Group C +3 air units.

### German Special Markers

**OKH Plan:** Activates any two sub-commands (**Exception:** PGK may not be activated) and two air units. There is no modifier for combat.

**OKH Mod Plan:** Activates any one sub-command (**Exception:** PGK may not be activated) and three air units. Attacks by activated ground units are awarded a one column shift to the right (1R).

**Manstein Plan:** Activates PGK and four air units. Attacks by PGK units are awarded two column shifts to the right (2R) for the current GT. The German player can stack three corps in rough terrain (6.3) for the remainder of the game.

**Guderian:** Activates two mechanized (Mech) corps and two air units. Attacks by activated units are awarded a 1R column shift.

**Hoth:** Activates two Mech corps and one air unit. Attacks by activated units are awarded a 1R column shift.

**Rommel:** Activates one Mech corps and one air unit. Attacks by activated units are awarded a 1R column shift.

**Luftwaffe:** Activates all German air units. During this impulse, all air superiority and city bombing attacks are awarded a 1R column shift.

**Fall Rot (Plan Red):** Only in play if using optional rules.

### Allied Sub-Command Markers activate:

**1AG:** First Army Group +2 air units. **Belgium:** all Belgian units.  
**2AG:** Second Army Group +1 air unit. **Netherlands:** all Dutch units.  
**3AG:** Third Army Group +1 air unit.

**Important:** Belgian and Dutch units are only activated if their command marker is drawn.

### Allied Special markers

**Plan D:** Activates one of the above army groups and two air units. Attacks by activated units are awarded a 1R column shift.

**Plan E:** Activates two of the above army groups and one air unit. There is no modifier for combat.

**Plan R:** Activates one of the above army groups and one air unit. Attacks by activated units are awarded 2R column shifts if attacking from Maginot Line hexes into Germany.

**De Gaulle:** Activates one French Mech corps and one air unit. Attacks by activated units are awarded a 1R column shift.

**Evac:** Activates one army group and two air units. No ground units can attack (20.0).

**Play W (Weygand):** Only in play if using optional rules.

**Important:** The Command Marker Charts (23.0) summarize the use and outcomes of all command markers.

## 5.2 Initial & Reinforcement Command Markers

All markers for both sides (except for those listed below) are available on GT 1. On GT 2 each side may add one of the below special markers to their respective bin.

**German Side:** The Guderian or Rommel markers (21.2).

**Allied Side:** The De Gaulle or Evac marker.

**Important:** Each player may place only one special command marker in the bin per GT. Special command markers are discarded after play and may not be placed in the bin again (5.7).

## 5.3 Initiative

Initiative refers to which player picks a command marker first in a GT.

- The German player has the initiative on all GTs unless at the beginning of the current Initiative Phase, the Allied player controls at least one German city hex.
- If the German player regains control of all German city hexes (determined at the beginning of the Initiative Phase), that player then once again has the initiative.
- Initiative is determined on a GT by GT basis during the Initiative Phase. Changes in control of hexes during the turn do not change initiative.
- If a rule calls for both players to perform an action in the same phase, the Initiative player goes first.

## 5.4 Operations Phase

During the Command Segment of an Operations Impulse, the operating player must pick one command marker from his bin.

- The player must then play that marker. Upon completing an Operations Impulse, play reverts to the other player who now picks a command marker.
- Continue this procedure until both sides run out of command markers.
- If one player runs out of markers and the other still has markers remaining, that player picks markers until the condition above occurs. All markers must be picked each turn.

**Important:** There is no passing on taking an impulse.

## 5.5 Sub-Command Activations

For activated sub-commands the operating player deploys reinforcements, conducts air operations, moves ground units, and initiates any attacks (4.1).

**Example:** The Germans activate Army Group A. The Germans player can operate all units of Army Group A.

## 5.6 Attack Enhancement



Certain command markers have a +1 or +2 printed on them. If one of these markers is used to activate sub-commands, then all attacks involving friendly ground forces receive that number of CRT column shifts to the right for the impulse in which the marker is played. It has no effect thereafter.

**Important:** Defense is never enhanced by command marker enhancement. Air units do not receive this shift unless specifically stated (*Luftwaffe* marker).



**Example:** The German player plays Hoth. Two Mech corps and one air unit may be activated. All attacks by the activated Mech units receive one column shift when attacking.

## 5.7 Disposition

**Special Command Markers:** These have asterisks. Players can select the GTs in which they will add them to their bin. At the end of that GT, remove them from play permanently. No more than one special command marker can be played per GT.

**Sub-Command Markers:** Are returned to the bin at the end of each GT.

**Important:** If France has capitulated remove the 2AG and 3AG markers from play. The 1AG command marker remains in play. If the Netherlands, and/or Belgium has capitulated, the corresponding command markers are removed from play.

## 5.8 Special Command Situations

**British Forces:** Are part of the French First Army Group.

**Fortress Units:** Are assigned to commands, but command has no effect because they cannot move or attack.

**Reserve Units:** Units marked "Res" are theater level reserves.

- Reserve units can be activated by any friendly Army Group command marker (German HG or Allied AG).
- They can be activated only once per GT.
- This can be any Army Group activation, not necessarily the first one picked.
- Use the Reserve marker to indicate they have completed their one activation.

## 5.9 Activation of Air Units & Special Forces Units

See rules (16.0) and (19.0).

## 6.0 STACKING

Having more than one friendly unit in a hex at the same time is called "stacking."

- Ground unit stacking limitations apply for all units of both sides at the end of each Movement and Combat Segment, regardless of activations.
- Friendly units may move through hexes occupied by other friendly units at no extra cost and in excess (temporarily) of other stacking limits.
- Units may be over-stacked during reinforcement but stacking limits must be restored by the end of the ensuing Movement Segment.
- Units of different sub-commands can stack with each other.
- Allied units of different nationalities cannot end a phase stacked together.
- A friendly ground unit may never enter a hex containing an enemy ground unit.
- Players are free to arrange their stacked units, from top to bottom, in any order they choose.
- Players may examine friendly and enemy stacks on the map at any time in the game. Players cannot examine enemy units in off-map displays, on the Turn Record & Reinforcement Track, or command markers in the pool.

## 6.1 German Stacking Limits

The German side may stack:

- 1) One Army-sized unit plus one corps sized unit; **or**,
- 2) Three corps-sized units; **and**,
- 3) One mobile logistic unit and one static unit.

## 6.2 Allied Stacking Limits

The Allied side may stack:

- 1) One army-sized unit plus one corps sized unit: **or**,
- 2) Two corps-sized units: **and**,
- 3) One mobile logistic unit and one static unit.

## 6.3 Rough Terrain

A maximum of one corps may stack in a rough terrain hex. See 8.4.



**Important:** See 5.1, Manstein's Plan. Beginning on the GT (and continuing until the end of the game) the German player picks this command marker, the German player may stack up to three corps-sized units in rough terrain.

## 6.4 Air Units, Naval Units, & Special Forces

These do not count for ground stacking. See their specific rules.

## 6.5 Effect of Overstacking

If at the end of any friendly or enemy Movement or Combat Segment a hex is over-stacked, the excess units are each reduced one step and then the excess units must be retreated one hex (11.0) by the enemy player such that stacking limits are restored.

## 7.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute that unit's zone of control (ZOC). Hexes into which a unit exerts a ZOC are called controlled hexes (this is distinct from the control of an objective hex (3.3)).

- Ground units always exert a ZOC, regardless of the phase, segment, or GT, or if full-strength, reduced mobile, or static.
- Both friendly and enemy units may simultaneously exert ZOC into the same hexes. There is no additional effect if more than one unit, friendly or enemy, exerts ZOC into the same hex.

