Holland '44

Operation Market-Garden



RULES OF PLAY

Revised May, 2018

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1. INTRODUCTION

Holland '44 is a two-player game depicting the Allies' combined ground and airborne attack in the Netherlands during WWII, which was code-named Operation Market-Garden. One player controls the Allied forces and the other controls the German forces. Each player attempts to occupy territorial objectives and destroy the opposing enemy forces.

Acronyms

The following acronyms are used in these rules:

CRT: Combat Result Table
DRM: Die Roll Modifier
EZOC: Enemy Zone of Control
MA: Movement Allowance
MP: Movement Point
OOS: Out of Supply
TEC: Terrain Effects Chart
VP: Victory Point
ZOC: Zone of Control

2. CONTENTS

2.1 Inventory

A complete game of *Holland '44* includes the following:

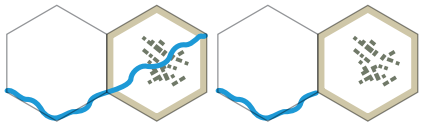
1 full size map sheet (22 x 34 inches)
1 map section (17 x 22 inches)
2 sheets of counters
2 identical player aid cards
1 setup card
1 rules booklet
2 dice (6-sided)

2.2 The Map

(2.2.1) Scale: The width of each map hex represents about 2 kilometers.

(2.2.2) Terrain: Consult the TEC for a complete list of the map's terrain and how it affects movement and combat.

(2.2.3) Rivers Inside Hexes: Ignore Minor Rivers that flow through the middle of a City or Marsh hex. The importance of the river as a barrier to movement and an aid to defense has been mitigated by the surrounding terrain.



See this Think this

2.3 The Counters

(2.3.1) Combat Units: There are two types of game pieces—combat units and markers. All pieces with a Defense Strength are considered combat units, all others are markers (2.4).

(2.3.2) Attack Strength: The strength of the unit when attacking.

(2.3.3) Defense Strength: The strength of the unit when defending.

(2.3.4) Movement Allowance (MA): The maximum number of MPs the unit may expend for movement and still attack in the Combat Phase.

(2.3.5) Unit I.D.: The actual name or identification number of the unit.

(2.3.6) Morale Rating: Units with their Defense Strength in a red box are Elite. Those with their Defense Strength in a white box are Low Quality. All others are normal. This rating is used for the following purposes:

- The Morale Shift (10.6).
- As a DRM on the Determined Defense Table (12.2).
- As a DRM in a combat zone recovery die roll (14.4.2)

(2.3.7) Free-Stacking Units: Units with a white line along the edge of their counter are Free-Stacking units (6.2).

(2.3.8) Unit Size:

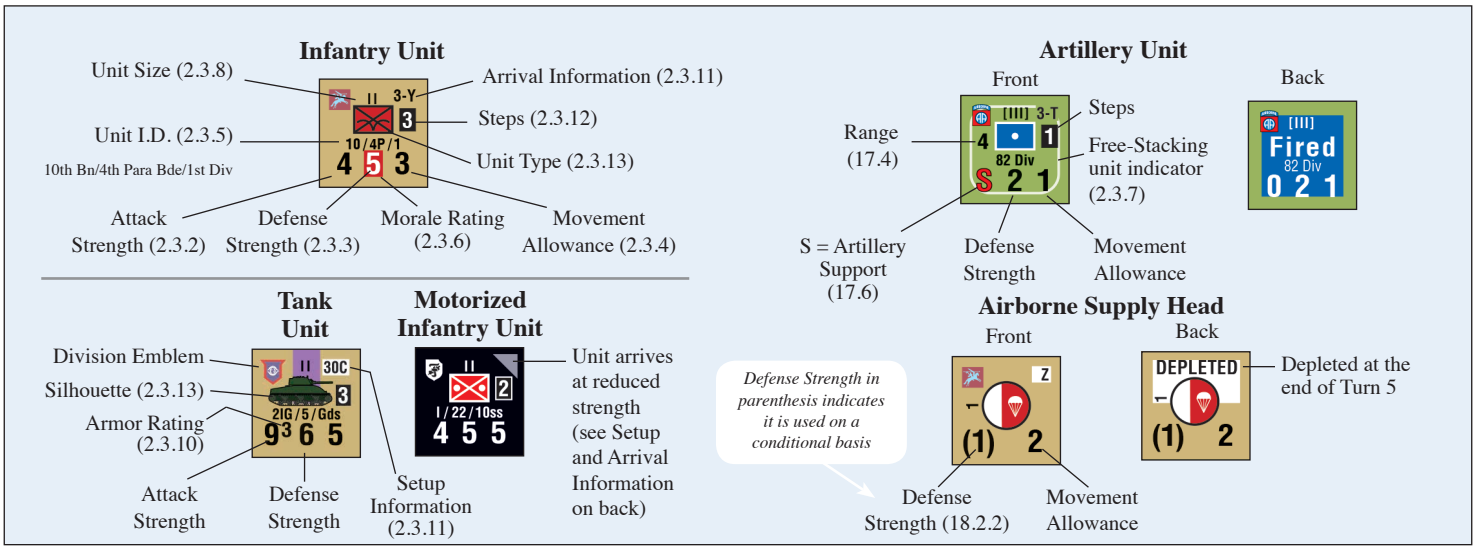
I = Company II = Battalion KG = Kampfgruppe
III = Regiment X = Brigade [ ] = approximate size
(+)(–) = with added elements or missing elements

(2.3.9) Unit Colors: The background color of a unit denotes its nationality or branch of service.

- Gray . . . . . German Wehrmacht
- Black . . . . . German SS
- Medium Blue . . . . . German Luftwaffe
- Dark Blue . . . . . German Kriegsmarine
- Olive Green . . . . . U.S.
- Tan . . . . . British
- Light Brown . . . . . Canadian
- Orange . . . . . Dutch
- Dark Brown . . . . . Polish

(2.3.10) Armor Rating: A qualitative rating given to Tank and Anti-Tank units, the higher the better. Used to determine the Armor Shift (10.3).

(2.3.11) Setup and Arrival Information: Indicates the turn the unit arrives and the Entry Area it arrives at. A white box or white 4-digit number indicates an at-start unit.



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(2.3.12) Steps: Units have either 1, 2 or 3 steps. A stripe across a counter indicates a unit having lost 1 or 2 steps; this is a visual reminder the unit is eligible to recover steps, from Replacements or merging units. When a 3-step unit takes a second step loss it is replaced with a Remnant (11.4) of the appropriate type.



Shown above are the three steps of the 1/501/101 Battalion.

(2.3.13) Summary of Unit Types: All units are either Mechanized or non-Mechanized. All Mechanized units are either Vehicle Type or Infantry Type. This is important for determining the cost to move into each hex or if the unit can move into the hex at all.

Non-Mechanized	*Mechanized*
Infantry†	Mechanized/Panzergrenadier†
Parachute Infantry†	Motorized Infantry†
Glider Infantry†	Engineers†
Security†	Artillery
Replacement (Ersatz)†	Bridging Unit
Machine Gun†	88mm Flak *
Fortress Infantry†	Daimler Dingo ••
Airborne Supply Head	Sdkfz 222 ••
	Sherman
	Cromwell ••
	Char B1
	PzKpfw III
	PzKpfw IV
	StuG III
	JgPz IV *
	Jagdpanther *
	Panther
	Tiger I
	Tiger II

Armored Units
Tank Units

†=*Infantry Type Units* = *Vehicle Type Units*
**Anti-Tank Units* •• = Reconnaissance Units

(2.3.14) Vehicle Units are combat units whose firepower or main function comes mainly from their vehicles. These units have the following unique characteristics:

- They may only enter and exit Polder and Marsh hexes via Roads.
- They may only cross Canals and Rivers (all types) at bridges and ferries.
- The number of Vehicle unit steps that may cross a Ferry hexside each turn is limited (8.5.6).

PLAY NOTE: Mechanized Infantry, Motorized Infantry, and Engineers are Mechanized units but not Vehicle units.

(2.3.15) Tank Units: These are important for earning or denying the Armor Shift (10.3).

(2.3.16) Infantry Type Units: All Infantry Type units may cross unbridged Canals and Rivers (see TEC).

2.4 Game Markers

The game also includes a variety of markers that are used to help facilitate play. Their use is explained throughout the rules.

Sample Markers



Out of Supply (18.1) Allied / German | Automatic DS (8.7) | River Assault (9.5.3) | Disrupted (14.2) | Full Retreat (14.3)



Blown Bridge (5.2) | Traffic (24.1) | Scattered (22.3.6) | Engaged (11.5) | Artillery Moved (17.3)

3. SEQUENCE OF PLAY OUTLINE

Holland '44 is played in game-turns. A game-turn is composed of two player-turns; each player-turn is subdivided into several phases. The player who is performing his player-turn is referred to as the Phasing Player. Each game-turn is played in the following order:

A. WEATHER PHASE (4.1)

Weather is determined for both the AM and PM turns at the start of the AM turn. Skip this phase on PM and night turns.

B. THE ALLIED PLAYER-TURN

C. THE GERMAN PLAYER-TURN

A player-turn comprises the following phases:

1. The Artillery Resupply Phase (17.8)
2. The Bridge Phase (5.1)
3. The Airlanding Phase (22.1)—Allied player-turn only
4. The Movement Phase (8.1)
5. The Combat Phase (9.1)
6. The Recovery Phase (14.4)
7. The Supply Phase (18.1)
8. The Traffic Marker Phase (24.3)—German player-turn only

D. VICTORY CHECK PHASE

Automatic victory is checked at this time (26.1).

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4. WEATHER

4.1 Procedure

At the start of each AM turn the Allied player determines the weather for the day by rolling two dice and consulting the Weather Table. Use the white die for the AM turn and the colored die for the PM turn. Record the weather by placing the AM and PM Weather markers on the Weather Track. Weather affects the number of Air units and the number of Airlanding Points the Allied player receives, as well as the number of eligible Allied Airborne Artillery units allowed to resupply. Weather applies to daylight turns only—don't roll for weather during night turns. The weather for Turn 1 is automatically Clear.

4.2 Weather Modifiers

To account for the weather forecast for September 18th and 19th, modify Turns 3 and 4 weather rolls by –1 and Turns 6 and 7 by +2.

4.3 The Weather Table

Die Roll	*AM TURN*	*PM TURN*
1	Clear (8)	Clear (8)
2	Cloudy (4)	Clear (8)
3	Cloudy (4)	Clear (8)
4	Overcast (0)	Cloudy (4)
5	Overcast (0)	Cloudy (4)
6	Overcast (0)	Overcast (0)

(#) = Airlanding Points

DIE ROLL MODIFIERS:

–1 Turns 3 and 4
+2 Turns 6 and 7

Treat results less than 1 as 1, and greater than 6 as 6.

4.4 Effects of Weather

Clear:

- The Allied player receives 8 Airlanding Points (22.4).
- The Allied player receives 2 Air units (10.7).
- All eligible Airborne Artillery may flip to their Ready side (17.8.2).

Cloudy:

- The Allied player receives 4 Airlanding Points.
- The Allied player receives 1 Air unit.
- 1 eligible Airborne Artillery may flip to its Ready side.

Overcast (and Night Turns):

- The Allied player receives no Airlanding Points.
- The Allied player receives no Air units.
- No Airborne Artillery may flip to their Ready side.

5. BRIDGES DEMOLITION AND REPAIR

5.1 The Bridge Phase

During this phase the Phasing Player may destroy, repair, and rewire bridges for demolition. A Ferry hexside may not be destroyed.

5.2 Bridge Demolition in General



Only the German player may destroy (or the colloquial "blow") bridges. Bridge demolition occurs in the Allied player's Movement and Combat Phases (5.4), or during the German player's Bridge Phase (5.5). To blow a bridge, roll one die and consult the Bridge Demolition Table. If the result is "Blown" the bridge is destroyed and a Blown Bridge marker is placed. Players treat a blown bridge as an unbridged River hexside.

Important: Bridges may never be blown across Minor Rivers and therefore there are no bridge symbols printed there.

5.3 Intact or Wired for Demolition



(5.3.1) Intact Markers: Every bridge (except the Arnhem, Nijmegen and Westervoort bridges [5.7]) starts the game Wired for Demolition and may be blown. If the bridge demolition attempt fails, place an Intact marker next to the bridge. That bridge is now safe for the Allied player and may not be blown unless the bridge again is Wired for Demolition.

(5.3.2) Rewiring a Bridge: The removal of the Intact marker is allowed only in the German Bridge Phase if the German player has control of the bridge; this is defined as a German combat unit in Good Order (including an Unknown unit) on at least one side of the bridge and the other side is clear of enemy units and EZOCs (friendly units negate EZOCs in the hex they occupy for this rule). Removal of the Intact marker makes the bridge again Wired for Demolition.

(5.3.3) Rewire or Demolition: You may never blow a bridge in the same Bridge Phase that you rewire it, nor may you rewire a bridge in the same Bridge Phase you tried to blow it. It is one or the other.

5.4 Bridge Demolition during the Allied Player-Turn

The moment an Allied unit either moves or Advances After Combat adjacent to a bridge hexside, or attempts to move, attack, or Advance After Combat across a bridge that is Wired for Demolition, the German player may attempt to blow the bridge (he is not required to do so). If the German player fails *or declines* to blow the bridge when an Allied unit crosses the bridge, or attacks across the bridge, or moves/advances adjacent to the bridge when the opposite side is already Allied controlled, an Intact marker is placed.

5.5 Bridge Demolition in the German Bridge Phase

The German player may attempt to blow a bridge during his player-turn if both a German and Allied unit are within one hex of the bridge, and the German unit is in Good Order and either adjacent to the bridge or its path to the bridge is not traced through enemy units, or across an enemy ZOC Bond (see example on the next page). The bridge must be Wired for Demolition. If the demolition attempt is unsuccessful, an Intact marker is placed.

5.6 The Bridge Demolition Table

Die Roll	*Result*
1-2	-
3-6	Blown

DIE ROLL MODIFIER:

–1 All attempts on Turn 1 (treat modified results less than 1 as 1).

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5.7 Special Demolition Restrictions

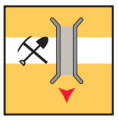
- The Arnhem (6122/6022), Nijmegen (5321/5421) and Westervoort (6123/6124) road bridges may never be blown. These bridges have an orange interior for easy recognition.
- The Grave bridge (4816/4817) may not be blown during the Allied player-turn of Turn 1. On Turn 1 the bridge is captured and an Intact marker is placed if an Allied unit crosses the bridge or both sides of the bridge are occupied by Allied units. This bridge is indicated with an orange stripe.

5.8 Bridge Repair

Players may repair bridges at original bridge sites. Railroad bridges across Major Rivers cannot be rebuilt. For the Allied player to repair a bridge the following two conditions are necessary:

- A Bridging unit in Good Order (14.1.1) with no Out of Supply or Engaged markers must be adjacent to the bridge hexside.
- The other hex adjoining the bridge hexside must be clear of enemy units and EZOCs (7.1). Friendly units negate EZOCs in the hexes they occupy for the purpose of this rule.

The German player may only repair bridges using the Automatic Repair method (5.9).