## 7.1 ZOC Negation

- ZOC do not extend across all-sea hexsides.
- Generally, ZOC are not negated by other units, enemy or friendly.
- A fortress hex occupied by a fortress unit negates enemy ZOC (EZOC) in that hex for all game purposes.
- If a fortress is destroyed, the hex does not negate an EZOC.

## 7.2 Effects of ZOC

**Control (3.3):** The presence of an enemy zone of control (EZOC) contests control of depot and victory hexes.

**Reinforcements (13.0):** Reinforcements cannot be deployed in EZOC.

**Movement (8.0 & 9.0):** A unit must stop movement when it enters an EZOC. It may move no further in the current Movement Segment. A unit cannot move directly from one EZOC to another EZOC. This rule applies to units moving using ground movement (8.0) and RR movement (9.0).

**Combat (10.0):** A unit in an EZOC is not required to attack. EZOCs have no effect on combat.

**Retreat After Combat (11.0):** Units may retreat into and/or through EZOC. Each time a retreating unit enters a hex containing an EZOC, that unit is reduced one step. The presence of friendly units in the hex does not affect this penalty. A unit may end its retreat in an EZOC, and if in the same hex as another friendly unit that has not yet been attacked, it can be attacked by other enemy units in the same Combat Segment.

**Pursuit (12.0):** EZOCs have no effect on pursuit.

**Lines of Communications (15.0):** Players cannot trace lines of communication (LOC) through hexes containing EZOC. A unit in an EZOC can trace a LOC out of its hex. A logistics source in an EZOC may provide logistics support to units in its own hex but not to other hexes. Friendly units do not negate EZOC for purposes of tracing LOC.

## 8.0 GROUND MOVEMENT

During the Ground Movement Segment, the operating player may move any number of activated units in any direction or combination of directions to the limits of their movement factors.

- Each unit has a printed movement factor (MF).
- Units with a printed MF of one or more are mobile and can move.
- Units with a printed MF of zero cannot move once placed onto the map.
- Units are moved by tracing a path of contiguous hexes through the hex grid.
- Units may be moved until that unit has expended all its MFs, entered an EZOC, or a player chooses to end that unit's movement, whichever comes first.
- Units may never enter an enemy-occupied hex, nor enter prohibited hexes (all-sea). **Exception:** German airborne unit (18.2).
- See 7.0 for the effect of EZOC on unit movement.
- Unused MF may not be accumulated from GT to GT or impulse to impulse, nor may they be transferred from one unit to another.
- As a unit enters a hex it pays one or more MF to enter the hex and/or cross a hexside. Consult the Terrain Effects Chart (TEC) for further details.
- The number of MF which units expend for entering hexes or crossing river hexsides can vary depending on if they are mechanized or non-mechanized. See the TEC.

### 8.1 Minimum Movement

Units can always move one hex if all terrain prohibitions are met. Air Interdiction does not prohibit minimum movement.

**Exception:** Units can never move directly from one EZOC to another EZOC.

### 8.2 Logistics (15.0)

Unsupported units have their MF reduced by 50%. Round up any fractions.

**Example:** A unit with a MF of five would be reduced to three MF.

### 8.3 Retreat & Pursuit

Retreat and pursuit occur due to combat results and are a special form of movement that do not expend MF (11.0, 12.0).

### 8.4 Terrain

To enter any given hex, a unit must expend the number of MF designated by the TEC for that hex.

- If there is more than one type of terrain within a hex, use the highest single MF cost for that hex.
- Units pay the MF cost to cross a river hexside in addition to the terrain cost of the hex.

**Example:** A Mech unit crossing a river into a forest hex would expend three MF (one for crossing the river and two for entering the forest hex).

#### 8.4.1 Rough Terrain

Army-sized units cannot enter rough terrain hexes.

## 8.5 Area of Operations

Units can move into any countries on the map. Units cannot exit the map. The front line runs along the German border with the Netherlands, Belgium, Luxembourg, and France.

- German, French, and British units can enter any hexes on the map.  
**Exception:** Units may not enter Switzerland.
- Belgian units can only enter Belgium and France; they can attack across borders.
- Dutch units can only enter Netherlands; they can attack across borders.
- Luxembourg is an Allied power but has no units nor command markers.

## 9.0 RAILROAD MOVEMENT



Railroad (RR) movement is a special form of movement. Only mobile ground units can use RR movement.

**Important:** There are no railroads depicted on the map. The rail net was so dense in Western Europe that such depiction would be superfluous.

- Units can use RR movement only in their own country.
- Exception:** British units may use RR movement in France.
- To move using RR movement, a unit must start a Movement Segment in a city or town hex.
- A unit can move an unlimited number of contiguous hexes and must end its movement in a city or town hex.
- Terrain has no effect on RR movement.
- Army-sized units can use RR movement to move through rough hexes; however, they may not end their movement in a rough hex.
- See 7.0 for the effect of EZOCs.
- RR movement may not be combined with other forms of movement in the same Ground Movement Segment.

### 9.1 Railroad Capacity

Each side is limited to the number of army equivalents that can use RR movement each Movement Segment.

- Each mobile logistic unit counts as one army.
- Each corps-sized unit counts as one-third of an army.
- Each side should place their railroad markers on the RP track to show their remaining rail capacity for the current Movement Segment.
- Each side can move the number of army equivalents below using railroad movement during each Movement Segment:

**German:** 3

**Allied:** 2

## 10.0 COMBAT

Players initiate combat to destroy enemy units and gain control of hexes. Combat is conducted during the Combat Segment. The operating player is termed the "attacker", the non-operating player is the "defender". There are two Combat Results Tables (CRT): Assault and Mobile.

- Attacking is voluntary. A player can attack with any number of activated friendly units that are adjacent to enemy units in each Combat Segment.
- Units with a zero-attack factor cannot attack.
- The operating player may resolve combats in any order he chooses. Once a combat has been declared, it must be resolved prior to beginning another combat.



## 10.1 Attack Restrictions

- A unit may not attack more than once per Combat Segment.
- A unit may not be attacked more than once per Operational Impulse. The one special case is a unit that retreats into a hex containing another unit which is then attacked. In this case, the unit does not add anything to the defense of the hex but is affected by combat results normally.
- A defending hex may be attacked from all six adjacent hexes.
- All attacking units combine into one single attack.
- Units in the same hex may individually attack different enemy-occupied hexes or can combine into a single attack against a single enemy hex.
- Units defending in the same hex must be attacked as a single stack.
- Each attack can be directed against only one enemy-occupied hex. If attackers are adjacent to more than one enemy-occupied hex, they can only attack one of them.
- A unit's attack and defense strengths are unitary. A given unit's strength may not be divided among different combats, either for attack or defense.
- A unit may attack more than once per GT if it is activated by separate command markers in different Operational Impulses. Similarly, an enemy unit can defend more than once in a GT if each attack takes place in a different Operational Impulse.

## 10.2 Choice of Combat Result Table

There are two Combat Result Tables (CRT): Assault and Mobile. The attacker chooses the CRT.

- The attacker can always choose the Assault CRT.
- The attacking ground force must be completely composed of Mech class units to choose the Mobile CRT.

**Exception:** If the defending unit is in a friendly-printed fortress hex (major or minor), then the attack must be resolved on the Assault CRT. The Mobile CRT cannot be used. Destroyed fortresses do not apply this restriction.

## 10.3 Combat Procedure

For each combat, follow the sequence below.

- 1) Attack Declaration:** The operating player declares which friendly units will attack which enemy-occupied hex.
- 2) Special Forces (SF) Declaration:** The attacker commits any SF unit and conducts its attack (19.0).
- 3) CRT Determination:** The attacker chooses the CRT.
- 4) Combat Strength Determination:** Total the combat strength of all involved attacking units. Total the defense strength of all involved defending units. Divide the attacker's strength by the defender's strength and multiply that result by 100 to get a percentage.
- 5) Combat Shift Determination:** Determine column shifts for terrain, air support, naval support, SF units, and command markers.
- 6) Final Percentage Determination:** Consult the CRT selected in step 3, locate the percentage column determined in step 4, then apply all column shifts determined in step 5 to determine the final percentage column for the attack.
- 7) Combat Resolution:** Roll one die and cross index the result beneath the final percentage column. Implement the combat result immediately. Execute any retreats and any pursuits.

## 10.4 Combat Percentage

The combat percentage is determined by dividing the attacker's strength by the defender's strength and then multiplying that result by 100. Then reference the corresponding column on the CRT when rolling the die.

**Example:** The attacker has 20 combat factors and the defender 13, divide 20 by 13 to get 1.53. Next multiply 1.53 by 100, to convert it to a percentage, to yield 153%. That combat would be resolved on the 150–199% column of whichever CRT is chosen.

## 10.5 CRT Percentage Column Shifts

Certain game mechanics will shift the combat percentage column used in resolving a combat. Shifts may be generated by terrain (TEC), logistics (15.0), air support (16.0), naval support (20.0), and special command markers (5.0).

- A CRT percentage column shift to the right means the column is increased by the number of columns indicated (in favor of the attacker).
- A shift to the left means the column is decreased by the number of columns indicated (in favor of the defender).
- If both the attacker and defender have shifts, use the cumulative difference.
- If the starting percentage is less than 49% or greater than 700%, use the 49% and 700% columns as the "base line" for shifts.

**Terrain (TEC):** Defending units benefit from the terrain in the hex they occupy. If all attacking units attack across a river hexside, then the defender also receives the benefit for the river.

**Logistics Support (15.0):** For each unsupported:

**Attacking Ground Unit:** Shift the column one to the left.

**Defending Ground Unit:** Shift the column one to the right.

**Air Support (16.0):** If the defending hex is within an air zone of:

**An Attacking Air Unit:** Shift to the right the number of columns equal to the support value of one attacking air unit.

**A Defending Air Unit:** Shift to the left the number of columns equal to the support value of one defending air unit.

**Naval Support (20.0):** If the Allied naval unit supports Allied units, they receive a one-column shift in their favor (attack or defense).

**Special Forces Units (19.0):** If successful, these destroy enemy printed fortifications prior to the determining combat shifts.

**Special Command Markers (5.0):** Special command markers may provide a 1R or 2R CRT column shift. This applies to all attacks for the activated sub-command in that Combat Segment.

## 10.6 Combat Results Explanations

The detailed explanation for combat results are listed in 22.0. Results are applied in the order given.

- When unit reductions or eliminations are called for, the choice is decided by the owning player. See 2.2.7 for procedures on step losses/reductions.
- See the Retreat (11.0) and Pursuit (12.0) rules for details on how these actions are conducted. Unless a result specifically calls for a retreat or pursuit, they do not occur.

## 11.0 RETREAT AFTER COMBAT

When a retreat result occurs, the player controlling the affected units must immediately move them the indicated number of hexes. Units must always retreat the number of hexes indicated, regardless of their printed MF.

## 11.1 Retreat Procedure

The combat result will state if the retreat is for one or more hexes. Units are retreated individually; they do not retreat as a stack.

- Units must retreat into a hex that is closer in hexes (or at least no further from) to the unit's supply source.

**Exception:** If there is no valid retreat hex that meets the above requirement, units can retreat in any direction.

- Units may not retreat into hexes containing enemy ground units, terrain which is prohibited to the movement class of the retreating units, or off the map. If there are no other alternatives, the retreating units are eliminated.
- Enemy air and naval units do not block retreat, nor are they affected by retreats.
- Units may retreat into and through hexes containing friendly units. If a retreat ends in violation of stacking limits, the retreating unit must retreat additional hexes until no longer in violation of stacking.
- The retreat path cannot double back on hexes. The unit must end its retreat the indicated number of hexes away from its combat position or more (see above). If it cannot fulfill the required number of hexes, a retreating unit is eliminated in the last hex into which it could retreat.
- Units with a zero MF are eliminated if forced to retreat (unless in a fortress (17.0)).
- See 7.2 for the effect of EZOC on retreating units.

## 12.0 PURSUIT

Pursuit is a special form of movement that attacking units may use after combat. Attacking units are not required to pursue. This movement is in terms of hexes, not MF.

### 12.1 Procedure

If a combat result allows an attacker to conduct pursuit, the player may immediately move surviving attacking ground units up to their pursuit limit:

**German Mech Units:** Two hexes.

**All Other Unit Types:** One hex.

**Overrun Enhancement:** An overrun (OR) result on the Mobile CRT generates a special pursuit. Attacking Mech units can advance one hex additional hex (i.e., total of three hexes for German Mech units and two hexes for Allied Mech units).

### 12.2 Pursuit Path

The first hex must be the hex the enemy units formerly occupied. The possible second and third hexes may be in any direction. If a pursuit is more than one hex, units may stop in any hex along the pursuit path.

- Pursuit is not normal movement. Units do not expend MF.
- Pursuit can be made only into hexes into which pursuing units could normally move.
- Pursuing units may move through EZOC without any step loss or ceasing movement (7.2).
- If the defender retreat result is negated (fortress defense) and there are surviving defending units in a hex, then no pursuit can be conducted.
- Units with a zero MF cannot conduct pursuit.

## 13.0 REINFORCEMENTS

Players receive additional units over the course of a game. Such units are called reinforcements. Placing reinforcements on the map is called "deployment".

### 13.1 Reinforcement Codes



Reinforcement units have either a turn number or "Opt" printed on their counter. Opt-marked units are optional reinforcements (28.0).

- Each player has a TRT on which he places his turn marker. Place reinforcements in the corresponding turn boxes on the TRT, until deployed on the map.

### 13.2 Reinforcement Timing

Each Operations Impulse has a Reinforcement Segment.

- Players may deploy reinforcements for the activated sub-command during the first friendly Reinforcement Segment available or wait till a subsequent activation of that sub-command.
- Units scheduled to arrive during a GT must arrive during a friendly Operations Impulse. They cannot be delayed past the current GT.

**Important:** Reserve units are deployed in any friendly Operational Impulse of the GT (5.8). **Example:** The French 2GC armor corps has a reinforcement code of "2". When the Allied player picks the 1AG sub-command marker (or any special command marker that activates 1AG) on GT 2, he can deploy the unit on the map.

### 13.3 Deployment of Ground Units

Place reinforcements in the hexes designated below. Placing reinforcements does not constitute movement.

**German Reinforcements:** Deploy on any German depot hex, or on the east map edge in Germany (hexes 2228 to 2244).

**Allied Reinforcements:**

**French, Belgian, or Netherlands:** Deploy in any depot hexes of their own country. French units can also be deployed on the east or south map edge in France.

**British:** Are deployed on the west map edge in France (hexes 0439 to 0444).

### 13.4 Deployment Restrictions

Reinforcements can only be deployed in friendly-controlled deployment hexes (3.3).

- Reinforcements cannot be deployed in EZOC.
- Reinforcements can be deployed over-stacked but must meet the stacking restrictions by the end of the Movement Segment of the same impulse.

### 13.5 Air, Naval & Special Forces Deployment

Place these units in their respective displays. Unlike other reinforcements, they are placed during the Refit Phase (14.0).

## 14.0 REFIT

Refitting is a procedure for restoring reduced units to full-strength, and for returning eligible eliminated units to play.

- A player refits units by expending Refit Points (RP).
- Refitting takes place during the Refit Phase (not during Activation).
- A player can accumulate no more RP than the maximum allowed on their RP Track (see map).

### 14.1 Gaining Refit Points

**Initial Setup RP:** Scenario setup provides countries with starting RPs.

**Scheduled RP:** During the Refit Phase, each player receives the number of RPs per their Turn Record Track (TRT).

## 14.2 Restrictions

**German Control of the Ruhr:** If the German player does not control the Ruhr (hex 1934), then he does not receive RP that GT.