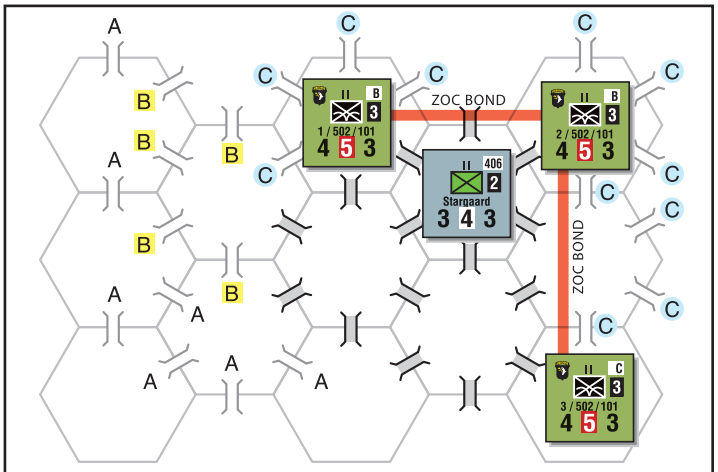
PROCEDURE: Bridge repair is conducted in a two-part process. In the first Allied Bridge Phase that the two conditions above are satisfied, the Blown Bridge marker is flipped to its Under Repair side. In the next Allied Bridge Phase in which those two conditions above are still met, the Blown Bridge marker is replaced by an Intact marker and the bridge may be used normally that turn. If the conditions are not met in a Bridge Phase, then the Under Repair marker may remain in place until the conditions are met. Under Repair markers are removed if both sides of the bridge become enemy-controlled.

5.9 Automatic Repair

During a friendly Bridge Phase any destroyed bridge that is at least 5 hexes (4 intervening hexes) from all enemy units (including Unknown units, but ignore units in Entry Areas), and has a road-bound Supply Path (18.3.2) to a friendly Entry Area, can be repaired without a Bridging unit. The process is the same—on the first turn place the Under Repair marker, on the next turn (if both conditions are still met) the bridge is repaired (Wired for German player, Intact for Allied player).

For the Allied player, this method is only possible for bridges south of the northern-most Allied bridging unit. Note that some bridges are not connected to a road and can be rebuilt only with a bridging unit.

PLAY NOTE: This is the only way the German player may repair blown bridges.

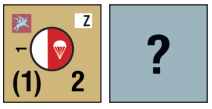


EXAMPLE: It is the Bridge Phase of the German player-turn and the German player wants to blow as many bridges as possible. He cannot blow the bridges marked A because they are not within one hex of an Allied unit. He cannot blow the bridges marked B because they are not within one hex of a German unit. He cannot blow the bridges marked C because the 1-hex range may not enter or cross an enemy ZOC Bond or a hex containing an enemy unit. All other bridges may be blown by the German player on a die roll of 3–6.

6. STACKING

6.1 Stacking Limit

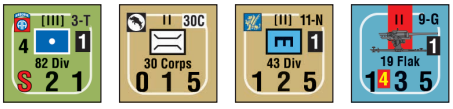
Stacking refers to the placing of more than one combat unit in a hex. Markers never count against stacking. The Stacking Limit is any two units plus one Free-Stacking unit (6.2). Stacking is not judged during movement; stacks may move through other friendly stacks with no penalty (exception: 6.4.2).



Airborne Supply Heads (18.2.2) and Unknown units on their unrevealed side (25.1) have no stacking value at all but no more than one is allowed per hex.

6.2 Free-Stacking Units

Artillery units (17.0), Bridging units (23.2), Engineer units (23.3), and Flak units are Free-Stacking units—one of these may stack in a hex for free. All such units beyond the first are counted normally against the stacking limit.



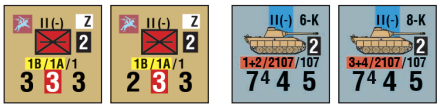
Free-Stacking units



CONDITIONAL FREE-STACKING UNITS: 1-step Armored units are also Free-Stacking units as long as there are no other Armored units in the hex.

6.3 Demi-Battalions

Some battalions are represented by two units. For stacking purposes, they count as only one unit when stacked together. Demi-battalions are indicated by a color bar behind their Unit I.D.



Examples of demi-battalions

6.4 Overstacking

(6.4.1) Definition: If a stack exceeds the Stacking Limit then it is termed "Overstacked" and suffers the penalties of 6.4.2.

(6.4.2) Effects of Overstacking:

- MOVEMENT: In the Movement Phase, Mechanized units may only enter an (already) overstacked hex using Tactical Movement (8.3).
- DEFENDING: If attacked, no more than 2 units plus a Free-Stacking unit (defender's choice) may defend, all units in excess of this are ignored (no Defense Strength, no Morale, no Armor Rating). Overstacked units must retreat if the other units in the hex retreat. Overstacked units may be used in a Determined Defense.

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- ATTACKING: No more than 2 units plus 1 Free-Stacking unit may attack from an Overstacked hex (even if the overstacking is removed due to some units advancing from the hex). Units that exceed the Stacking Limit may advance after combat but cannot conduct Breakthrough Combat.
- 9 STEP LIMIT: At the completion of each friendly Movement and Combat Phase the *owning* player must remove enough steps from his Overstacked hexes so no stack has more than 9-steps (do not count Airborne Supply Heads or unrevealed Unknown units). Units may shed steps in order to avoid complete elimination.

PLAY NOTE: Apart from these restrictions, units in an overstacked hex suffer no ill effects and can remain so indefinitely as long as they don't exceed the 9-step limit.

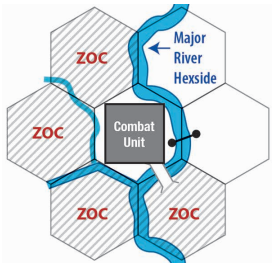
6.5 Cooperation

British, Polish, Canadian, Dutch, and American units may stack together without penalty. Similarly all German units from different branches may stack together without penalty.

7. ZOCS AND ZOC BONDS

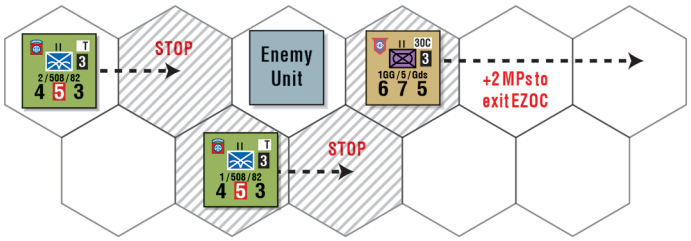
7.1 General Rule

The six hexes immediately surrounding a hex occupied by one or more Combat Units constitute the Zone of Control (ZOC) of those units. ZOCs extend across all types of Terrain except unbridged Major River and Lake hexsides.



7.2 ZOCs and Movement

All units must stop upon entering an enemy Zone of Control (EZOC) unless Infiltrating (8.3.3). It costs no additional MPs to enter an EZOC; it costs two additional MPs (+2 MPs) to exit an EZOC. A unit that starts its move in an EZOC may move directly into another EZOC and stop, as long as it does not cross or enter an enemy ZOC Bond (7.4).



7.3 Other Effects of ZOCs

- EZOCs and retreats: see 13.0.
- EZOCs and advance after combat: see 15.5.
- EZOCs and Supply Paths: see 18.3.

7.4 ZOC Bonds

(7.4.1) In General: A hex with **at least 2 steps** of combat units in Good Order (14.1.1) can form a ZOC Bond. When two such units (or stacks) are two hexes apart (with one vacant intervening hex), they create a bond between them that no enemy unit may enter or cross. Due to the pattern of a hex grid there are two types of ZOC Bonds—Hex Bonds and Hexside Bonds (see examples below).

(7.4.2) Effects of ZOC Bonds:

- Units may neither enter an enemy Hex Bond nor cross an enemy Hexside Bond during movement.
- Units forced to retreat into an enemy Hex Bond or across an enemy Hexside Bond are eliminated.
- Units may not advance after combat into an enemy Hex Bond or across an enemy Hexside Bond, unless they are entering the defender's vacated hex.
- Supply can never be traced into an enemy Hex Bond or across an enemy Hexside Bond.

(7.4.3) Negating ZOC Bonds: A Hexside Bond is negated when enemy units are located on each side of the intervening hexside (as between units D and E in the diagram below). A Hex Bond is negated when the intervening hex contains an enemy unit (as between units E and F in the same diagram).

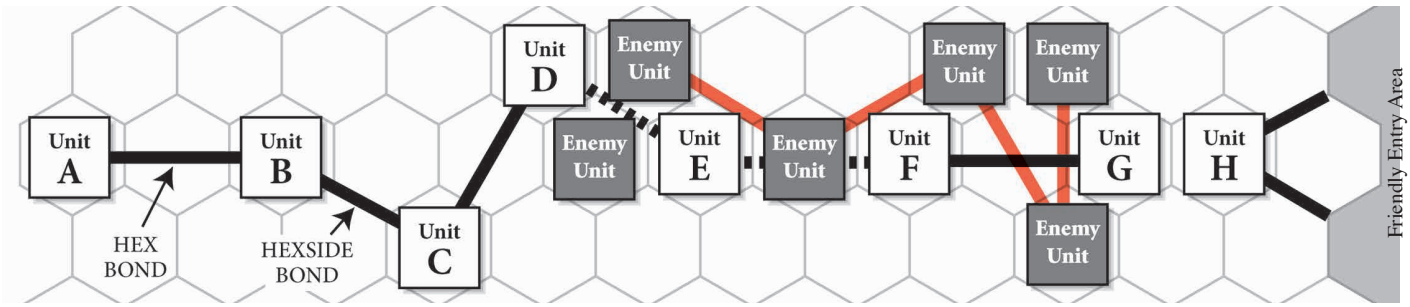
(7.4.4) Intersecting ZOC Bonds: If both players have intersecting ZOC Bonds, then neither player may cross/enter the other's ZOC Bond until it is negated (as with units F and G in the diagram below).

(7.4.5) Hexside Bonds with the Map Edge: A unit can form a Hexside Bond (but not a Hex Bond) with a friendly Entry Area (19.2). Units may not form ZOC Bonds with enemy Entry Areas.

(7.4.6) ZOC Bonds and Terrain: A ZOC Bond cannot extend:

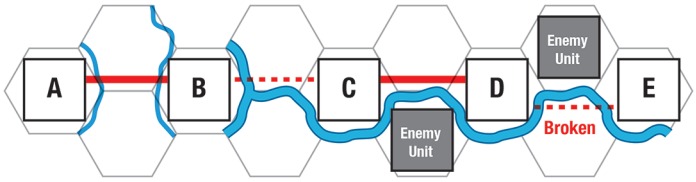
- through a City Hex.
- across an unbridged Major River or Lake hexside.
- Vehicle units cannot form a ZOC Bond into a hex or across a hexside they are prohibited from entering or crossing.

PUSHING HEXSIDE BONDS: When determining if terrain breaks a friendly ZOC Bond, push the ZOC Bond to the side of the hexside of your choice. Exception: It may not be pushed into a hex containing an enemy unit as in the following examples:

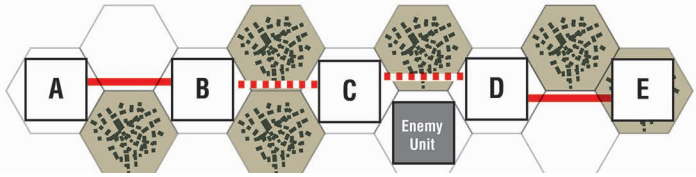


EXAMPLES OF ZOC BONDS: Black lines indicate friendly ZOC Bonds, red lines indicate enemy ZOC Bonds. Dashed lines indicate negated ZOC Bonds (D-E and E-F). Note that Units F and G still create a ZOC Bond even though it is intersected by the enemy ZOC Bonds. Also note how Unit H has Hexside Bonds with the friendly map edge Entry Area (7.4.5).

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EXAMPLES: A-B is not broken because those are Minor Rivers, B-C is broken by the Major River, D-E is broken because the ZOC Bond must be pushed below the River and so crosses a Major River hexside.



EXAMPLES: B-C is broken because of the City hexes. C-D is broken because the Bond cannot be pushed into a hex containing an enemy unit.

8. MOVEMENT

8.1 The Movement Phase

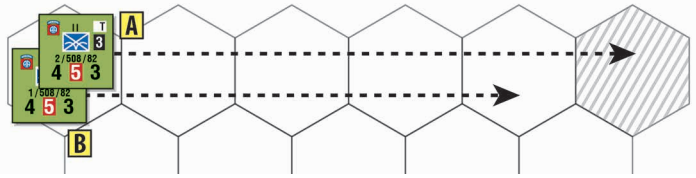
All combat units belonging to the Phasing Player may move during the Movement Phase. Each unit has a Movement Allowance (MA) that is the normal number of Movement Points (MPs) it may expend for movement during the Movement Phase (this MA can be increased if the unit uses Extended Movement [8.2]). Each hex entered costs a certain number of MPs to enter as indicated on the TEC. Movement may be made by individual unit or by stack; units moving as a stack all pay the highest MP cost incurred by one of them. You must complete the movement of one unit or stack before starting to move another. A unit or stack may not enter a hex occupied by an enemy unit; exception: Unknown units (25.1).

8.2 Extended Movement

(8.2.1) Benefit: Units may use Extended Movement to increase their MA by 2 MPs.

(8.2.2) Restrictions: Units that use Extended Movement may not:

- move adjacent to an enemy unit (including Unknown units [25.0], units in Full Retreat, and units across Major Rivers or Lake hexsides). A unit starting its move adjacent to an enemy unit can use Extended Movement.
- end their move in a hex containing another friendly unit (this restriction does not apply to units using normal movement that end their move with a unit that used Extended Movement).



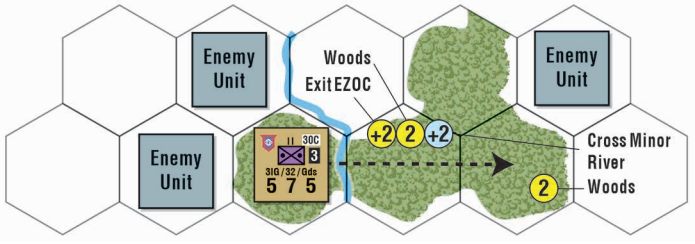
EXAMPLE: Unit A uses Extended Movement to move 5 hexes. Unit B uses Extended Movement to move 4 hexes—it cannot move into the shaded hex since it cannot end its move with another friendly unit.

8.3 Tactical Movement

(8.3.1) Benefit: Units using Tactical Movement ignore all MP costs for terrain and exiting EZOCs and may move one or two hexes. Units that use Tactical Movement may attack in the Combat Phase.

(8.3.2) Restrictions: Units that use Tactical Movement must abide by all the other rules of movement, specifically:

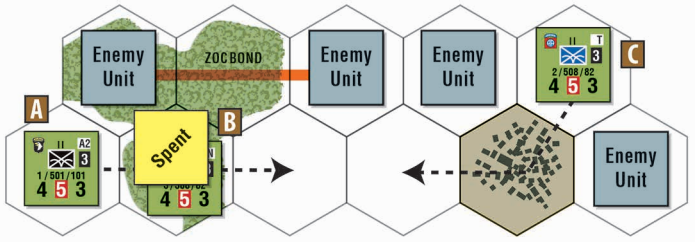
- They must stop upon entering an EZOC (exception: 8.3.3).
- They may not cross or enter enemy ZOC Bonds.
- They must start adjacent to an unbridged Canal in order to cross it (8.5.3).
- They may not cross a prohibited hexside.



EXAMPLE: Numbers in circles indicate MP cost. It would cost the British unit 8 MPs using normal movement to move two hexes. Since it only has 5 MPs it must use Tactical Movement to reach the hex.

(8.3.3) Infiltration: This may only be used when using Tactical Movement and allows any number of units to ignore EZOCs in the following situations:

- in City Hexes.
- in Woods and Town hexes where at least two steps of friendly units in the hex in Good Order forgo all movement and place a Spent marker in the hex. Other friendly units may now pass through that hex using Tactical Movement without having to stop for the EZOC. The unit(s) with the Spent marker may not attack in the upcoming Combat Phase.