**French Capital:** If the Allied player does not control Paris (hex 0941), then the French do not receive any RP that GT.

## 14.3 Refit Procedure

During the Refit Phase, players may expend any number of available RPs.

- Players declare the type of refit, expend the RP, and then conduct the declared refit.
- Players may conduct the following refits:
  - Restore a Reduced Ground Unit to Full-Strength:** The unit must be able to trace a LOC (15.1). If the unit is in an EZOC, expend 2 RP. If not in an EZOC, expend 1 RP. Flip a two-step unit to its full-strength side. If the unit is a multi-step unit, the unit gains one step.
  - Replace an Eliminated Mobile Logistics Unit:** Expend 1 RP and place as a reinforcement.
  - Restore a Reduced Air Unit to Full-Strength:** Expend 2 RP. Flip the unit to its full-strength side.

**Important:** Eliminated units cannot be rebuilt.

**Exception:** Eliminated mobile logistics units.

## 15.0 LOGISTICS

Ground units need to trace a line of communications (LOC) to a logistics source to be supported. Supported units function at full effectiveness and are able to refit.

- The following units are always supported and do not need to trace a LOC to a supply source.
  - 1) Units in an eligible depot hex (the same hex as an eligible depot) (15.2).
  - 2) Static units.
  - 3) Mobile logistics units.
  - 4) Units in off-map displays.
  - 5) Air units, naval support, and special forces.

## 15.1 Tracing a LOC

A unit is supported if the unit can trace a LOC. Units check to determine if they can operate as a supported unit at the instant that support is required (15.5). A LOC is traced from a unit back to a logistics source.

- A LOC is traced in terms of hexes, not MF.
- A LOC can be traced the number of hexes equal to a unit's printed MF. When tracing from a mobile logistics unit to a supply source use the MF of the mobile logistics unit.
- A LOC may be across any kind of terrain other than that prohibited to ground units.
- When counting LOC lengths, count from the unit to be supplied (exclusive) to the logistics source (inclusive).
- A LOC may not be traced through an enemy-occupied hex.
- A LOC may be traced out of, but not into or through an EZOC.

**Important:** Players may deliberately move their units into hexes in which they will be unsupported or cut-off.

## 15.2 Logistics Sources

The following are primary logistic sources:

- 1) A unit may trace directly to a friendly depot hex (see Terrain Key) in the same country as the nationality of the unit being supplied; **or**,

- 2) A unit may trace to a friendly mobile logistics unit which can in turn trace a LOC to a friendly-controlled depot hex in the same country as the nationality of the unit being supplied; **or**,

- 3) British units can trace a LOC directly to any Allied-controlled port on the English Channel or to the British mobile logistic unit and then to any Allied-controlled port on the English Channel; **or**,

- 4) One French unit (any size) may trace a LOC to any Allied-controlled port on the English Channel. This LOC cannot utilize the French mobile logistics unit.

**Important:** Belgian and Dutch units do not have mobile logistics units. These units must trace directly to their depot hexes.

## 15.3 Mobile Logistics Units



These units represent the forward point of logistical operations.

- German units can use any German mobile logistics unit (regardless of command).
- Allied units can use only the mobile logistics units of their own nationality.
- Mobile logistics units are not expended by providing supply.

## 15.4 Logistics Status

Units do not need to be supported to utilize air, naval, and special forces in combat. A unit is in one of three states of logistics support:

**Supported:** The unit can trace a LOC to a logistics source (15.0).

**Unsupported:** The unit cannot trace a LOC.

**Cut-Off:** The unit's hex is adjacent to six hexes occupied by enemy units, EZOC, and/or all-sea/map edge hexes. A unit that is cut-off is also unsupported. The following units cannot be cut-off:

- a) Units in automatic supply situations (15.0); **and**,
- b) British units in ports.

## 15.5 Effects of Being Unsupported

Unsupported units operate at less than full effectiveness. Unsupported units are affected as follows:

**Movement:** Units that begin their movement unsupported have their printed MFs halved (round up). Unsupported units cannot use RR Movement (9.0).

**Attacking:** When determining column shifts for combat (10.0), each unsupported attacking unit shifts the CRT column 1L.

**Defending:** When determining column shifts for combat (10.0), each unsupported defending unit shifts the CRT column 1R.

**Pursuit:** When resolving combat, an unsupported unit cannot pursue more than one hex.

**Refit:** During the Refit Phase, an unsupported reduced-strength unit cannot refit.

## 15.6 Effect of Being Cut-Off

A unit that is cut-off suffers the same effects as unsupported and it cannot pursue.

## 16.0 AIRPOWER



Air units represent air force operations over a sector of the front. Air missions include tactical support, interdiction, air superiority, and city bombing.

- Air units are placed in the friendly Airstrikes & SF Available Display and deployed onto the map for air missions.

- Various game actions will require air units to be placed in the Airstrikes & SF Utilized Display, which means they cannot be used for the remainder of the GT.

## 16.1 Activation

The number of air units which can be activated for each command marker is given in 5.1 and the Command Marker Charts at the end of the rules. For each activation, a player can do one of the following:

- 1) Move an air unit from the Available Display to the map; **or**,
- 2) Move an air unit from one hex to another hex; **or**,
- 3) Move an air unit from the map to the Utilized Display.

**Important:** Air units have unlimited range. They may be deployed anywhere on the map.

## 16.2 Air Unit Deployment Procedure:

Deploy air units during the Air Operations Segment of a friendly impulse. Air units remain on the map until they are:

- 1) Eliminated; **or**,
- 2) Aborted and moved to the Utilized Display; **or**,
- 3) Moved to the Utilized Display by the owning player; **or**,
- 4) Returned to the Available Display during the Return Phase (4.1).

**Important:** An air unit can be redeployed multiple times per turn; however, an air unit cannot be deployed during an enemy impulse to intercept enemy air units. Additionally, the operating player is required to conduct air superiority (16.6) with all friendly air units on the map that are in the same hex as an enemy air unit.

## 16.3 Stacking

A player can place a maximum of one friendly air unit in a hex. Air units do not count against ground unit stacking. Air units may be placed in the same hex as enemy ground units and/or an enemy air unit.

## 16.4 Air Zones

Each air unit has an "air zone".

- 1) A full-strength air unit has an air zone covering its own hex and all adjacent hexes.
  - 2) A reduced-strength air unit has a radius covering its own hex only.
- Air zones extend across all types of terrain (including sea), and into and through enemy ground and air units.

## 16.5 Air Unit Missions

There are two categories of air missions: Tactical and Strategic.

**Tactical Missions:** Consist of Air Superiority, Ground Support, and Interdiction.

- 1) German air units assigned to tactical missions may conduct all three types of tactical missions while on the map.
- 2) Allied air units assigned to tactical missions may conduct air superiority and ground support. They may not conduct interdiction.
- 3) Air units that perform tactical missions remain on the map until eliminated or otherwise removed from the map.

**Strategic Missions:** Consist of City Bombing.

- 1) Only German air units can conduct city bombing. If there is an Allied air unit in the target hex, then the air unit must conduct air superiority combat. If the attacker survives it then initiates the strategic bombing mission.

- 2) Air units conducting city bombing are moved to the Airstrikes & SF Utilized Display upon completion of their city bombing attack.
- 3) An air unit that conducts city bombing cannot conduct any other mission in the same activation (other than air superiority attacks against enemy air units in the target hex).

**Example:** The German player places an air unit in a hex to conduct air superiority against an Allied air unit. If the air unit survives, it would then provide ground support within its air zone, and any Allied units which moved within that air zone would be subject to interdiction. A French air unit could perform air superiority and ground support, but not interdiction.

## 16.6 Air Superiority

All air units can conduct air superiority. A player conducts air superiority during the Air Operations Segment.

- The operating player must initiate air superiority combat with any friendly air unit that is in the same hex as an enemy air unit (regardless of activation).

**Important:** Unlike other air missions, air superiority applies only against an enemy air unit in the same hex, not throughout the air zone. Air units in adjacent hexes do not attack each other.

- The operating player is the attacker, and the non-operating player is the defender.
- Logistics, naval support, special forces, and command marker attack bonuses do not affect air superiority combat.
- Follow the steps below when resolving air superiority combat:
  - 1) Subtract the defender's air unit strength from the attacker's air unit strength to get a differential.
  - 2) Consult the Air Warfare Table (on the map) and locate the differential determined in step 1.
  - 3) The attacking player then rolls one die and cross references the result with the differential column.
  - 4) Apply the result.



**Important:** Air superiority combat does not receive shifts for the play of special command markers (unless specifically stated). **Example:** The Luftwaffe marker.

## 16.6.1 Air Superiority Results

See 22.3.

## 16.7 Ground Support

All air units can conduct ground support. Players conduct ground support during the friendly and enemy Combat Segments.

- Only one friendly air unit can apply its shift to each combat, regardless of number of eligible air units.
- An individual air unit can apply its combat shift to any number of combats that are within its air zone (16.4). These shifts apply regardless of command or activation.
- If defending ground units are in the air zone of an enemy air unit, the attacking side receives the number of right shifts (favorable to the attacker) on the CRT equal to the combat strength of the air unit.
- If defending ground units are in the air zone of a friendly air unit, the defending side receives the number of left shifts (favorable to the defender) on the CRT equal to the combat strength of the air unit.



- If a defending hex is within both a friendly and enemy air zone, first apply the shifts favorable to the attacker then the shifts favorable to the defender.

## 16.8 Interdiction

Only German air units can conduct interdiction. The effects of interdiction are applied in the enemy Ground Movement Segment.

- If an air unit projects an air zone into a hex:
  - 1) All enemy ground units must expend one additional MF to exit the hex.
  - 2) Enemy ground units cannot use RR movement to enter or exit the hex.

**Important:** Air zones have no effects on LOC.

## 16.9 City Bombing



Only the Germans can conduct city bombing. City bombing is conducted during the Air Operations Segment.

- The German player may conduct city bombing if an air unit is in the same hex as a city in an enemy country that is not occupied by friendly units.
- If there is an enemy air unit in the city hex being bombed, the German player must conduct air superiority against the enemy air unit. If the Allied air unit is not eliminated or aborted, the bombing air unit is placed in the Airstrikes & SF Utilized Display. It does not conduct the city bombing.
- If the attacking air unit survives any air superiority combat, conduct the city bombing mission:
  - 1) Each city has an air warfare strength of one.
  - 2) Subtract the city strength from the attacking air unit's strength to determine the differential.
  - 3) Consult the Air Warfare Table and locate the differential column determined in step 2.
  - 4) Roll one die and cross reference the result with the differential.
  - 5) Apply the result.

### 16.9.1 City Bombing Results

See 22.4.

## 17.0 FORTIFIED LINES & FORTIFIED CITIES

Fortified hexes give the side which originally controlled them defensive advantages.

**Important:** The TEC refers to friendly and enemy fortifications. A friendly fortification is a fortification that started the game controlled by the player. An enemy fortification is a fortification that started the game controlled by the enemy player. **Example:** An Allied minor fortification (see Terrain Key) is an enemy fortification to the German side. A German minor fortification is an enemy fortification to the Allied side.

- Enemy units pay different MF costs to enter enemy fortified hexes (TEC).
- German units defending in German fortified hexes, and Allied units defending in Allied fortified hexes, gain the following advantages:
  - 1) They receive a one column defensive bonus in addition to other terrain shifts (TEC); **and**,
  - 2) The attacker must use the Assault CRT when attacking fortified hexes.
  - 3) When friendly units in a friendly major or minor fortress hex receive a retreat result, whether attacking or defending, the owning player may choose to ignore the retreat for the units within the fortress (but not other participating units outside the hex).

- 4) If a unit makes a multi-hex retreat into a friendly fortress hex, the player may cease its retreat in that hex. Stacking limits apply.
- 5) Units defending in a major fortress hex always ignore a CA result.

## 17.1 Fortress Destruction



The instant that any enemy unit enters a friendly fortress hex, place a destroyed fort marker in the hex. The fortress loses its special effects. The marker remains in place for the remainder of the game. The city in the fortress remains in effect (unless bombed (16.9)).

## 18.0 GERMAN AIRBORNE CORPS



The German airborne corps (LLK) functions as a non-mechanized infantry unit and/or may conduct airborne landings.

- An airborne unit can make only one airborne landing per game.
- An airborne unit making an airborne landing cannot conduct any other movement in the same Movement Segment.
- The unit must be activated (it is part of HGB) and begin the Movement Segment in a supported hex in Germany (15.0).
- The German player may move the unit up to ten hexes. Ignore terrain, enemy units, and EZOC.
- The unit may be placed in any hex it could enter using regular movement. That hex is the "target hex".

### 18.1 Unopposed landings

If there are no enemy units in the hex, then nothing further happens.

- The airborne unit can engage in combat normally if landing adjacent to enemy units.
- Non-airborne units can participate in the attack as airborne units.

### 18.2 Opposed Landings

If there are enemy units in the hex, then the landing unit must attack in the ensuing Combat Segment. Only the airborne unit attacks, and only the enemy unit in the hex defends.

- The attack can be supported by air (16.0) and special forces (19.0).
- The airborne unit loses its ZOC until the end of the Combat Segment.
- The defender gains no shifts for defensive terrain in the hex or along its hexsides. Fortress no retreat and counterattack provisions still apply.
- The defender checks support normally and gains any air and naval support.
- If the airborne attack fails to clear all enemy units from the hex, the airborne unit is eliminated. If the attack clears all enemy units from the hex, it remains in the hex.

### 18.3 Airborne Landing Supply

Units that make an airborne landing are automatically in support for the ensuing Combat Segment (15.0). Thereafter, they must trace a LOC normally.

## 19.0 SPECIAL FORCES



Players can employ Special Forces (SF) to destroy enemy fortifications. Players receive SF markers via initial deployment. Place them in the Airstrikes and SF Available Display.

- During any ground attack against an intact enemy fortification, the attacking player may commit one SF. Place it in the defender's hex. There is no special activation for SF.
- **Roll one die:** if the outcome is within the range of numbers on the SF marker, then the operation succeeds. Otherwise, it fails.
- Each attack may be supported by one SF, if available. An SF unit may only support one attack per Combat Segment.

## 19.1 SF Results

**Success:** Place a destroyed fort marker in the hex (do not eliminate any fortress unit present in the hex).

**Fail:** The SF mission fails.

**Disposition:** Regardless of the outcome of the SF action, at the conclusion of the combat, remove the SF unit from play.

**Important:** SF missions are executed during the Combat Segment after an attack has been declared against an enemy force defending in a fortress hex. SF cannot attack on their own. If the fortress is destroyed, then in the ensuing combat the defender does not gain fortress defense effects.

## 20.0 ALLIED NAVAL OPERATIONS & EVACUATION

The Allies can conduct naval support and evacuate forces from the continent.

### 20.1 Naval Support Procedure



Naval support markers represent gunfire support from ships off the coast, and small-scale amphibious raids. When received they are placed in the Airstrikes & SF Available Display.

- The Allied player may deploy the naval support marker during any Combat Segment (friendly or enemy) on friendly units that are conducting an attack or defending against an enemy attack and that occupy a coastal hex or port.
- Shift the combat one column to the right if attacking, or one column to the left if defending. After the combat is complete, place the marker in the Airstrikes & SF Utilized Display.