EXAMPLES: Unit B in a Woods hex spends its entire MA to place a Spent marker which allows Unit A to pass through the hex. Unit C passes through the City hex using Tactical Movement.

8.4 Road Movement

A unit that follows the path of a road may use the reduced cost of the road. Whenever a road crosses a Minor River, a bridge is assumed to exist. Whenever a road enters a Town or City hex, units are assumed to be using the road movement cost if following the path of the road. The road cost may be used when moving into and out of an EZOC (7.2).

8.5 Movement and Rivers

(8.5.1) Movement Cost: See the TEC for the cost in MPs to cross unbridged River hexsides.

(8.5.2) Vehicle Type Units and Waterways: Vehicle Type units may never cross an unbridged River or Canal hexside except when using a Ferry or an Engineer unit (23.3).

PLAY NOTE: Mechanized/Motorized Infantry and Engineer units are classified as Infantry Type so they can cross unbridged Minor Rivers and Canals.

(8.5.3) Canals: Infantry Type units must start adjacent to an unbridged Canal hexside in order to cross it and must use Tactical Movement.

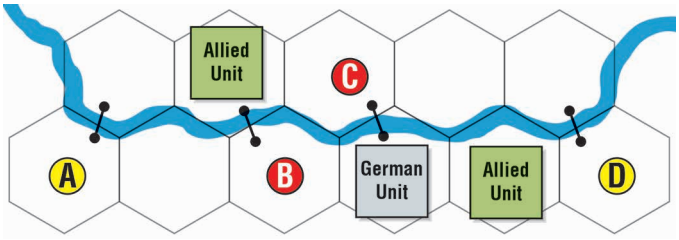
(8.5.4) Major Rivers: Unbridged Major Rivers may only be crossed with the assistance of an Engineer unit (23.3.3) or at a usable Ferry

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(8.5.5). If either is present, then units that use Tactical Movement may cross (see 8.5.6 for limits).

PLAY NOTE: During movement if a unit tries to cross a bridge and the bridge is blown, the unit can continue to move in a different direction at no additional cost in MPs.

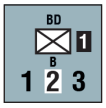
(8.5.5) Ferries: A usable Ferry allows a 1-step unit to cross a Major River hexside if it uses Tactical Movement (it does not have to start adjacent). Ferries are only usable if both hexes adjoining the Ferry are clear of enemy units and EZOCs (friendly units negate EZOCs in the hex they occupy for this purpose). Unusable Ferries are completely ignored for all purposes.



EXAMPLE: The Allied player could use the Ferries at A and D, but neither side can use those at B and C.

(8.5.6) Ferry Limits: Each Ferry has the capacity to carry 1 step per turn. The type of step does not matter for the Allied player, but the German player is restricted to Infantry Type units during AM and PM turns—during night turns he may ferry across any type of step (including a Vehicle Type step).

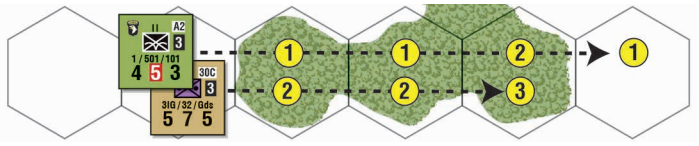
PLAY NOTE: Allied Engineer units (23.3.3) may ferry up to 6 steps per turn across a Major River, one of which may be a Vehicle Type step.



(8.5.7) Multi-Step Units and Ferries: If a multi-step unit wishes to cross a Ferry it must use a Breakdown unit. If the unit is an Airborne unit then it has a specific Breakdown unit. If the unit has no specific Breakdown unit, it can use the generic Breakdown units. These generic Breakdown Units may only be used to rebuild the parent unit it came from. See 21.1 for details.

8.6 Movement in Woods, Polder and Marsh Hexes

(8.6.1) Off-Road Movement in Woods: See the TEC for movement cost. The first two Woods hexes entered during a Movement Phase cost the indicated rate, but all Woods hexes after that cost an additional 1 MP per hex.



EXAMPLE: Two units use Extended Movement through Woods hexes. The MP cost of each hex entered is shown.

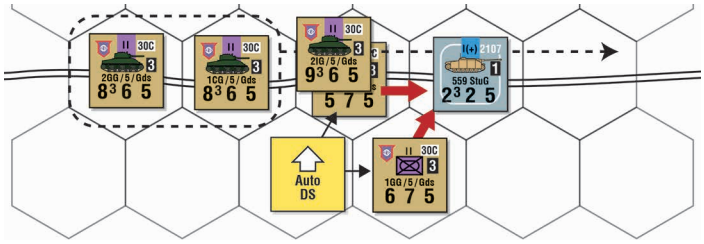
(8.6.2) Vehicle Type units may only enter and exit Polder and Marsh hexes if following the path of a road.

(8.6.3) Polder + Woods: A Polder and Woods hex is the same as a Polder hex, except the Armor Shift cannot be earned in it.

8.7 Automatic DS



Defending units suffer an Automatic DS result during a Movement Phase when the Phasing Player has moved enough units adjacent to the defender's hex to ensure 10-1 odds against it. Follow the Combat Procedure (9.3) but no Air nor Artillery Support may be used (which are only allocated in the Combat Phase). At that point the defending unit(s) immediately suffer a DS result and survivors are retreated 3 hexes by the defender abiding by the retreat guidelines (13.1.3). All units that made the 10-1 possible are marked with Auto DS markers—they cannot move any further that Movement Phase nor take part in regular combat in the upcoming Combat Phase. The Phasing Player can move other units into and through the hex where the Auto DS result occurred. The units marked with Auto DS markers may, at any time in the subsequent Combat Phase, conduct their advance after combat (at the appropriate Bonus Advance rate [15.2]), including Breakthrough Combat (16.0), at which time the markers are removed.



EXAMPLE: The Allied player brings enough factors against the StuG unit to achieve 10-1 odds. The German unit loses a step and is removed, the three British units receive an Auto DS marker, and now the two Tank units behind the attack can move down the road.

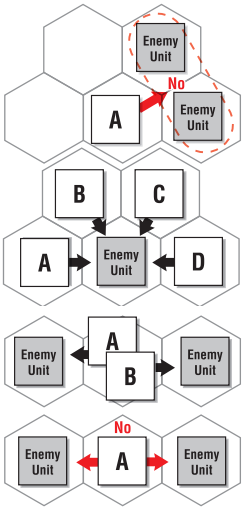
9. COMBAT

9.1 The Basics

Units may attack adjacent enemy units during the Combat Phase. Attacking is voluntary; no unit or stack is forced to attack. No unit may attack or be attacked more than once per Combat Phase (exception 13.5 and Breakthrough Combat [16.0]). Some units in a stack may attack while others do not. All defending units in a hex must be attacked as one combined Defense Strength (see 6.4.2 for Overstacked units). The attacker may conduct his attacks in any order and need not predesignate them. A unit is allowed to attack into a hex or across a hexside it is prohibited from entering or crossing in the Movement Phase (8.5, 8.6). Units with an Attack Strength of 0 may not attack.

9.2 Multi-Hex Combat

- The attacker may attack only one hex at a time; he may not target two hexes in a single combat.
- A defending unit or stack can be attacked from up to six different adjacent hexes.
- Units in the same hex may attack adjacent defenders in different hexes as long as each attack is conducted separately.
- No unit may split its Attack Strength to attack a second hex in a separate attack.
- Unlike some other game systems, attacking units are not required to attack any or all adjacent defending units.



9.3 Combat Procedure

Follow these steps for each combat:

STEP 1: If the defending hex contains an Unknown unit (25.3), it is revealed at this time. A German defender may roll for bridge demolitions before the attack takes place (5.4). If a bridge is blown the attacker may cancel the attack.

STEP 2: Compare the combined Attack Strength of the participating at-

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tacking units against the total Defense Strength of the involved defending units (after having applied all modifiers) and express the comparison as a numerical odds ratio (attacker to defender). Round off the odds ratio downward to conform to the nearest whole ratio.

EXAMPLE: A 15 to 4 would be a 3-1. 11 to 12 would be a 1-2.

STEP 3: The attacker determines CRT column shifts for Armor (10.3, 10.5) and Morale (10.6). The attacker then must declare whether he will use Air Support (10.7) and/or Artillery Support (17.6).

STEP 4: After taking column shifts into account (9.4.2), a 6-sided die is rolled, the CRT is consulted, and the results are implemented. Players immediately remove any step losses (11.2), perform retreats (13.0), and advance after combat (15.0).

9.4 Minimum and Maximum Odds

(9.4.1) Combat at odds less than 1-3 uses the 1-3 column. Combat at odds greater than 7-1 is resolved on the 7-1 column.

(9.4.2) Column Shifts: Apply the minimum and maximum restriction after column shifts. When applying column shifts beyond the 7-1 column assume that 8-1, 9-1, etc., columns exist. For example, odds of 7-1 with two shifts right (9-1) and one shift left (8-1), would be resolved on the 7-1 column.

9.5 Major Rivers and Combat

(9.5.1) Prohibited: Combat across Major Rivers is prohibited except at unblown bridges (9.5.2) and/or with the aid of an Engineer Unit (9.5.3, 23.3). Combat is always allowed across Canals and Minor Rivers.

(9.5.2) Attacking Across a Bridge: All units attacking across an unblown Major River bridge have their Attack Strength halved. The defender's defense strength may be doubled (10.8.2).

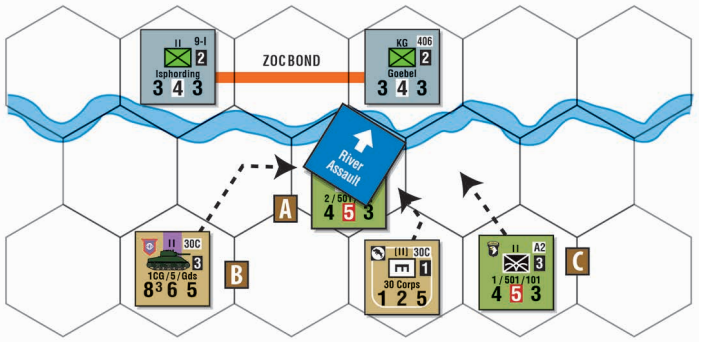
(9.5.3) Major River Assaults: Only the Allied player may attack across an unbridged Major River hexside. In order to attack across such a hexside the following three conditions must be met:

- At least one Infantry Type unit participates in the attack and the unit started the Allied player-turn adjacent to the Major River and did not move.

  PLAY NOTE: A second unit can move to the hex and participate in the attack—it is not required to have started adjacent.
- An Engineer unit must be stacked with the Infantry Type unit at the moment of combat (it is not necessary that the Engineer unit starts its movement in that hex or participates in the attack, but it cannot use Extended Movement for 8.2.2).
- All units participating must be in Good Order and not Engaged.

DESIGN NOTE: This bending of the "must start adjacent to the River hexside" rule is to keep the German player guessing where the River Assault will take place.

If the three conditions are met, place a River Assault marker to indicate any units in that stack can attack across the Major River hexside. The attack can be resolved at any time during the upcoming Combat Phase using the normal rules of combat. If the attack is successful all Infantry Type units stacked with the Engineer unit (and the Engineer unit as well) may advance after combat across the Major River. While they are not required to advance across the Major River, if they do then the first hex must be into the defender's vacated hex.



EXAMPLE: Airborne unit A starts adjacent to the Major River which is necessary for the Major River Assault. Tank Unit B moves up to the River and will attack with unit A, but since it is not an Infantry Type unit it won't be able to advance after combat. The Engineer unit moves to the hex to make the attack possible. Unit C moves adjacent, but will be unable to contribute to the attack since it is not stacked with an Engineer unit.

NOTES: Moving across a Major River into or across an enemy ZOC Bond is prohibited. The Allied player cannot do a River Assault across a Canal or Lake. The German player cannot do a River Assault (their Engineers are normal infantry units and haven't the specific equipment).

10. COMBAT MODIFIERS

10.1 Halving & Doubling

Each unit can never be halved or doubled more than once. When halving, always halve by individual unit (not stack) and round any fractions up to the next higher whole number. **Exception: add up all 1-strength units in an attack and then halve their total (rounding any fraction up).**

EXAMPLES: Two units with an Attack Strength of 5 would have a combined strength of 6 after halving (3 + 3 = 6). Three units with a Defense Strength of 1 would have a combined strength of 2 after halving (3 x 1/2 = 1.5 = 2). A defender in a City hex defending behind a River is only doubled—not tripled or quadrupled.

SEQUENCE: If a unit is both halved and doubled, first halve it (round up), then double it. This may result in it being stronger than its printed strength.

10.2 Command Control and Formations

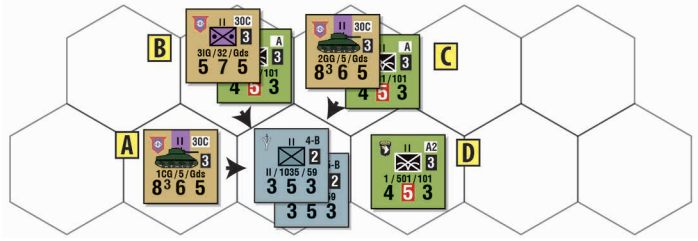
(10.2.1) Lead Formation: In each attack, no more than one Formation may participate at full Attack Strength, all others attack at half strength. The Formation that attacks at full strength is called the Lead Formation. The Lead Formation is allowed to have one attachment (10.2.3) that may contribute its full Attack Strength.

(10.2.2) Formations: Formations are indicated by the color inside their counters' Unit Type box or behind the Unit Size indicator. Basically each Allied division or independent brigade is a different Formation while German Formations are corps and army level. The Germans Formations are:

- von Tettau Division . . . . . Yellow
- 15th Army . . . . . Gray
- 1st Parachute Army . . . . . Blue
- Corps Feldt . . . . . Green
- 2nd SS Panzer Corps . . . . . Red

(10.2.3) Attachments: Any one unit from a different Formation may be attached to the Lead Formation and participate in the attack at full strength. To be attached the unit must be STACKED with a unit from the Lead Formation (exception: 10.2.4).

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EXAMPLE: The Guards Armoured Division is the Lead Formation with a battalion of the 101st (hex B) as the one allowed attachment. The other two 101st units attack at half strength. The odds are 29 to 10 with a shift for Armor = 3-1.

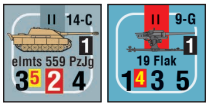
(10.2.4) Allied Corps-Level Units: Units with a white Formation color are Corps-level units. Corps-level units are considered a single Formation, but with a special attachment ability—Corps-level units do not need to be stacked with the Lead Formation to be considered attached.

10.3 The Armor Shift



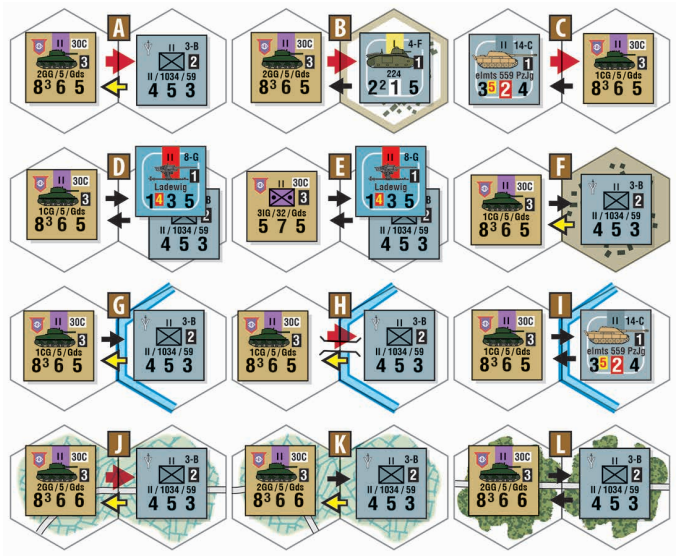
(10.3.1) Attacker Shift: Terrain permitting (10.3.4), the attacker gains a column shift right on the CRT if he has a Tank unit in the Lead Formation (10.2), and the defender has either no units with an Armor Rating in the hex, or has such units but all have a lower Armor Rating than the highest Armor Rating among the attacking units. Use only the best Tank/Anti-Tank unit from each side for the comparison; don't add up Armor Ratings. For determining the shift always use the terrain the defender is in.

(10.3.2) Defender Shift: The attacker suffers a column shift left if he has no unit with an Armor Rating in his Lead Formation and the defender has a Tank Unit. Having an Armor Rating higher than the attacker's does not award the defender shift, but does affect the attacker's Tank strength—see 10.4.



(10.3.3) Anti-Tank Units: Units with an Armor Rating in a red or yellow box are classified as Anti-Tank units. These units have their Armor Rating reduced by one when attacking. The JgPz IV and Jagdpanther units are classified as both a Tank unit and an Anti-Tank unit—they can earn the Armor Shift but must reduce their Armor Rating by 1 when attacking. The Flak units, on the other hand, cannot earn the Armor Shift.

(10.3.4) Terrain and the Armor Shift: The Armor Shift is never allowed if the defender is in a Woods, Marsh, or City hex; nor may it be earned by a Tank unit that is attacking across a hexside it cannot move across (i.e., an unbridged Canal/River or Polder hexside). If due to terrain the attacker cannot earn the Armor Shift, he can still deny it to the defender (as in case I in the example below).



ARMOR SHIFT EXAMPLES

These 12 diagrams show 24 examples of attacks. The right-pointing arrow indicates an attack from the unit on the left, and a left-pointing arrow indicates an attack by the unit on the right. Red arrows indicate where the Armor Shift is earned, black arrows show where it is not earned, and yellow arrow indicates where the defender will earn the Armor Shift.

Notes: The Armor Shift is allowed against Town hexes (B), but not City hexes (F). The Armor Shift is allowed across a bridged hexside (H). The Armor Shift is never allowed in Woods hexes (L). Flak units are not Tank Units so cannot earn the Armor Shift (E).

10.4 The Anti-Tank Modifier

If the defender has a higher Armor Rating than all attacking units in the Lead Formation, then all Armored units in that attack have their Attack Strength halved. Terrain has no effect on this modifier—the defender earns this bonus in City, Woods, Polder, Marsh, etc.

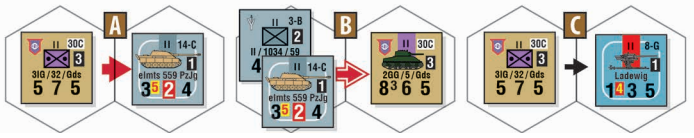
EXAMPLES: A German 88mm Flak unit with an Armor Rating of 4 in a City hex will halve all Allied Armored units attacking that City hex. If a stack of Sherman Tank units attack a Panther Tank unit then all Sherman Tank units are halved. If a British Daimler Dingo Recon unit attacks any enemy Tank Unit it will be halved plus suffer a CRT column shift left (the Dingo is armored but not a Tank unit).

10.5 Vehicle Units and Unsupported Tank Units

(10.5.1) Vehicle units (2.3.14) are not doubled when defending in Town or City hexes.

(10.5.2) Tank Type units (2.3.15) that are not stacked with at least one friendly Infantry Type step are considered unsupported. Unsupported Tank units that are attacked by at least one Infantry Type unit in the Lead Formation suffer one shift right on the CRT.

PLAY NOTE: This shift does not work in reverse—the defender does not earn a shift left if attacked by only Tank units.



EXAMPLES: In A the attacker earns a shift right because the defender has only Tank units in the hex and the attacker has infantry. However, the defender earns the Armor Shift so the two shifts would cancel out—the final odds are 5 to 2 = 2-1. In B, the attacker earns both the Armor Shift plus the shift for unsupported Tank units, making the final odds 3-1 (7 to 6, with two shifts right). No shift is earned against the unsupported Flak unit since it is not a Tank unit; the odds are 5 to 3 = 1-1.

10.6 The Morale Shift

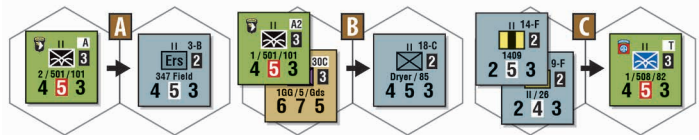
ELITE: If the majority of steps in the *Lead Formation* (include attachments in this total) are Elite, then the attacker earns a favorable shift of one column right on the CRT. It does not matter if the defender is also Elite.

LOW QUALITY: If *all* defending units are Low Quality, then the attacker receives a favorable shift of one column right on the CRT.

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These two shifts are cumulative—if an Elite force attacks a stack of Low Quality units, then the attacker earns two shifts.

PLAY NOTE: There is no negative shift for attacking units with a higher Morale.



EXAMPLES: The attacker earns two Morale Shifts in combat A. In B it depends on if the Guards unit is attached—if it is, then the Lead Formation does not have a majority of Elite steps and so does not earn the shift. If the Guards unit is just supporting at half strength then the shift is earned. No Morale Shift is earned by either side in C.

10.7 Air Support



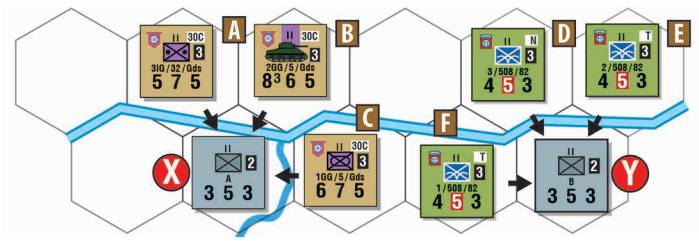
During Clear and Cloudy turns the Allied player receives two or one Air unit(s) respectively that may be used to provide a favorable shift of one column to the right on the CRT. Only one Air unit may be used per combat. Air Support may only assist an attack against a hex that is within 4 hexes of a non-airborne British unit. The marker is removed after the combat is resolved. Air units may not be accumulated and if not used are forfeited. There is no defensive Air Support.

PLAY NOTE: Until British units from the south edge reach the airborne units, the airborne units cannot use Air Support.

10.8 Terrain Modifiers

(10.8.1) The TEC: Please see the TEC for a complete list of the effects of terrain on combat.

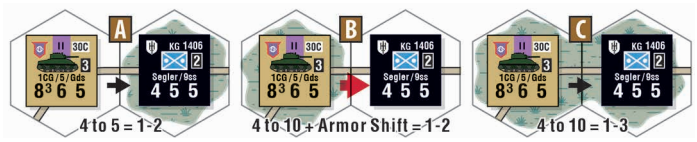
(10.8.2) Rivers and Canals: Vehicle units are halved attacking across *any* type of River or Canal (bridged or unbridged). All other units are halved attacking across a Major River or Canal hexside (bridged or unbridged). The defender is doubled if all attacking units are attacking out of a Marsh hex, across a River (any type) or Canal hexside, or any combination of those. If just one attacking unit is not attacking across one of those hexsides or out of a Marsh hex, the defender is not doubled.



EXAMPLES: Units A and B are halved attacking across the canal, while German unit X is doubled because all units are attacking across either a Canal or River. The odds are 13 to 10 (1-1). Units D, E, and F attack unit Y. Units D and E are halved, but the German unit is not doubled. The odds are 8 to 5 with a shift right for Morale (2-1).

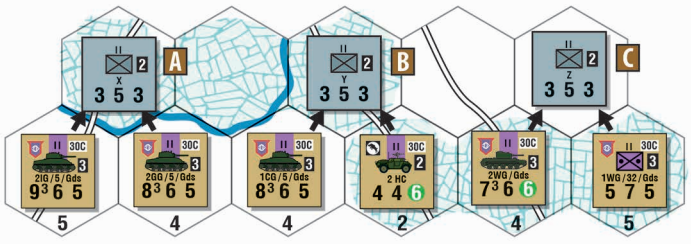
PLAY NOTE: Terrain permitting, the Armor Shift is possible across an intact bridge hexside.

(10.8.3) Marsh: Vehicle units have their Attack Strength halved when attacking into or out of a Marsh hex. Tank units may *not* earn the Armor Shift if the defender is in a Marsh hex (10.3.4). Marsh hexes act like Rivers for rule 10.8.2.



EXAMPLES: In each of the three cases above the Tank unit has its Attack Strength halved because it is either attacking into or out of a Marsh hex. In cases B and C the defender is doubled due to rule 10.8.2. In case B (only) the attacker earns the Armor Shift.

(10.8.4) Polder: Polder has no combat effects on Infantry Type units. Vehicle units have their Attack Strength halved when attacking into or out of a Polder hex. Tank units may earn the Armor Shift attacking into and out of Polder as long as they are following the path of a road.



EXAMPLES: The British units attack the three units marked A, B, and C. The Attack Strength of each is listed under each counter after halving for the Polder terrain. Combat A is 9 to 10 + Armor Shift = 1-1. Combat B is 6 to 5 = 1-1. Combat C is 9 to 5 = 1-1.

10.9 Other Combat Modifiers

- Defender Disrupted (14.2)
- Artillery Support (17.6)
- Attacker is Engaged (11.5) or Scattered (22.3.6)
- Attacker is Out of Supply (18.4)

11. COMBAT RESULTS

11.1 Explanation of Combat Results

The words "attacker" and "defender" refer only to the units participating in the combat in question—not to the strategic situation.

DS = DEFENDER SHATTERED: The defender loses 1 step. Surviving defenders must retreat 2 or 3 hexes (defender's choice) and are marked in Full Retreat—no Determined Defense (12.0) is possible. The attacker receives a Bonus Advance (15.2) and may conduct Breakthrough Combat (16.0).

DMR = DEFENDER MANDATORY RETREAT: The defender must retreat 2 or 3 hexes (defender's choice) and is marked in Full Retreat—no Determined Defense is possible. The attacker receives a Bonus Advance and may conduct Breakthrough Combat.

D1 = The defender loses 1 step. Surviving defenders must either retreat 2 hexes and become Disrupted or conduct a Determined Defense. If the defender retreats, the attacker receives a Normal Advance (15.2).

A1/D1 = Both sides lose 1 step. Surviving defenders must either retreat 2 hexes and become Disrupted or conduct a Determined Defense. If the defender retreats, the attacker receives a Normal Advance.

DR = The defender must either retreat 2 hexes and become Disrupted or conduct a Determined Defense. If the defender retreats, the attacker receives a Normal Advance.

A1/DR = Same as DR except the attacker loses 1 step.

DRX = Both sides lose 1 step—the unit selected is determined by the

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opposing player. The defender must either retreat 2 hexes and become Disrupted or conduct a Determined Defense. If the defender retreats, the attacker receives a Normal Advance.

EX = EXCHANGE: Both sides lose 1 step—the unit selected is determined by the opposing player. No retreat for the defender. If the defender had only 1 step involved, then the attacker may enter the vacated hex and stop (a Limited Advance [15.2]).

ENG = ENGAGED: No advance, no retreat, and no step losses. An Engaged marker is placed on the defending units (11.5).

A1/ENG = Same as Eng except one attacking unit loses 1 step. The defender is marked Engaged even if all attacking steps were eliminated in the combat.

A1 = The attacker loses 1 step. No retreat or advance.

11.2 Selecting Step Losses

The owning player selects the unit that will take the step loss unless an EX or DRX was rolled. In those two results the opposing player selects the step loss. When selecting step losses (yours or your opponent's), your selection is limited by the following restrictions:

- Any step loss against the attacker must come from the Lead Formation or its attachment (10.2). Furthermore, the step loss must come from a unit that could actually advance into the defender's hex (if there is such a unit).
- If the attacker earned the Morale Shift and suffered a step loss on an A1, A1/Eng, A1/DR, or A1/D1, then he must select one of his units that made the shift possible.
- In an EX or DRX the attacker may not select Overstacked units that contributed zero Defense Strength.
- Artillery units that provided Offensive Artillery Support to the combat may not be selected.
- Airborne Supply Heads may only be selected if they were the only unit defending.

11.3 Indicating Step Losses

Flipping a unit over indicates the unit has suffered a step loss. If it is a 1-step unit, or a 2-step unit that is already flipped, then it is eliminated. Any 3-step unit on its reduced side forms a Remnant (11.4) when it takes its second step loss.

11.4 Remnants and the Remnant Displays



When a 3-step unit takes a second step loss it is replaced with a Remnant of the appropriate type. Place the 3-step unit on the Remnant Display printed on the map and place the Remnant on the map where the unit was. The Remnant unit must abide by any retreats of the CRT result. If a Remnant is eliminated, then it is placed in the Eliminated Units box. If there is no Remnant available when one is needed, and the unit is an Allied airborne unit, then the unit is placed in the Eliminated Units box and that division receives one Replacement step (22.7). If the unit is not airborne, then its last step is forfeited and the unit is placed in the Eliminated Units box.

11.5 Engaged Markers



(11.5.1) An Engaged result only affects the defender (the attacker does not have to re-fight an Engaged battle in the next turn). Units that are Engaged suffer the following effects:

- MOVEMENT: Engaged units can use Tactical Movement to move one hex and remain Engaged, or two hexes and become Disrupted.
- COMBAT: They have their Attack Strength halved and may not attack across an unbridged Canal hexside or participate in a Major River Assault (9.5). They may, however, advance after combat normally.
- ARTILLERY: They may not provide Artillery Support (17.6).
- BRIDGING UNITS: They may not repair bridges (5.8).
- ENGINEER UNITS: They may not assist in a River Assault nor create a Ferry (23.3).
- AIRBORNE SUPPLY HEADS: They may not provide Returnees (22.7).
- They may not receive Replacements (20.2) or Returnees (22.7).

(11.5.2) Engaged and Disruption: If an Engaged unit moves 2 hexes or is forced to retreat, replace the Engaged marker with a Disrupted marker. If a Disrupted unit is Engaged, don't place an Engaged marker—an Engaged result has no additional effects on a Disrupted unit.

(11.5.3) Removal: Engaged markers are removed during the owning player's Recovery Phase.

12. DETERMINED DEFENSE

12.1 In General

(12.1.1) The defender may attempt to cancel the retreat portion of a DR, A1/D1, A1/DR, DRX and D1 result by using the Determined Defense Table provided at least one step survived the combat. A Determined Defense is not allowed on a DMR or DS result. Step losses from the CRT are implemented before resolving the Determined Defense. A successful result on this table cancels the retreat, the Disruption, and the associated advance after combat.

(12.1.2) Lead Unit: If there are two or more surviving units in the defending stack, the defender picks one as the Lead Unit. If there is only one unit, then that unit must be the Lead Unit. The Lead Unit determines any DRMs and will be the unit to suffer the step loss if one is called for. Disrupted units, Artillery units, and Airborne Supply Heads may not be the Lead Unit in a Determined Defense. An Overstacked unit (6.4) may be used.

(12.1.3) Determine Column to Use: The terrain of the defender's hex determines the column to use on the table. Use the City column for defending units in City hexes, use the Clear/Polder column for units in Clear or Polder hexes, and use the Other column for all other hexes.

Exception: Use the Other column if Clear/Polder hexes contains a Village. Vehicle units use the Clear/Polder column when in a Marsh hex.