## 21.0 SCENARIO SET UP

Set up in the order indicated. Forces must be deployed according to general rules.

**Game Length:** GT 1 through GT 6.

**Deployment Order:** The Allied player deploys first, then the German player.

**Start units and reinforcements:** Most units start on the map.

Reinforcement units are deployed on the designated turns.

- Start units must be set up within stacking restrictions.
- Deploy all units at full-strength unless otherwise stated.
- Optional command markers are not used unless playing with the Optional Morale Markers Rule (24.3).
- Optional units are not used unless playing with Scenario Variants (28.0).
- For multi-counter army units, place the secondary counter in the off-map display.
- Use standard victory conditions (3.0).

### 21.1 Allied Deployment

**French 1AG, 2AG, 3AG, and Reserve Mobile Supply Units:**

Anywhere in France.

**Major Commands:** Mobile units of each Allied AG (1AG, 2AG, and 3AG) must be deployed within two hexes of the mobile supply unit for that command and within France. The BEF is part of the French 1AG and must deploy within this restriction.

**Fortress Units:** Place the French fortress units in any French fortress within two hexes of their AG mobile supply unit. Place the Belgian fortress units in fortress hexes of the same city name (EE/Liege is placed in Eben Emael (hex 1537). Place one Dutch fortress unit in each fortress in the Netherlands. No more than one fortress unit can be placed in any one hex.

- The naval support marker can be used once per GT.
- The marker is never affected by combat results.
- Naval support is in addition to shifts for air.

### 20.2 Allied Evacuation



The Allied player can add the evacuation command marker to his bin during any Command Marker Phase in which German units occupy or are adjacent to one or more port and/or coastal hexes in France. When the Allies pick the evacuation marker, the following goes into effect:

- 1) The Allied player may activate one French AG. If 1AG is activated the activation does include all British units.
  - 2) The Allied player conducts the activation normally.
  - 3) At the end of the Ground Movement Segment, any units belonging to the activated command that are in a port may evacuate to England. The port may be in an EZOC. Stacking limits apply.
- No ground units of that command can attack in that impulse. Air units and naval support operate normally.
  - During the Command Phase, the Allied player may place the evacuation marker in the bin. In this case the marker is discarded at the end of the GT. If the player chooses not to place it in the bin during that Command Phase the marker is immediately discarded. It may not be placed in the bin in a subsequent GT.
  - Evacuated units never return to play. They do not count as eliminated for VP.

**British Expeditionary Force:** Within France within two hexes of the 1AG mobile supply unit.

**Belgians:** Anywhere in Belgium.

**Netherlands:** Anywhere in the Netherlands.

**Airstrikes & SF Available Display:** Three French and one British air unit, and one naval unit.

**RP:** Start with two French, one British, zero Belgian, and zero Dutch.

### Allied Command Markers

**Prior to Start of Play:** The Allied player secretly chooses one of the following plans: Plan D, Plan E, or Plan R. The plans not chosen are discarded face down, the German player may not inspect these markers. On any GT starting with GT 1, the Allied player may place the marker in the bin.

**All GTs:** The Allies must place the 1AG, 2AG, 3AG, Belgium, and the Netherlands command markers in the bin.

**GT 2:** The Allied player may place the De Gaulle marker in the bin (Allied player choice).

**Any GT:** If at the start of any GT, one or more German units occupy or are adjacent to one or more port and/or coastal hexes in France, the Allied player may place the evacuation marker in the bin.

### Allied Reinforcements

**GT 2:** French 2GC Armor Corps (reduced), French DLM Mechanized Cavalry, British 1 Armor Corps (reduced)

**GT 3:** French 6 Army

**GT 4:** French 10 Army

**GT 5:** British 2 Corps

## 21.2 German Deployment

The German player automatically has the initiative on GT 1. On GT 1, the German player selects his first command marker instead of randomly picking it.

**HG A, B, C, and PGK Mobile Supply Units:** Anywhere in Germany.

**Major Commands:** Units of each German HG (A, B, C) and PGK must be deployed within three hexes of the mobile supply unit for that command and within Germany.

**Fortress Units:** Place fortress units as follows:

**Saar:** Saarbrücken (hex 1839)

**Aachen:** Aachen (hex 1636)

**Rhine:** Hex 1633

**Eifel:** Hex 1738

**Air Units Available Display:** 6

**SF Units Available Display:** 2

**RP:** 5

## German Command Markers

**Prior to Start of Play:** The German player secretly chooses one of the following plans: OKH Plan, OKH Mod, or Manstein Plan. The plans not chosen are discarded face down; the Allied player may not inspect these markers. On GT 1, the German player places the marker in the bin.

**All GTs:** The German player must place the following command markers in the bin: HGA, HGB, HGC, PGK.

**GT 2:** Beginning GT 2, the German player may place the *Luftwaffe* marker in the bin each GT.

**GT 2:** Beginning GT 2, the German player may place one of the following markers in the bin: Guderian, Hoth, or Rommel each GT.

**Note:** Once played these markers are removed from the game.

**Any GT:** If the German player controls all fortress and city hexes in Belgium, the German player may place the Fall Rot marker in the bin.

## German Reinforcements

**GT 2:** 2 Army

**GT 3:** 39 Mechanized Corps **Errata:** This unit is missing its reinforcement code.

**GT 4:** 9 Army

## 22.0 COMBAT RESULTS

### 22.1 Ground Combat Results

The owning player may always choose which units take step losses.

**Exception:** When using the Mobile CRT, the first unit reduced on each side must be a Mech class unit, if available (10.6).

**AA (Attacker Attrition):** Attacker loses one step.

**AD (Attacker Defeated):** Attacker loses two steps; surviving attackers retreat one hex.

**AP (Attacker Panics):** Attacker loses one step; surviving attackers retreat two hexes.

**AZ (Attacker Disaster):** Attacker loses three steps. Surviving attackers retreat one hex.

**CA (Counterattack):** If the defending hex contains an intact fortification, the combat ends. Otherwise, the defender must conduct a counterattack (22.2).

**DA (Defender Attrition):** Defender loses one step. If all defenders are cleared from the hex, the attacker may pursue.

**DD (Defender Defeated):** Defender loses two steps; surviving defenders retreat one hex, the attacker may pursue.

**DP (Defender Panics):** Defender loses two steps; surviving defenders retreat two hexes, the attacker may pursue.

**DW (Defender Withdraws):** Defender retreats one hex, the attacker may pursue. If the defending contains an intact fortification, convert the result to a ST.

**DZ (Defender Disaster):** Defender loses three steps; surviving defenders units retreat two hexes, the attacker may pursue.

**MA (Mobile Action):** Attacker loses one step; the defender retreats one hex, the attacker may pursue.

**OR (Overrun):** Defender loses three steps; surviving defenders retreat three hexes, the attacker may pursue one hex. Mech units may pursue one additional hex (12.1).

**ST (Stalemate):** Defender loses one step; the attacker loses one step. If all defending units are cleared from the hex, surviving attackers may pursue.

### 22.2 Counterattack Procedure

All defending units must launch an attack against one hex containing participating attacking units (counterattacking player choice). The former defenders are the attacker, and the former attackers are the defenders. This combat is resolved normally, with the following special cases:

- The counterattacking forces gains a 1R column shift.
- All other shifts (terrain, air, naval, and logistics) are ignored.
- The counterattacking force may pursue if the result allows for it.
- Units with a zero-attack combat strength use their defense strength for the counterattack (these units cannot pursue).
- At the conclusion of the counterattack, the combat comes to an end. If the result of a counterattack is another counterattack, treat the result as a no effect.
- The counterattacking player can select the Mobile CRT if qualified (regardless of terrain); otherwise, use the Assault CRT.

**Important:** The automatic 1R column shift for counterattacks means that all such attacks will be resolved on the 50–99% column or higher.