12.2 The Determined Defense Table

Die Roll	*Clear/Polder*	*Other*	*City*
1	0/1	0/1	0/1
2	-	-	-
3	-	-	• 0/1
4	-	• 0/1	• **1/1**
5	• 0/1	• **1/1**	• 0/0
6	• **1/1**	• 0/0	• 0/0
7,8	• 1/0	• 1/0	• 1/0

DIE ROLL MODIFIERS:

+1 Defensive Artillery Support (17.6.3)
+1 Lead Unit is Elite (2.3.6)
–1 Lead Unit is Low Quality (2.3.6)

All modifiers are cumulative. Treat results less than 1, as 1.

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12.3 Explanation of Results

- = The Determined Defense is successful and the retreat is canceled. Any surviving defending units are marked with an Engaged marker. *(Results without a "•" means the attempt failed.)*

#/# = Attacker step loss/Defender step loss. The attacker may select his own step loss in these results.

1/1 = Both sides take a step loss. In this case the attacker's step loss is selected by the *defender.*

NOTE: If a step loss is required from the defender, it must come from his Lead Unit. A step loss from the attacker must always come from the Lead Formation.

SINGLE-STEP DEFENDERS: If the defender had only one step and that step was lost in a *successful* Determined Defense, the attacker may not advance into the defender's vacated hex.

PLAY NOTE: This is different from Normandy '44 and Ardennes '44.

12.4 Desperation Defense

Normally each combat is allowed only one Determined Defense. However, if the *entire* stack faces elimination if it retreats then it is allowed to roll again and again until the retreat is canceled or all the defending units are eliminated. In this situation treat each "-" result (including the first) as a "0/1" result. Apply step losses before rolling again. A new Lead Unit may be selected after each roll (this is required if the previous Lead Unit is eliminated). A Desperation Defense is not allowed on DMR and DS results.

EXAMPLE: A stack of 5 steps is defending in a City hex and the CRT result is A1/D1. Both sides remove a step for the A1/D1 result and then the defender rolls a 2 on the Determined Defense Table which is a "-" fail. He treats this as a 0/1 fail, removes 1 step, and rolls again. This time getting a 1 which is a printed 0/1 fail. He removes another step and rolls again getting a 4 which is an •1/1 result. Both sides remove another step and the retreat is canceled. The defender lost a total of 4 steps and the attacker lost 2 steps.

13. RETREATS

13.1 Retreat Procedure

(13.1.1) The Basics: When called upon to retreat by the CRT, defending units must be retreated the appropriate number of hexes by the owning player. 2 or 3 hexes (his choice) on a DS or DMR result; 2 hexes on a D1, DR, A1/D1, A1/DR, and DRX result. The attacker never retreats. A retreat can stop short in some situations (13.3).

(13.1.2) Stacks: The owning player has the option to split up a stack and retreat units to different hexes. Units can retreat through friendly units without disturbing the non-retreating units.

(13.1.3) Retreat Direction Guidelines: All retreats must follow the guidelines below. The guidelines are listed in the order of priority (try to satisfy #1 first, then try to satisfy #2, etc.)

1. If possible, retreat to a hex that does not cause elimination (13.2).

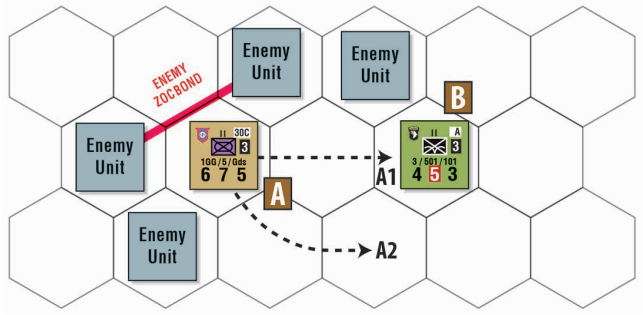
2. If possible, end the retreat at least 2 hexes away from the battle hex unless the units stopped their retreat (13.3). If not possible, the unit may end its retreat adjacent to the battle hex, as long as the unit never entered the same hex twice.

3. If possible, avoid entering an EZOC. Units may never *end* their retreat in an EZOC (13.2). Friendly non-retreating units negate EZOCs in the hex they occupy for this rule. If not possible, you may ignore one EZOC as long as you don't cross an enemy ZOC Bond.

4. If possible, avoid ending the retreat in a hex that contains friendly units that are adjacent to enemy units. Enemy units on the opposite side of an unbridged Major River or Lake hexside have no effect. If not possible, you may ignore this guideline.

5. If possible, retreat to a hex from where the unit can trace a Supply Path (18.3). If not possible, you may ignore this guideline.

6. If possible, avoid ending the retreat in violation of the overstacking limit. If not possible, see rule 13.1.4.



EXAMPLE: The Allied unit (A) must retreat two hexes and has two safe retreat paths (A1 or A2), but must follow A2 to abide by Retreat Guideline #4.

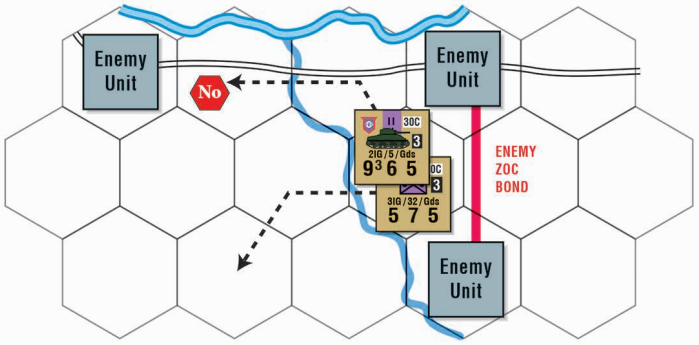
(13.1.4) Overstacking: Units may end their retreat in violation of the overstacking limit. However, this violation must be corrected before the end of the owning player's next Movement Phase when all steps in excess of the 9-step limit must be eliminated (6.4).

13.2 Elimination Due to a Retreat

Units with a MA of 0 are eliminated if forced to retreat. Other units are eliminated if they:

- retreat into a hex or Entry Area, or across a hexside, they are prohibited from moving into/across in the Movement Phase (see TEC).
- retreat into a hex occupied by an enemy unit (including Unknown Units)
- retreat across or into an enemy ZOC Bond.
- retreat into two consecutive vacant hexes in an EZOC.
- end their retreat in an EZOC unless that hex contains a friendly unit that did not retreat in that Combat Phase.
- retreat across an unbridged Major River/Canal or Lake hexside. This applies even if the unit started its retreat adjacent to the hexside. Ferry hexsides are considered unbridged hexsides for this rule. All units may retreat across *bridged* Major Rivers, and *bridged* Canals without restrictions, and Non-Vehicle units may retreat across Minor Rivers.

Important: Units facing elimination if they retreat are eligible for Desperation Defense (12.4).



EXAMPLE: The two British units must retreat two hexes. The Mechanized Infantry unit can retreat across the Minor River hexside. The Tank unit must use the bridge but is eliminated in the second hex of its retreat since it entered two consecutive vacant hexes in an EZOC.

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13.3 Stopping a Retreat

At the cost of an additional step loss a retreat can end after one hex if all of the following conditions are met:

- The result was not DS or DMR and 1 additional step loss is taken from the retreating stack (defender's choice).
- The unit(s) retreat into a City, Town, Woods, Village, or a hex containing friendly units (including unrevealed Unknown units) that have not retreated. You cannot stop a retreat in a Clear, Polder, or Marsh hex unless it contains a Village or a friendly unit in Good Order.
- The units do not end their retreat in an EZOC unless a friendly unit in Good Order is already in that hex.

Units in Good Order that retreat only one hex are *not* Disrupted. Disrupted units that retreat one hex are *not* put in Full Retreat.

13.4 The Advance Rate Does Not Change

The attacker still receives his full advance after combat even if the defender is eliminated in his retreat or stopped the retreat (13.3).

13.5 Combat Against Previously Retreated Units

If a unit or stack is retreated into a friendly occupied hex and that hex undergoes an attack (not Breakthrough Combat) in the same Combat Phase, the retreated units do not add anything (Defense Strength, Armor Rating, Morale, etc.) to the combat, may not be selected to satisfy a step loss from the CRT, may not be used as a Lead Unit in a Determined Defense, and if required to retreat again are eliminated.

PLAY NOTE: Use a Spent marker to indicate such units. Remove the marker after the combat.

14. DISRUPTION AND RECOVERY

14.1 The Basics



(14.1.1) Disrupted, Full Retreat and Good Order: There are two types of Disruption—Disrupted and Full Retreat. When a unit or stack is in this state place the appropriate marker on it. Units that are not Disrupted or in Full Retreat are considered in Good Order even if Engaged (11.5), Scattered (22.3.6), Spent (8.3.3, 25.3.3), Out of Supply (18.4) or beneath a Replacement Marker (20.2.5).

(14.1.2) How Units Become Disrupted:

- Any unit that retreats 2 hexes from a result, other than DS or DMR (14.1.3), becomes Disrupted. If already Disrupted it goes into Full Retreat.
- If a unit marked Engaged moves 2 hexes (11.5).
- Any Artillery Unit that uses Tactical Movement (17.3).

(14.1.3) How Units Become in Full Retreat:

- Any unit that retreats 2 or 3 hexes from a DS or DMR result.
- Any disrupted unit that suffers another Disrupted result.

If the unit is already in Full Retreat there is no further penalty.

14.2 Effects of Disruption

A Disrupted unit suffers the following effects:

- BRIDGES: It may not attempt to blow or rewire a bridge.
- MOVEMENT: It may only use Tactical Movement (8.3). They may not assist units in infiltration.
- ENTRY AREAS: It may not leave an Entry Area.
- LOW QUALITY UNITS: A Disrupted Low Quality unit that starts its move in an EZOC must leave it if possible—**unless** stacked with units in Good Order. Disrupted Low Quality units may not enter an EZOC during the Movement Phase **unless the hex contains units in Good Order.** If movement to a hex that is clear of EZOC is impossible, it may remain in the hex.
- ZOC BONDS: It has a ZOC but cannot be used to form a ZOC Bond.
- COMBAT: It may not attack or Advance After Combat. It has its Defense Strength halved.
- DETERMINED DEFENSE: It may not be the Lead Unit in a Determined Defense.
- ARTILLERY: A Disrupted Artillery unit may not use a Moved marker, provide Artillery Support (17.6), or flip to its Ready side (17.8).
- ENGINEER UNITS: They may not assist in a River Assault nor create a Ferry (23.3).
- BRIDGING UNITS: They may not repair bridges (5.8).
- AIRBORNE SUPPLY HEADS: They may not resupply Airborne Artillery (17.8.2) nor provide Returnees.
- It may not receive Replacements (20.2) or Returnees (22.7).

ABILITIES: Disrupted units retain their ZOC, Morale, and Armor Shift abilities. Other units may enter or pass through a hex with friendly Disrupted units without becoming Disrupted.

14.3 Effects of Full Retreat



(14.3.1) Units in Full Retreat suffer all the penalties of Disruption with the following exceptions:

- They may ignore the Tactical Movement restriction and move their full MA (no Extended Movement allowed).
- They have a Defense Strength of 0. If stacked with other units they contribute nothing to the defense (Armor Rating, Morale, etc.). If an enemy Combat Unit moves or advances adjacent to a unit in Full Retreat, and that unit in Full Retreat is not stacked with a Disrupted or Good Order Combat Unit (do not count Unknown units), then the unit(s) in Full Retreat must *immediately* Retreat **2 hexes**. Follow all retreat guidelines of 13.1.3. Units in Full Retreat may remain adjacent or move adjacent to enemy units as long as there are other friendly Combat Units (do not count Unknown Units) in the hex that are not in Full Retreat. Units separated by an unbridged Major River or Lake hexside are not considered adjacent.
- Units in Full Retreat do *not* exert a ZOC.
- They take longer to recover (14.4.1).

(14.3.2) During a friendly Movement Phase, a player may replace any number of Disrupted markers on his units with Full Retreat markers in order to move those units their full MA.

14.4 The Recovery Phase

(14.4.1) Disruption Recovery: During the Phasing Player's Recovery Phase all friendly Disrupted units that are not in an EZOC automatically recover one level—Disrupted markers are removed and Full Retreat markers are flipped to their Disrupted side. If a Disrupted or Full Retreat unit is in an EZOC then recovery is determined by a die roll on the Combat Zone Recovery Table.

(14.4.2) Combat Zone Recovery Table:

Die Roll	*Result*
1-3	No
4-6	Recover

DIE ROLL MODIFIERS:
+1 the unit is Elite
–1 the unit is Low Quality

Treat results less than 1 as 1, and greater than 6 as 6.

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EXPLANATION OF RESULTS:

No = Unit remains at its present state
Recover = Unit recover one level

(14.4.3) Other Status Recovery: Friendly units recover from other statuses at this time. Remove all Scattered (22.3.6), Engaged (11.5), Replacement (20.2.5) and Spent (25.3.3) markers, regardless of the units' status or position on the map.

15. ADVANCE AFTER COMBAT

15.1 The Basics

If the defender is eliminated or retreats, then all units in Good Order that either participated in the attack or are stacked with the attacking units (including Overstacked units), may advance after combat. Artillery units and Airborne Supply Heads may never advance after combat. Advancing after combat expends no MPs, you just count the hexes. The stacking limit must be observed at the end of each advance. Units that are stacked with attacking units that participated in a different attack may not advance with the current attacking units.

15.2 Advance Rates

There are three types of advances: Limited, Normal and Bonus.

- **Limited Advance:** This only occurs when the defender is eliminated in an EX result—the attacker may occupy the defender's vacated hex.
- **Normal Advance:** Units may advance one hex in any direction.
- **Bonus Advance:** Units may advance two hexes in any direction.

ROAD BONUS: If a Mechanized unit follows the path of a road (any of the three types) throughout its advance, and abides by the Road Bonus Stacking rule (15.4), it may increase its advance rate by one hex. In this way a Mechanized unit could advance two hexes in a Normal Advance and three hexes in a Bonus Advance. Out of Supply units may not use the Road Bonus.

Advance After Combat Chart

CRT Result	Number of Hexes	With Road Bonus*
Limited Advance (EX)	**	Not Allowed
Normal Advance	1 hex	2 hexes
Bonus Advance (DMR, DS)	2 hexes	3 hexes

**Mechanized units only.*
***Limited Advance if defender is eliminated.*

15.3 Advance in Any Direction

Units may advance in any direction and are not required to enter the defender's vacated hex, except in a Major River Assault (9.5.3).

15.4 Road Bonus Stacking

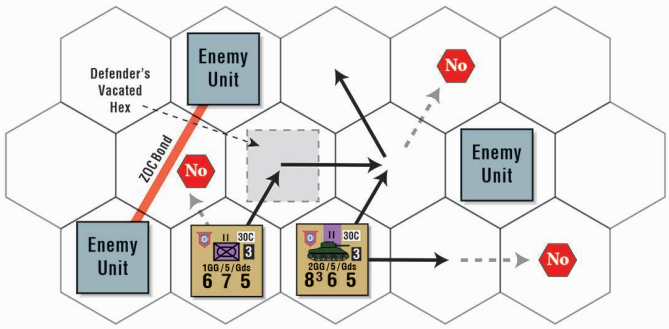
Mechanized units using the Road Bonus may not end their advance stacked with another unit unless one of the units is a Free-Stacking unit.

PLAY NOTE: This restriction does not apply in reverse—units Advancing After Combat at the normal rate may end their advance with a unit that used the Road Bonus.

15.5 Advance and Enemy ZOCs

(15.5.1) Enemy ZOC *Bonds* may never be entered or crossed during an advance after combat except when entering the defender's vacated hex.

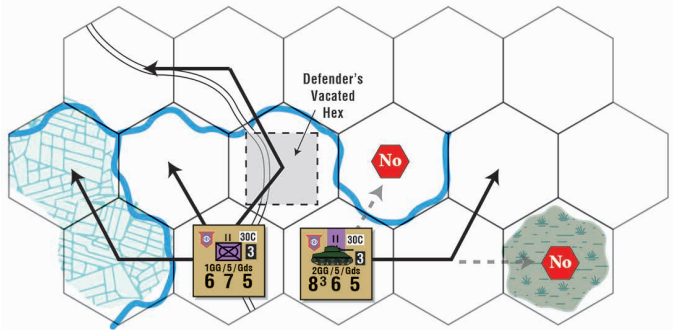
(15.5.2) EZOCs: They generally do not stop advances, but no unit may advance after combat from one EZOC directly into another EZOC *of the same enemy unit* except when entering the first hex of its advance or if the second hex contains a friendly unit.



EXAMPLE: The two British Tank units achieved a 2-hex advance. Solid black arrows indicate legal advance after combat paths. Dashed gray lines and hexes marked "No" indicate illegal paths.

15.6 Terrain and Advance After Combat

- No unit may advance into a hex or across a hexside that is prohibited to it in regular movement.
- MINOR RIVERS: Infantry Type units may only cross an unbridged Minor River in the first hex of their advance.
- CANALS: Infantry Type units may only cross an unbridged Canal hexside if they were attacking across it and it is the first hex of their advance.
- MAJOR RIVERS: Infantry Type units may only cross an unbridged Major River hexside if they were attacking across it and it is the first hex of their advance. Unlike Canal hexsides, the first hex must be into the defender's vacated hex.
- MARSH: Infantry Type units must stop and end their advance if they enter a Marsh hex unless they entered the hex along a road.



EXAMPLE: The British attack achieved a Bonus Advance. The Mechanized units can advance 2 hexes or 3 if they use the Road Bonus. The British Tank unit cannot advance into the hexes marked "No" since Vehicle units cannot cross unbridged Minor Rivers or Marsh hexes unless via a road. Mechanized Infantry can cross unbridged Minor Rivers as long as it is the first hex of its advance.

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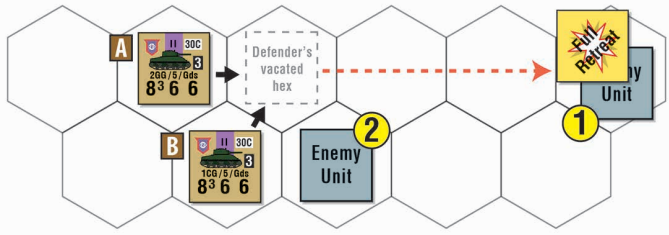
16. BREAKTHROUGH COMBAT

16.1 In General

Breakthrough Combat allows units that are advancing after combat to attack again. Only units that achieved a DS (including an Auto DS) or DMR in combat may conduct Breakthrough Combat. Breakthrough Combat uses the same procedure and CRT as a normal attack except for the additional features and restrictions listed in 16.3. Breakthrough Combat can target any enemy units, including those that just retreated in the regular combat or those that have been attacked by other friendly units.

16.2 The Breakthrough Group

If the attacker had more than one stack involved in the combat only one (henceforth called the Breakthrough Group) may conduct Breakthrough Combat—the other units that participated may advance after the Breakthrough Group has finished advancing and conducting Breakthrough Combat. The attacker has the option to form the Breakthrough Group in the defender's vacated hex if he wishes, paying 1 hex (total) from the advance rate to do so. Alternatively, the Breakthrough Group can be formed by one unit picking up another unit(s) as it advances, as long as the units picked up took part in the attack.



EXAMPLE: Units A and B have just achieved a DMR result against Enemy Unit #1 and so can conduct Breakthrough Combat. The two British units can advance into the defender's vacated hex (as shown), or unit A can advance into unit B's hex, form the Breakthrough Group there, then attack Enemy Unit #2. In both cases it would cost the advancing units two hexes from their Advance Rate.

16.3 Cost and Procedure

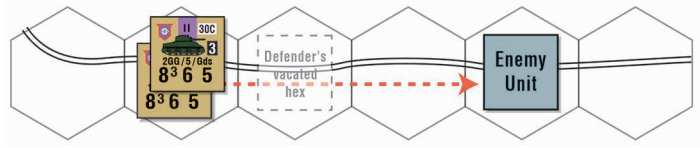
(16.3.1) Cost: It cost the Breakthrough Group one hex out of its advance rate to conduct Breakthrough Combat. If the Breakthrough Combat is successful in forcing the defender to retreat, the Breakthrough Group may advance into the defender's vacated hex at no additional cost or stop in the hex it attacked from.

PLAY NOTE: basically non-mechanized units can move 1 hex and conduct Breakthrough Combat while mechanized units with Road Bonus can move 2 hexes and conduct Breakthrough Combat.

(16.3.2) Maximum of One Breakthrough Combat: If the combat achieves a DS or DMR result, the Breakthrough Group may complete its advance but may not conduct any further Breakthrough Combats.

(16.3.3) No Additional Advances: The attacker never earns additional hexes by a successful Breakthrough Combat—always use the advance rate of the initial combat.

16.3.4 Breakthrough Combat and the Road Bonus: If using the Road Bonus (15.2), the Breakthrough Group can consist of only one unit plus one Free-stacking unit.



EXAMPLE: The two British Tank units have achieved a DS result eliminating the unit and allowing Breakthrough Combat. Using the Road Bonus, one unit could advance two hexes down the road and conduct Breakthrough Combat against the unit three hexes away.

16.3.5 Restrictions:

- You cannot conduct Breakthrough Combat against a hex that you could not advance into.
- The Breakthrough Group may not split up and attack from separate hexes—multi-hex Breakthrough Combat is not allowed.
- ROAD CONGESTION: The Breakthrough Group may not conduct a Breakthrough Combat (or Assist Other Attacks [16.5]) from a hex containing friendly units that did not take part in the original combat.
- Breakthrough Combats are prohibited across *unbridged* Major Rivers or Canals.
- Air and Artillery Support are not allowed in Breakthrough Combat; all other combat modifiers apply (including Terrain, Morale Shift, and Armor Shift).

16.4 Breakthrough Combat Against Retreated Units

Unlike retreats from combat (13.5), units are not eliminated if forced to retreat again from Breakthrough Combat. Remember, units in Full Retreat automatically retreat if an enemy unit moves adjacent.

16.5 Breakthrough Group Assisting Other Attacks

If the Breakthrough Group advances adjacent to a defending hex which is about to be attacked by other friendly units, the Breakthrough Group may use its Breakthrough Combat option (paying 1 hex of its advance) to add **half** its Attack Strength to the combat (it cannot be part of the Lead Formation even if it belongs to the same division) and take part in that attack. If this happens, this attack must be resolved next. A Breakthrough Group that assist another combat does not benefit in any way from the new attack's Advance After Combat result—the group that assist may only advance into the defender's vacated hex and stop or remain in its present hex.

17. ARTILLERY UNITS

17.1 Artillery in General



Artillery units provide favorable column shifts on the CRT and a +1 DRM on the Determined Defense Table. When either the shift or the Determined Defense DRM is used the Artillery unit is flipped to its Used side.

17.2 Properties

Artillery units have the following properties:

- they are Free-Stacking units (6.2).
- they have only one step.
- they may not be selected for Determined Defense (12.1.2).
- they may not Advance After Combat (15.1).
- they may not be used in Breakthrough Combat (16.0).

17.3 Moving Artillery units

Artillery units are Vehicle Type units. They can use Tactical Movement to move one hex and provide Artillery Support in the same turn; or two hexes but become Disrupted.

MOVED MARKERS: Artillery units in Good Order may be moved up to 5 MPs if allocated a Moved marker. Only while under the marker is the Artillery unit allowed to use the road movement cost and Extended Movement. The marker must remain on the unit until the next friendly Movement Phase when the owning player can remove it, reposition it, or keep it on the unit. The German player has only two Moved markers,

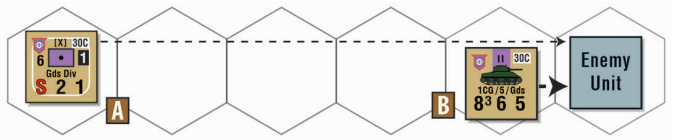
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the Allied player three markers; this is a strict limit. Artillery units may flip to their Ready side while under a Moved marker. While under a Moved marker, Artillery units:

- Have a Defense Strength of 1.
- May not provide Artillery Support.
- Immediately lose their Moved marker if forced to retreat.

17.4 Range

Each Artillery unit has a range. This is the maximum distance (measured in hexes) that the Artillery unit may be from the target hex and still provide Artillery Support (17.6). Intervening terrain and combat units have no effect. Both the attacker and the defender trace range to the hex under attack. Count the target hex but not the hex of the Artillery unit.



EXAMPLE: Artillery Unit A is 5 hexes from the enemy unit, so can support Unit B's attack.

17.5 Ready and Fired Sides



Artillery units have only one step; the reverse side is used to indicate the Artillery unit has fired. Once an Artillery unit fires, it is flipped to its back. Artillery units on their Fired side may no longer provide a shift in combat or the +1 DRM on the Determined Defense Table. Artillery units may flip back to their Ready side only during the Artillery Resupply Phase.

17.6 Artillery Support

(17.6.1) In General: Each Artillery unit may provide support to only one combat per Combat Phase. Only Artillery units that are in range, on their Ready side may be used. The following restrictions apply to Artillery Support:

- Artillery units that are Scattered, Engaged, Disrupted, in Full Retreat, or under a Moved marker may not provide Artillery Support.
- Artillery units may not provide Artillery Support to their own hex.
- Artillery may only support an *attack* if the combat involves a unit from its Formation (the Formation does not need to be the Lead Formation). Exception: Allied Corps-level Artillery can support any combat, including those with just American units. **Artillery can provide *Defensive* Artillery Support to any friendly Formation.**
- The German Arko 191 Artillery unit may provide Artillery Support to both the von Tettau and 2nd SS Formations and is color-coded to indicate this.

(17.6.2) Offensive Artillery Support: Each Artillery unit providing Offensive Support gives the attacker a favorable shift of one column to the right on the CRT. The Allied player (only) may earn two shifts in a single combat by using both the 5 AGRA Artillery unit and another friendly Artillery unit.

(17.6.3) Defensive Artillery Support: One Artillery unit may be flipped to provide a +1 DRM to a Determined Defense roll. No more than one Artillery unit may be used per roll.

17.7 Artillery in Ground Combat

Artillery units have no Attack Strength, they can only provide Artillery Support (17.6) in an attack. If attacked they use their Defense Strength—they cannot provide Defensive Artillery Support to their own hex. An Artillery unit may use its Defense Strength in the same Combat Phase it provided Defensive Artillery Support to a different hex. Conversely, an Artillery unit can provide Defensive Artillery Support after being attacked as long as it is not Engaged, Disrupted, in Full Retreat, or under a Moved marker.

17.8 Artillery Resupply

(17.8.1) Allied Non-Airborne Artillery Resupply: Each friendly Artillery Resupply Phase the Allied player may flip over to their Ready side any two *non-airborne* Artillery units that can trace a Supply Path to Entry Area N.

PLAY NOTE: Airborne Artillery land on its Ready side. Once used airborne Artillery may only flip back to its Ready side if resupplied via an airdrop (see below). It cannot use Entry Area N to flip.

(17.8.2) Allied Airborne Artillery Resupply: If the weather is Clear the Allied player may flip over all of his three airborne Artillery units; if the weather is Cloudy, he may flip over any one of the three. No airborne Artillery may flip during Overcast and night turns. The Artillery unit flipped must have a 4-hex Overland Supply Path to its division's Airborne Supply Head and that Supply Head must be in Good Order and have a 4-hex Overland Supply Path to one of the division's Drop Hexes that is:

- not in an EZOC (friendly units in the hex negate EZOCs for this purpose).
- Clear or Polder Terrain (Villages have no effect).

After Turn 5 the hex occupied by an Airborne Supply Head plus the six hexes adjacent can be considered a Drop Hex for artillery resupply purposes if the two conditions above are met.

PLAY NOTE: Airborne Artillery can still flip even after its Airborne Supply Head is depleted.

(17.8.3) German Artillery Resupply: During the German Artillery Resupply Phase of the AM and PM turns the German player may flip over any two Artillery units that can trace a Supply Path to a friendly Entry Area. During night turns *all* German Artillery units that can trace a Supply Path to a friendly Entry Area may flip to their Ready side.

(17.8.4) Restrictions: Artillery resupply may not be accumulated—those flips not used are lost. Artillery units that are Disrupted or in Full Retreat may not be flipped to their Ready side. Engaged and Moved markers have no effect on resupply.

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18. SUPPLY

18.1 The Supply Phase

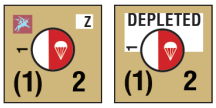


During the Supply Phase the Phasing Player checks supply for all his units. Players check supply by tracing a Supply Path from the unit to a Supply Source. If a Supply Path cannot be traced, the unit receives an Out of Supply marker. If the unit was already Out of Supply there is no additional effect. If any unit bearing an Out of Supply marker from a previous turn can now trace a Supply Path, the marker is removed.

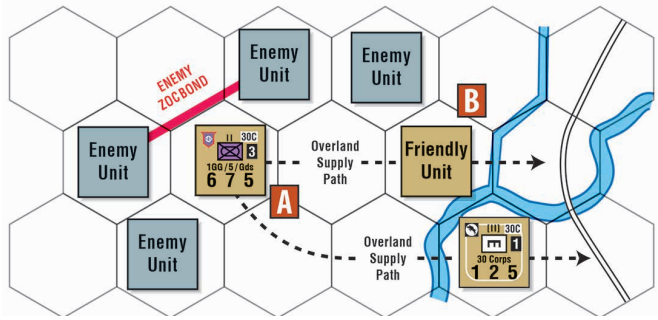
PLAY NOTE: Two sets of differently colored Out of Supply markers are provided in case both German and Allied units are in that state and next to each other. The two out of supply markers for the 1st and 82nd can be used to indicate all units in the division are OOS rather than put an OOS marker on every unit in the division.

18.2 Supply Sources

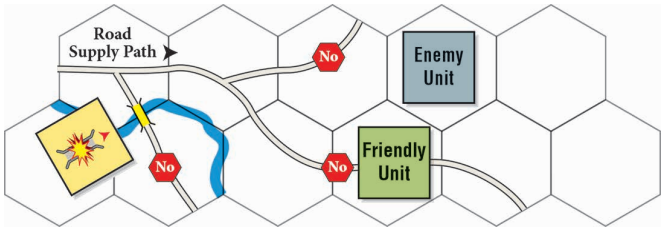
(18.2.1) Supply is available at all friendly Entry Areas (19.2) and Airborne Supply Heads.



(18.2.2) Airborne Supply Heads are temporary Supply Sources for the units belonging to that airborne division. Friendly units that are not part of that division may not use that Supply Head as a Supply Source. At the conclusion of the Allied Supply Phase of Turn 5 (after they have provided supply to the units of their division) the Supply Heads are flipped to their Depleted side. From then on they only assist in resupplying their division's artillery units (17.8.2), allow Returnees to rejoin their division (22.7), and serve as a Drop Hex for their division (22.2.1). Once Depleted they never flip back to their non-Depleted side and airborne units must then trace to a friendly Entry Area to be in Supply.



The example above shows two legal Overland Supply Paths for unit A. Note how the path can cross an unbridged Major River hexside using a friendly Engineer unit and how unit B negates the EZOC in the hex it occupies.



EXAMPLE: The three hexes marked "No" may not be used in the Road Portion of a Supply Path, either because of EZOCs or blown bridges.