### 22.3 Air Superiority Combat Results

**AL1 (Attacker Lose One):** Reduce the attacking air unit and abort the unit.

**BL1 (Both Lose One):** Apply a DL1 then an AL1.

**DL1 (Defender Lose One):** Reduce the defending air unit and abort the unit.

**Reduction:** Reduce a full-strength air unit by flipping the air unit to its reduced side. If a reduced air unit suffers a loss, the air unit is eliminated. Place the unit in the Eliminated Display.

**Important:** If a reduced air unit's strength is in parentheses, its air zone is reduced to the hex which it occupies.

**Abort:** If the air unit is not eliminated. Place the unit in the Utilized Display.

### 22.4 City Bombing Results

**AL1:** Reduce the attacking air unit and abort the unit.

**BL1:** No effect.

**DL1:** Place a bombed marker on the hex. The city is affected as follows:

- 1) The city loses its terrain defensive shift (for all players); **and**,
- 2) The city loses any depot or port capability.
- 3) Any river hexside defense for the city is not affected.

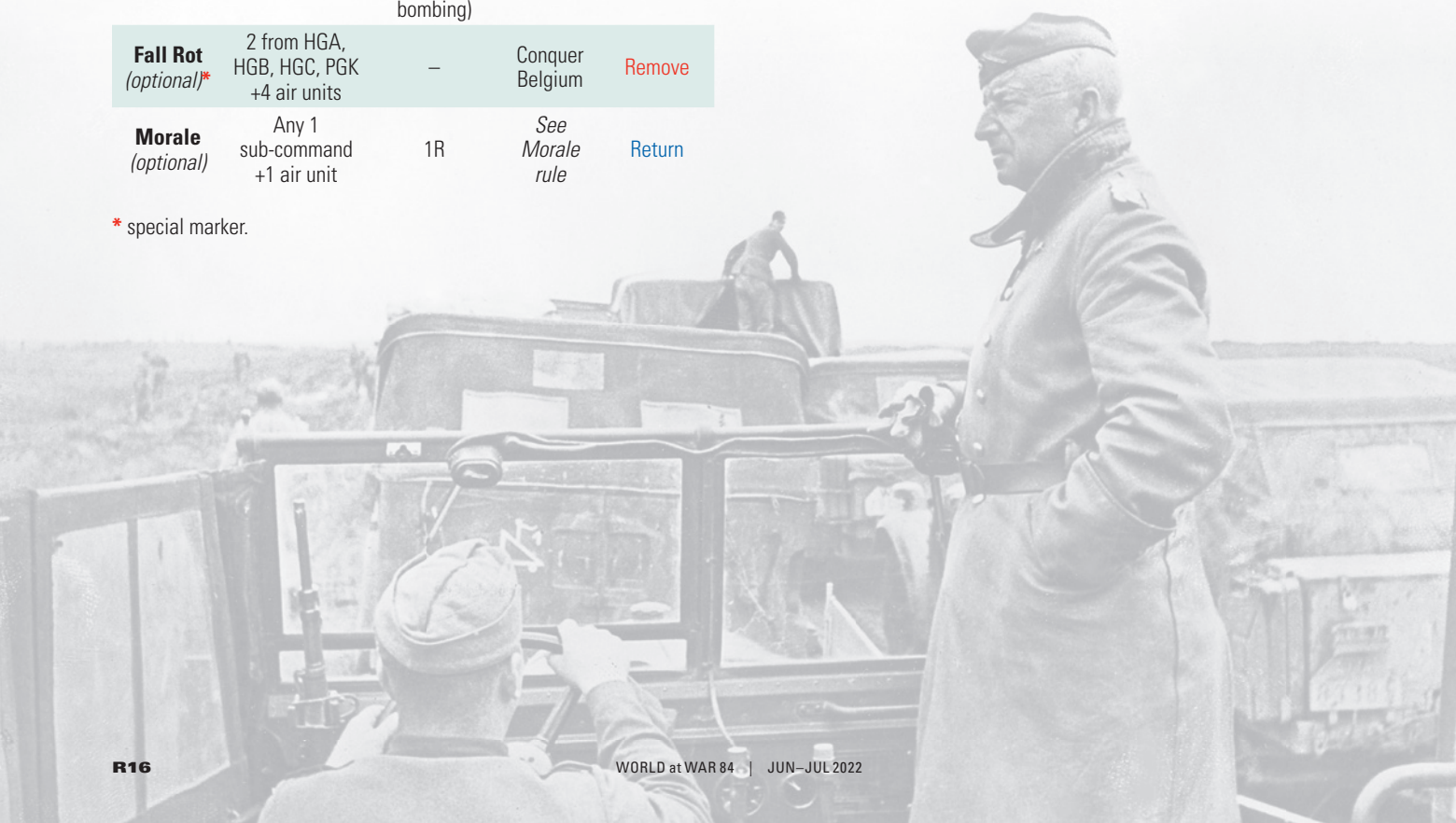
## 23.0 COMMAND MARKER CHARTS

GERMAN COMMAND MARKERS				
Markers	Activation	Attack Shifts	Available	Disposition
<b>HGA</b>	HGA +3 air units	—	All GTs	Return
<b>HGB</b>	HGB +3 air units	—	All GTs	Return
<b>HGC</b>	HGC +3 air units	—	All GTs	Return
<b>PGK</b>	PGK +3 air units	—	All GTs	Return
<b>OKH Plan*</b>	Any 2 AG +2 air units	—	All GTs	Remove
<b>OKH Mod Plan*</b>	Any 1 AG +3 air units	1R	All GTs	Remove
<b>Manstein Plan*</b>	PGK +4 air units. 3 corps stack in rough remainder of game	2R	All GTs	Remove
<b>Guderian*</b>	2× mechanized corps +2 air units	1R	GT 2 or later	Remove
<b>Hoth*</b>	2× Mech corps + 1× air unit	1R	GT 2 or later	Remove
<b>Rommel*</b>	1 Mech corps +1 air unit	1R	GT 2 or later	Remove
<b>Luftwaffe*</b>	All air units	1R (air superiority & city bombing)	GT 2 or later	Remove
<b>Fall Rot (optional)*</b>	2 from HGA, HGB, HGC, PGK +4 air units	—	Conquer Belgium	Remove
<b>Morale (optional)</b>	Any 1 sub-command +1 air unit	1R	See Morale rule	Return

\* special marker.

ALLIED COMMAND MARKERS				
Markers	Activation	Attack Shift	Available	Disposition
<b>1AG</b>	1AG +2 air units	—	All turns	Return
<b>2AG</b>	2AG +1 air unit	—	All turns	Return
<b>3AG</b>	3AG +1 air unit	—	All turns	Return
<b>Plan D*</b>	Any one AG +2 air units	1R	All turns	Remove
<b>Plan E*</b>	Any two AGs +1 air unit	—	All turns	Remove
<b>Plan R*</b>	Any one AG +1 air unit	2R if attacking from Maginot Line hex into Germany	All turns	Remove
<b>EVAC*</b>	Any one AG +2 air units	No Ground Attacks	See Evac	Remove
<b>De Gaulle*</b>	1× French Mech corps +1 air unit	1R	Turn 2 or later	Remove
<b>Plan W* (optional)</b>	Any 2 sub- commands +2 air units	—	Optional rules	Remove
<b>Morale (optional)</b>	Any 1 sub- command +1 air unit	1R	See Morale rule	Return

\* special marker.





## OPTIONAL RULES

### 24.0 ADDITIONAL COMMAND MARKERS

The German player may use the Plan Red command marker; the Allies may use Plan W. Also, each player has a Morale command marker which can provide additional activations.

#### 24.1 German Plan Red (Fall Rot)



The Germans can add Plan Red to their pool in any friendly Command Phase in which they control all cities and towns in Belgium. When drawn, the German player may activate any two sub-commands and four air units. Remove after play.