PROPERTIES:

- They are considered Vehicle Type combat units, but their Defense Strength is only used if they are the only unit in the hex. If stacked with other friendly units they may not be used to satisfy a step loss.
- They have only 1 step, their reverse side denotes Depleted status.
- They stack for free.
- They have a ZOC, but cannot form a ZOC Bond.
- They may only move using Tactical Movement.

(18.2.3) Eliminated Supply Heads: If an Airborne Supply Head is eliminated, it returns to play in the next Allied Supply Phase under the following conditions:

- It must be placed in a hex containing at least one unit from its division. If placed in Polder, there must be a road in the hex. If there is no such hex, then it may not return.
- It arrives back in play on its Depleted side.
- It arrives back in play Disrupted, but can rally in the Recovery Phase of the next turn following the normal Recovery rules.

18.3 Supply Path

A Supply Path is a path of contiguous hexes from a unit to a Supply Source. A Supply Path can consist of two portions: an Overland Portion and a Road Portion. The Overland Portion (if any) must always come before the Road Portion.

(18.3.1) The Overland Portion of the Supply Path may be up to four hexes long. It may traverse all types of terrain but the path may not:

- Cross an unbridged Major River hexside except at a usable Ferry (including one provided by an Engineer unit).
- Enter an enemy-occupied hex.
- Cross or enter an enemy ZOC Bond.
- Enter two consecutive hexes in an EZOC. Friendly units negate EZOCs in the hex they occupy.

DESIGN NOTE: The last restriction allows a supply path to reach units partially surrounded by enemy units.

(18.3.2) The Road Portion of the Supply Path may be of any length but must follow a path of contiguous road hexes (any type). At no time may the Road Portion of the Supply Path:

- Enter an enemy-occupied hex.
- Enter an EZOC—even if that hex contains a friendly unit *(this is purposely different from an Overland Supply Path)*.

  EXCEPTION: An Airborne Supply Head can still provide supply via a road even if it is in an EZOC.
- Enter a vacant City hex that was last occupied by enemy units. These hexes are considered occupied by non-combat troops.
- Cross a blown bridge or a Ferry (usable or unusable) hexside. *Note that a Ferry can be used in the Overland Portion of a Supply Path.*
- Cross a bridge marked Intact, when tracing a German Supply Path.
- Cross a bridge Wired for Demolition, when tracing an Allied Supply Path.

18.4 Out of Supply Penalties

A unit bearing an Out of Supply marker suffers the following penalties:

- MOVEMENT: It must use Tactical Movement (8.3).
- COMBAT: Its Attack Strength is halved (remember, fractions are rounded up so 1 halved is still 1 [10.1]).
- ADVANCE AFTER COMBAT: No Road Bonus allowed.
- ARTILLERY: Non-airborne Artillery units may not flip to their Ready

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side. They may still provide Artillery Support as long as they are on their Ready side.

ABILITIES: Out of Supply units retain their full Defense Strength, as well as their ZOC and ZOC Bond, Morale Rating and Armor Rating effects.

18.5 Airborne Supply

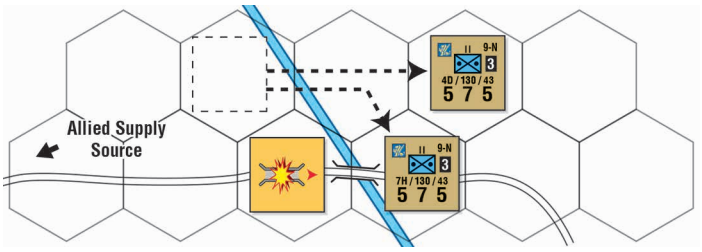
Allied airborne units are automatically in Supply throughout the first turn they land and do not check supply in the first Supply Phase of the turn they land. Starting in the Allied Supply Phase of the following turn they must be able to trace supply to an Airborne Supply Head or a friendly Entry Area to remain in Supply.

PLAY NOTE: This guarantees that Allied Airborne units will always be in supply for the first two turns after they land.

18.6 Dismounted Infantry



If during the Allied Supply Phase, an Allied Mechanized or Motorized Infantry unit is in Supply but its Overland Supply Path crosses an unbridged Canal then it is considered to be dismounted from its vehicles and a Dismounted marker is placed on the unit. (If the Overland Supply Path crosses a usable Ferry over a Major River the marker is not placed.) This unit is considered in Supply but must move and Advance After Combat as a non-Mechanized unit with an MA of 3. The marker is removed immediately if at the start of its movement its Overland Supply Path no longer crosses an unbridged Canal. Note that OOS units do not need this marker.



EXAMPLE: The two British Motorized Infantry units use Tactical Movement to cross the Canal hexside. In their next Movement Phase they must move as non-Mechanized units with a MA of 3 since their Overland Supply Path crosses an unbridged Canal hexside.

19. REINFORCEMENTS AND ENTRY AREAS

19.1 Non-Airborne Reinforcements

Non-airborne reinforcements are placed in their Entry Area (listed on their counter) at the start of the owning player's Movement Phase. They may enter the map with their full MA through the Entry Area by paying the terrain cost of the first hex entered. Reinforcements may enter the map by moving into an EZOC but must stop and move no further. In lieu of entering the map, a unit may remain in the Entry Area or be moved to an adjacent friendly Entry Area (19.6).

19.2 Friendly Entry Areas

(19.2.1) Allied Entry Areas: Entry Areas M, N, and O are always friendly to the Allied player; Entry Areas A and L become friendly on Turn 7.

(19.2.2) German Entry Areas: Entry Areas B through K are always friendly to the German player. Entry Areas A and L are only friendly from Turns 1 to 6. On Turn 7 they become Allied-controlled and any German units still in those Entry Areas at the start of Turn 7 are displaced to the adjacent German Entry Area. This causes Disruption if in Good Order and Full Retreat if already Disrupted.

19.3 Entry Areas in General

(19.3.1) Friendly Entry Areas may be entered during movement, retreat, or advance after combat. During the Movement Phase, the cost to enter an Entry Area is 1 MP. Upon entering an Entry Area the unit must stop and may not exit until a later friendly Movement Phase. The cost to re-enter the map is always the cost of the first hex entered. Only Good Order units may leave an Entry Area (exception: automatic displacement from Areas A and L, 19.2.2). Entry Areas are not considered adjacent to hexes for combat zone recovery (14.4.2) and Extended Movement (8.2) purposes.

(19.3.2) Major Rivers: Entry and exit of an Entry Area across a Major River is prohibited (exception: Pannerden Ferry, Area H).

19.4 Properties of Entry Areas

- No stacking limit except when attacking onto the map (19.7).
- ZOCs do not extend into or out of Entry Areas.
- Units cannot be attacked while in an Entry Area.
- Allied units cannot enter German Entry Areas and German units cannot enter Allied Entry Areas.

19.5 Retreating Off the Map

A unit that retreats off the map into an *enemy* Entry Area is eliminated. A unit that retreats off the map into a friendly Entry Area is placed in that Entry Area and marked as Disrupted or Full Retreat (as appropriate). A Disrupted/Full Retreat unit may not reenter the map until it has returned to Good Order.

19.6 Movement Between Entry Areas

A unit that starts its move in an Entry Area may move to an adjacent Entry Area at the cost of its entire MA. The two Entry Areas must actually touch—if there is a gap between two Entry Areas (as between H and I) then no movement is allowed between those. Units that move to an adjacent Entry Area may not attack onto the map in that turn's Combat Phase (19.7). *(Use a Spent Marker if necessary.)* There is no limit to the number of units that may move between adjacent areas.

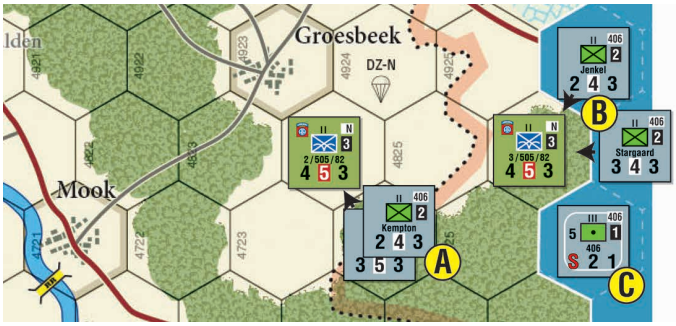
19.7 Attacking Onto the Map

Units in an Entry Area can attack onto the map during the friendly Combat Phase if enemy units are adjacent to the Entry Area. Units that are going to attack onto the map are stacked at the edge of the Entry Area abiding by the stacking limit (assume hexes extend into the Entry Areas for this purpose). They may attack from there and if successful in eliminating or retreating the enemy units may advance onto the map through the hexside they attacked from, but are not required to do so. If the attack fails to eliminate or retreat the defenders, the units remain in the Entry Area.

19.8 Artillery and Entry Areas

All Artillery reinforcements arrive on their Ready side. They can enter the map normally or remain in the Entry Area and provide Artillery Support. If providing support from an Entry Area count the range normally, using the first hex of the map as the first hex. An Artillery unit does not have to be in any certain off-map hex—it is assumed to be in the most advantageous position for the owning player.

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EXAMPLE: The German Artillery unit (C) can support either attack A or B.

20. NIGHT TURNS AND REPLACEMENTS

20.1 Night Turns

A night turn is identical to AM and PM turns except:

- Weather is never rolled.
- The Allied player receives no Air units or Airlanding Points.
- The German player may ferry Vehicle Type units (8.5.6).
- The German player may flip over all eligible Artillery units (17.8.3).
- Replacements are received starting on Turn 8 (20.2).

  NOTE: Airborne Returnees are special Replacements that arrive starting on Turn 2.
- OPTIONAL RULE: Isolation Attrition occurs (27.2)

DESIGN NOTE: Night turns represent 12 hours—the period between 6 PM and 6 AM. The AM and PM turns represent 6 hours each.

20.2 Replacements

(20.2.1) Night Turns Only: Replacements are received only on night turns **starting on Turn 8,** and are allocated during the owning player's Movement Phase. Each Replacement can restore a reduced unit one step or bring a unit out of the Eliminated Units box on its lowest step. Replacements may not be saved, and those not used are forfeited.

(20.2.2) Replacement Rates:

- GERMAN: Two Infantry-Type Replacements per night turn—one from the west edge of the map (Entry Areas B or C); and one from the north or east edges of the map (Entry Areas F, G, H, or I).
- BRITISH: One Replacement of any type (except airborne) per night turn coming from Entry Area N.

(20.2.3) Restrictions: The following restrictions apply when allocating a Replacement:

- The receiving unit must have a Supply Path to the appropriate Entry Area at the instant the Replacement is applied.
- The receiving unit must be in Good Order and not Engaged. It does not matter if it is adjacent to an enemy unit.
- German Elite units, Allied airborne units, Artillery units, and German Vehicle Type units may never receive Replacements (Allied airborne units receive Returnees [22.7]).

(20.2.4) Restoring Eliminated Units: An eliminated unit that receives a Replacement is placed on its lowest step in the Entry Area the Replacement originated from. Alternatively, it can be placed in any friendly City hex with a Supply Path to the Entry Area that provided the Replacement. The hex may not be in an EZOC. To bring a 3-step unit out of the Eliminated Units box, move it to the Remnant Display (11.4) and then place the Remnant on the map.

IMPORTANT: With the exception of Engineer and Bridging units, eliminated Allied units may not be replaced.



(20.2.5) Replacement Markers: Indicate each unit that receives a Replacement (including those that come out of the Eliminated Units box) with a Replacement marker. That unit may move a maximum of one hex in the Movement Phase and may not attack in the Combat Phase. Engineer Units may not use their special abilities on the turn they are replaced. If in an Entry Area it may still move one hex on to the map or move to an adjacent Entry Area. The Replacement marker is removed in the Recovery Phase. A unit with a Replacement marker prevents ALL attacks out of the hex—not just the unit receiving the Replacement. As soon as the marker is removed in the Recovery Phase the restriction is lifted. Artillery units in a stack with a Replacement marker may still provide combat support.

DESIGN NOTE: This rule allows units to remain in the front line and take Replacements in a quiet sector.

21. BREAKDOWN UNITS AND MERGING UNITS

21.1 In General

Both players may create a Breakdown unit by reducing a larger unit. The Breakdown unit created must be the same type as the parent unit and be from the same division (if airborne). Breakdown can occur during movement or advance after combat. The Breakdown unit is placed in the hex with the unit that removed the step and both units may then move, or advance after combat normally. Breakdown units are normal 1-step units in all respects. When eliminated they are returned to the Breakdown Units display and may be reused.



A battalion is reduced one step and creates a Breakdown unit.

21.2 Non-Airborne Breakdown Units



There are a number of Breakdown units for German units and non-airborne British units. Use the Tank Type Breakdowns for British tank battalions (including the Cromwell Reconnaissance units), use the Infantry Type Breakdown units for all other unit types (including Reconnaissance units). If the parent unit is Mechanized, use the Mechanized side of the Breakdown counter. If the parent unit is non-Mechanized, use the non-Mechanized side.

21.3 Breakdown Restrictions

A unit may breakdown before, during, or after it moves and before (or after) an advance after combat. The Breakdown unit created is considered to have spent the same number of MPs (or hexes of advance rate) as the parent unit at the time it splits off. Supply, EZOCs, Extended Movement, and Engaged markers have no effect on the ability to breakdown. The following restrictions apply:

- Breakdown may only occur during a friendly turn—never during the enemy player-turn.
- Units Scattered, Disrupted, or in Full Retreat may not breakdown.
- An airborne Breakdown unit created must be from the same division as the parent unit.
- The number of Breakdown units that may be created is strictly limited to the existing counter mix.

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- The Breakdown units are considered part of the formation they were created from. This may require bookkeeping.

21.4 Rebuilding with Breakdown Units

Rebuilding occurs during the Movement Phase at the instant the two units have completed their movement. Supply status and EZOCs have no effect on rebuilding. If the Breakdown unit is Spent, Engaged, Disrupted, or in Full Retreat, then the unit that receives the step also receives that status. The Breakdown unit is returned to the display and the parent unit is increased one step. A unit that absorbs a Breakdown unit can still attack in the Combat Phase if in Good Order and not Spent.

RESTRICTIONS: Airborne Breakdown units may only rebuild with a unit of the same division (it doesn't matter if it is the same regiment or battalion). All other Breakdown units may only rebuild with the parent unit or provide a step for Merging (21.5).

PLAY NOTE: When a Breakdown unit joins a battalion, the battalion is increased one step and the Breakdown unit is immediately available to be used again.

21.5 Merging Units

Only the German player may merge units. An Infantry Type unit may be reduced one step to restore a different Infantry Type unit one step. Vehicle Units may not merge, but Motorized Infantry/Panzergrenadier units may. This action can occur at any time during a friendly Movement Phase if the following conditions are met:

- both units are from the same Formation (10.2.2).
- both units have completed their movement and are stacked together.
- the unit that is reduced has the same or better Morale Rating than the unit it will restore.

PLAY NOTE: A Non-Motorized Infantry step may merge with a reduced Motorized Infantry/Panzergrenadier unit.

If the conditions are met, one unit is removed or reduced and the other unit is increased one step. Supply and the presence of enemy units have no effect.

If the unit that is transferring the step is Spent, Engaged, Disrupted, or in Full Retreat, then the unit that receives the step also receives that status. As long as the receiving unit is not, or does not become Spent, Disrupted, or in Full Retreat, it can still attack in the upcoming Combat Phase.



Example of Merging

22. AIRBORNE LANDINGS

22.1 The Airlanding Phase

(22.1.1) This phase only occurs during the Allied player-turn and is when airborne units arrive into play. Units are placed on their appropriate Drop Hex (22.2) and the owning player rolls on the Airlanding Table (22.3) to determine the effects of the landing.