#### 24.2 Allied Plan W (Weygand)



The Allied player may add Plan W to their pool in any friendly Command Phase in which the Germans control two or more French cities or towns. When drawn, the Allied player may activate any two sub-commands and two air units. Remove after play.

#### 24.3 Morale Markers



Each player's Morale marker is held aside. A player may add the marker to his pool if that player wins a Morale Victory (24.3.1). At the end of the current GT, it is removed from play, but can be added again on any later GT if the conditions apply.

**Important:** A Morale marker can be added to a pool only once per GT, regardless of the number of Morale Victories in that GT.

##### 24.3.1 Morale Victories

**The German player achieves a Morale Victory:**

- a) The first time a German unit occupies any of the following hexes: Eben Emael, Antwerp, Rotterdam, Lille, Sedan, or Paris; **or**,
- b) The first time a German city bombing attack inflicts a result of DL1.

**The Allied player achieves a Morale Victory:**

- a) The first time an Allied unit occupies any city hex in Germany; **or**,
- b) The first time a German city bombing mission receives a result of AL1.

**Important:** Morale for each event is only for the first time it occurs in a game. Thus, each player can have two Morale Victories per game (make a note as each occurs). Further, the marker can be added to the pool only once per turn.

##### 24.3.2 Morale Effects

When a player picks a Morale marker, select one sub-command, and activate that sub-command and one air unit.

**Important:** Since the marker is added during the turn, it can provide opportunities for exploitation.

### 25.0 UNIQUE UNITS & MANEUVERS

#### 25.1 Mountain Units



If all attacking ground units are mountain units, and the defender is in a rough hex, then shift the column one to the right. If all defending ground units are mountain units and in a rough hex, then shift the column one to the left. If both attacker and defender have solely mountain units, the shifts negate each other.

#### 25.2 Additional British Deployment

The Allies may deploy British ground reinforcements on any Allied controlled ports and/or as listed in 13.3. To do so, the British naval unit cannot be used in the same GT. Units arrive on their printed GT of arrival, no matter where they are deployed.

#### 25.3 Additional Allied Evacuation



For turns in which the Allied evacuation event is in effect, Allied units can move off the west map edge. Place them in the Evacuated Units Display.

#### 25.4 Open Cities



The Allied player may declare certain cities as open cities. These include Rotterdam, Antwerp, Brussels, and Paris. Place an open city marker on the hex. It remains there for the rest of the game.

**Prerequisites:** Place the marker at the end of any Allied activation.

The city must:

- 1) Be Allied controlled.
- 2) Not be occupied by Allied units.
- 3) Cannot currently have a city bombed marker on it.

**Effects of Open Cities:**

- 1) No Allied ground units can enter the city for the remainder of the game. This includes regular movement, pursuit, and retreat. Allied ZOC do not extend into open cities. German units are not affected.
- 2) Germans receive only 50% (round down) of an open city's VP control value for end game victory.

### 26.0 GERMAN AIRLIFT



The German airlift unit can conduct air supply and air transport missions. Airlift functions as other air units with the following special cases. Airlift units can perform only air transport and air supply.

- During any friendly Air Operations Phase, deploy the airlift unit in any hex not containing an enemy air unit.
- Airlift can be placed in hexes containing friendly air units (a max of one airlift and one air unit).
- Deploying an airlift counts as one air unit activation.

#### 26.1 Air Supply

If the airlift unit is in the hex: all friendly land units in and adjacent to that hex are in supply for movement (8.0) and combat (10.0). This is regardless of EZOC or sea hexsides. Leave the airlift unit on the map (it can be redeployed in a subsequent impulse).

**Important:** LOS may not otherwise be traced to an airlift unit. Aerial supply cannot be used for other functions for which supply is required.

#### 26.2 Air Transport (Airborne)

To conduct airborne landings (18.0), the Germans must use the airlift unit. Move both the airlift and the airborne unit together. Then place the airlift in the Airstrikes & SF Utilized Display. This is in place of other missions.

#### 26.3 Air Transport (Transfer)

The German player may use the airlift marker to move the airborne corps from one German controlled city hex to any other German controlled city hex. Place the marker in the Airstrikes & SF Utilized Display. This is

in place of other missions. The airborne unit can move no further in the same impulse.

- Each airlift marker may transport one airborne corps.
- Airlift can be to and from hexes in EZOC.
- A reduced airlift may conduct any mission at full capacity.
- The airborne unit being air transported is in supply in the ensuing Combat Phase (18.3). This does not require an additional airlift mission.

## 27.0 BRIDGEHEADS



Bridgehead markers represent secured river crossings.

### 27.1 Procedure

The attacker may place a bridgehead marker on any one river hexside across which units attacked if:

- 1) Friendly units attack across a river and inflict a combat result which inflicts a step loss against the defender; **and**,
- 2) The result does not clear the hex of enemy units; **and**,

3) There is at least one surviving attacking unit.

- The river hexside with the marker does not provide defensive shifts (for either player). Treat as clear for combat purposes.
- If the terrain on the other side of the bridgehead is a city, then the enemy does not receive the river defensive shift (other city effects still apply). Further, if the bridgehead is in place, the player whose units are occupying the city cannot control that hex. The attacker does not control it either, it is disputed.
- A maximum of one bridgehead can be placed on a hexside.
- A bridgehead remains on the map until:
  - 1) The owning player removes the marker (which can be done at the end of any friendly Operations Impulse), **or**,
  - 2) There is no friendly unit in the hex from which the bridgehead was created.
- At this point, remove the marker from the map. It becomes available on the next impulse.

**Important:** The number of bridgehead markers in the game is a limit.

## 28.0 SCENARIO VARIANTS

### 28.1 German Variants



**Additional Wehrmacht Mechanization:** Germans deploy the SS motorized corps during setup. It is a Res unit. **Allies gain 1 VP.**



**More German Special Forces:** The Germans receive the Optional SF unit during initial setup. **Allies gain 1 VP.**



**Mountain Corps Mobilization:** The German player deploys the GbK mountain corps as a reinforcement on GT 3. It is a Res unit. **Allies gain 1 VP.**

**Advanced Airlift Doctrine:** The German player may move one infantry or mountain corps via air transfer (26.3). This operation may be conducted once per GT. **Allies gain 1 VP.**

**No Netherlands Invasion:** The Netherlands is out of play. Do not deploy its units. Neither player's forces can enter, attack or trace LOC through any hex of the Netherlands. **Germans gain 5 VP.**

### 28.2 Allied Variants



**Allied Armor Mobilization:** The Allied player deploys the French 2GC armor and British 1 armor units during initial setup (full-strength). **Germans gain 1 VP.**



**Allied Airpower Doctrine:** Each Allied army group activation marker (1, 2, 3) activates two Allied air units. Also, Allied air units can conduct city bombing missions. **Germans gain 5 VP.**



**Allied Special Forces:** The French receive their SF unit during initial deployment. **Germans gain 1 VP.**



**French Colonial Mobilization:** The French deploy the Col mountain corps as a reinforcement on GT 3. It is a Res unit. **Germans gain 1 VP.**



**RAF Commits Fighter Command:** The Allied player receives the British FC air unit as a reinforcement on GT 3. **Germans gain 3 VP.**

**Franco-Anglo-Belgian Alliance:** French and British units can stack with Belgian units. Belgian units can enter Belgium, France, and Luxembourg. **Germans gain 5 VP.**

### 28.3 Variable Reinforcement Schedule

During initial set up, players roll one 1d6 for each scheduled reinforcement unit. The result is the GT number on which the unit appears as a reinforcement (one to six; if GT 1, deploy in the unit sub-command's activation). Players may keep these die rolls secret (and can cover up their TRT reinforcements).