(22.1.2) Once per Day: Airlandings may be conducted only once per day, during an AM turn or a PM turn in which the weather is Clear or Cloudy (never at night). So if the Allied player lands units in the AM turn he may not land units in the PM turn.

(22.1.3) The British Glider Pilot Regiment: The British Glider Pilot unit automatically arrives during the Airlanding Phase of Turn 2 at the 1st Airborne Division's Supply Head without a die roll. It may move normally that turn.

DESIGN NOTE: The pilots actually land on Turn 1 but take one turn to form up.

22.2 The Drop Hex

(22.2.1) Leeway: Where an airborne unit is placed is determined by the Drop Hex code printed on its counter. These codes correspond to Drop Hex codes printed on the map. The degree of leeway to this Drop Hex is determined by the Turn:

- **Turn 1:** Units must land *on* their Drop Hex. If two hexes have the same code then units may be placed in either hex.
- **Turns 3 and 4:** Units may land on or adjacent to their Drop Hex.
- **Turns 6 and 7:** Units may land on or adjacent to any Drop Hex belonging to their division, or on or adjacent to their division's Airborne Supply Head. Exception: Only the Polish units may use the three Polish Drop Hexes (22.5.2).
- **Turn 9+:** Units may land on or adjacent to any Drop Hex or Airborne Supply Head of any airborne division (exception: 22.5.2).

(22.2.2) Delayed Landings: The Allied player is never forced to land airborne reinforcements—he may delay them as long as he wishes. Units that are delayed use the leeway of their new date.

(22.2.3) Drop Hex Restrictions:

- TERRAIN: Parachute units must land in a Clear, Woods, Town or Polder hex (no City or Marsh hexes). Glider and Artillery units must land in a Clear hex. Villages have no effect.
- STACKING: No more than **9 steps** may land in each hex per turn. If other friendly units are already in the hex, then exceeding the overstacking limit is allowed (per 6.4) but must be corrected by the end of the Allied Movement Phase.
- RIVERS: If a Drop Hex/Airborne Supply Head is adjacent to a River or Canal, the unit may not be placed across the River or Canal.

(22.2.4) Drop Hexes A1 and A2: The 1/501/101st Battalion lands in hex 4008 (A2). Its planned Drop Hex 3909 (A1) is shown mainly for historical interest but can be used on or after Turn 6 (22.2.1).

22.3 The Airlanding Table

Die Roll	*Airborne unit*
1-4	-
5	S
6,7	S1
8+	S2

(22.3.1) Procedure: On Turn 1 roll only one die per hex—if a result other than "No effect" occurs, apply it to one Infantry Type airborne unit in that hex (Allied player's choice). After Turn 1 roll one die for each unit.

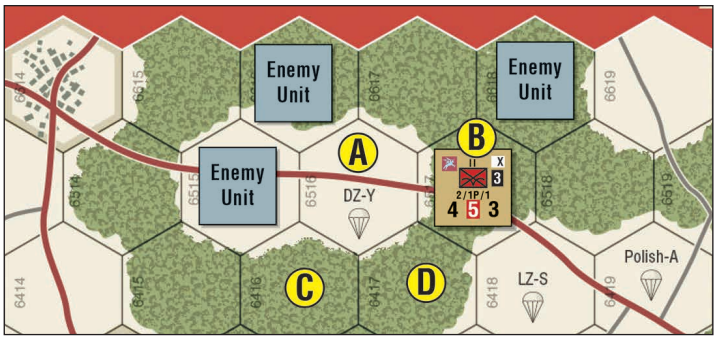
DESIGN NOTE: On Turn 1 only one die is rolled per hex to reflect the lack of opposition experienced by the initial landings.

(22.3.2) Airlanding Table Modifiers: Apply the DRMs listed below to the die roll; all are cumulative. **Ignore all modifiers on Turn 1.**

+1 if landing in a Polder hex
+2 if landing in a Contested hex (see below)
+3 if landing in an Enemy-Controlled hex (see below)
+4 if landing in a Town or Woods hex

CONTESTED: A hex is Contested if it is adjacent to an enemy unit (including an Unknown unit), but there is also a friendly unit in or adjacent to that same hex.

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EXAMPLE: The British 4th Parachute Brigade lands on Turns 3 or 4 (Day 2) on or adjacent to Hex 6516 (A). The following Airlanding DRMs would apply to each hex. A: +2 = Contested hex; B: +6 = Contested Woods hex (+2 and +4); C: +7 = Enemy-Controlled Woods hex (+3 and +4); D: +4 = Woods hex.

ENEMY-CONTROLLED: A hex is Enemy-Controlled if it is adjacent to an enemy unit (including an Unknown unit), and there are no friendly units in or adjacent to that hex.

PLAY NOTE: The status of Contested and Enemy-Controlled is determined at the start of the Airlanding Phase and does not change during the phase with the landing of airborne units.

(22.3.3) Explanation of Results:
- = No effect.

S: The airborne unit is Scattered (22.3.6).

S1: The airborne unit is Scattered and loses one step. Record one Airborne Replacement for the appropriate division on the Airborne Replacement Track.* See also 22.3.4 and 22.3.5.

S2: The airborne unit is Scattered and loses two steps. Record one Airborne Replacement of the appropriate division on the Replacement Track.* The other step is permanently lost. See also 22.3.4 and 22.3.5.

** Airborne units may use these Replacements to restore reduced units (22.7).*

(22.3.4) Airborne Artillery Landing: Artillery units that suffer an S1 result are flipped to their Fired side and marked Scattered rather than lose a step. Those that suffer an S2 result are eliminated. In both cases, no Airborne Replacement is recorded.

(22.3.5) One-Step Airborne Unit Landing: If the A/82 Breakdown unit landing on Turn 1 suffers an S1 result, the unit is eliminated and the Replacement is received.



(22.3.6) Scattered Markers: Units become Scattered by an adverse result on the Airlanding Table. Units that are Scattered suffer the following effects:

- They may only use Tactical Movement.
- Their Attack Strength is halved.
- Artillery units may not provide Artillery Support.

Scattered markers are removed in the Allied Recovery Phase even if the unit is in an EZOC.

22.4 Airlanding Points

Beginning with Turn 3 the Allied player enters airborne reinforcements into play with his available Airlanding Points during his Airlanding Phase. Each point allows one Allied airborne reinforcement unit (any size) to land. If the Allied player has fewer Airlanding Points than available units, he may choose which units to land. If an airborne unit does not arrive on its turn of arrival, it may land on a following day. Airlanding Points may not be accumulated; they must be used on that turn or lost.

22.5 The Polish Airborne Brigade

(22.5.1) Restrictions: Polish airborne units may only land on Clear turns, and they may not land until all Turn 3 units have landed (they may land on the same turn as those units land).

(22.5.2) Polish Airborne Drop Hexes: These three Drop Hexes may only be used by Polish airborne units. Note that the Poles belong to the 1st Airborne Division so may also land at their Drop Hexes.

22.6 Landing on Enemy Units

If any airborne units drop on enemy units, resolve the combat during that Airlanding Phase after placing all airborne reinforcements. Resolve the combat with the CRT in the normal way except the attacker (the airborne units) is halved and the defender is doubled. The airborne units receive no shifts from Artillery or Air Support but do receive the shift(s) for Morale. If the attacker does not eliminate or force the defender to retreat, then all airborne units landing in that hex are eliminated. If the attack succeeds, the airborne unit(s) must still roll on the Airlanding Table per normal rules. Airborne units must abide by the Stacking Limit when they land on enemy units (count friendly units only).

22.7 Returnees



These are created by the S1 and S2 results on the Airlanding Table. These steps return to play in the form of Replacements (20.2). These are the *only* Replacements the airborne units will receive. An Airborne Replacement may not be used on the turn it is created—but it may be used on any following turn during an Allied Movement Phase. An airborne unit can receive a Replacement under the following restrictions:

- Each division may receive no more than one step per game-turn. These steps may be used in AM, PM or night turns.
- The airborne unit must be in Good Order (14.1.1), not Engaged (11.5), and have a Supply Path to its Supply Head.
- The Airborne Supply Head must be in Good Order and not Engaged.

Follow 20.2.5 when allocating Airborne Replacements.

23. SPECIAL RULES

23.1 Turn 1 Special Rules

(23.1.1) Allied Turn: The game starts on the Allied Airlanding Phase with Clear weather. Skip the Artillery Resupply and Bridge Phases.

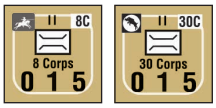
(23.1.2) Surprise Effects: To account for the complete surprise achieved by the airborne landings, the following rules are in effect on Turn 1:

- Roll once for each Airborne *stack* instead of once for each Airborne unit when using the Air Landing Table (22.3.1).
- Ignore all DRMs on the Airlanding Table (22.3.2).
- Apply a –1 DRM to all Bridge blowing attempts (5.6).
- German units (including Turn 1 reinforcements) may only use Tactical Movement (even units in Full Retreat).
- German movement into an Entry Area is prohibited except into Entry Areas A and L.

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(23.1.3) Double Artillery Shifts: To account for the pre-planned artillery barrage, the 5 AGRA and Gds Div Artillery units provide two shifts each, instead of 1 shift each. (They may not be combined to achieve 4 shifts.)

23.2 Bridging Units



The only units that may repair bridges are the two Allied Bridging units that start with 8th and 30th Corps. See the bridge repair rules (5.8) for details. Bridging units are Free-Stacking units (6.2).

23.3 Allied Engineer Units



(23.3.1) Purpose: These units are the only units that allow an attack across an unbridged Major River hexside. They also create a Ferry when located adjacent to a Major River hexside.

(23.3.2) Major River Assaults: See rule 9.5.3 for details. The Engineer unit can move (but not use Extended Movement) on the same turn it enables a Major River Assault. It may enable only one Major River Assault per turn. The Allied player may withhold the Engineer unit's Attack Strength from the attack to keep it safe from an EX or DRX result.

(23.3.3) Creating a Ferry: Engineer units can also serve as a Ferry across any one adjacent Major River hexside. This type of Ferry has a capacity of 6 steps per turn, one of which may be a Vehicle Type step. The Engineer unit can move to the Major River hexside and create the Ferry all in the same Movement Phase. It cannot do this if it uses Extended Movement. The following restrictions apply to creating a Ferry:

- Once a friendly unit uses the Engineer unit as a Ferry, the Engineer unit may no longer move that Movement Phase.
- An Engineer unit cannot be used as both a Ferry and for a Major River Assault in the same turn—it's one or the other.

As with other Ferry sites, units must use Tactical Movement to cross and do not have to start adjacent to the river. Unlike those printed Ferry sites, units using an Engineer as a Ferry can cross into an EZOC (but may not cross or enter an enemy **ZOC Bond**).

PLAY NOTE: A Ferry may not be created across Canals, Minor Rivers, and Lake hexsides. Players may use the back of the Engineer unit to indicate which hexside the Ferry is located at.

An Engineer unit may cross a Major River at any hexside using Tactical Movement.

(23.3.4) Supply: An Engineer unit that is adjacent to a Major River hexside is considered a usable ferry site for the tracing of an Overland Supply Path in the same way as a printed ferry (18.3.1).

23.4 British Corps Boundaries

There are two corps boundary lines printed on the map that separate the 8th, 12th, and 30th Corps. British units marked as 8C, 12C, 30C, or with an Entry Area Code (N, M, and O) associated with their corps are restricted from moving more than one hex across their boundary line. They may attack German units while operating in that one-hex overlap zone (including German units that are two hexes away from the boundary line). If units ever move, advance or Retreat more than two hexes across their boundary they immediately are marked and suffer Full Retreat status and may not recover until they return to their side of the Corp Boundary Line. All British reinforcements and 8C/12C/30C units that move north of the boundary line (the 2000 hex row) may move as they please as long as they are north of this hex row. They may not, however, wrap around then down the boundary line. The boundaries have no effect on German units. These boundary restrictions are lifted after Turn 6.

23.5 The German 406th Division

DESIGN NOTE: The 82nd Airborne leadership was very concerned about how many German troops would attack them, and how fast, from the German border. The following rule recreates that uncertainty.

The six units marked "406" enters on entry Area I, but have their turn of arrival determined by a die roll. At the start of each German Movement Phase (starting on Turn 1), roll one die for each unit—if the die roll is 1 or 2 that unit arrives that turn. If the die roll is 3-6 the unit remains in the holding box. Continue rolling each turn until Turn 4 or all units have arrived.

TURN 4: No die rolling is necessary on Turn 4—all units in the 406th Div. box that have not yet arrived become available.

23.6 The Tiel and 's Hertogenbosch Garrisons



The units that start in Tiel (5606) and 's Hertogenbosch (4301) may not move until an Allied unit moves within 2 hexes of their location. Their MA is printed in a black box to indicate that. Once released they may move normally.

23.7 Reconnaissance Units



Reconnaissance units alone in a hex and attacked ignore the step loss requirement (but not the retreat portion) on a D1, or DS result. EX, DRX, and A1/D1 results are applied normally. Units with this special ability are indicated with their MA in a green circle.

24. TRAFFIC MARKERS



24.1 Traffic Markers In General

The German player may place available Traffic markers in an attempt to slow the movement of Allied Mechanized units. Traffic markers have no effect on Allied Non-Mechanized units and German units.

DESIGN NOTE: These represent the traffic jams that occurred at the critical bridges and choke points along the highway.

24.2 Effects of Traffic Markers

Traffic markers have the following effects:

- Increase the entry cost (road and off road) of the hex by 2 MPs for all Mechanized Allied units.
- Force all Mechanized Allied units advancing after combat into the hex to stop and end their advance (no Breakthrough Combat allowed).

Mechanized units using Tactical Movement (8.3) ignore Traffic markers. Traffic markers have no effect on combat, retreat, and Supply Paths.

24.3 The Traffic Marker Phase

During this phase the German player may place on the map any of the markers available in the Traffic Marker Holding Box or arriving from the Turn Record Track.

REMOVAL: After placement he rolls two dice and removes the Traffic markers with the ID of those die rolls (for example, if a 2 and a 4 were rolled, remove Traffic markers #2 and #4). If doubles are rolled, then only one marker is removed. If a number is rolled for a marker that is not yet in play, then there is no effect. Place the removed Traffic marker(s) back in the Traffic Marker Holding Box for the next turn. Traffic markers are never voluntarily removed once placed on the map—they are removed only as a result of the removal dice roll.

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24.4 Traffic Marker Placement Restrictions

Traffic markers may not be placed:

- On or adjacent to one another.
- In a hex north of all British *Mechanized* units *(you can't cause traffic in hexes that the British 2nd Army has not reached yet!)*.

Beyond those two restrictions they can be placed in any hex, in or out of EZOCs, in hexes occupied by enemy units, behind or in front of enemy lines. Only Traffic markers that are in the Traffic Marker Holding Box may be placed; the ones already on the map may not be repositioned or removed.

24.5 At Start Situation

In the Traffic Marker Phase of Turn 1 the German player may place three Traffic Markers (#1, #2, and #3). He gets one additional marker each turn until all are in play by Turn 4.

25. UNKNOWN UNITS

25.1 In General



Unknown units represent the possible presence of 1-step German units. They start on their unrevealed ("?") side and are only flipped (revealed) when an Allied unit enters their hex or attacks their hex. If the back is a 0-0-0 Garrison unit, it has no effect and is immediately removed. If the back is a unit with a Defense Strength, it remains in the hex and defends against the Allied unit(s) that tried to enter the hex.

25.2 Properties

(25.2.1) While on their unrevealed side, Unknown units are considered **Combat Units** and have the following properties:

- They may not move (exception: 25.6).
- They are have no stacking value but no more than one is allowed in each hex (6.1).
- They have a ZOC but cannot be used to form a ZOC Bond.
- They count as German units for the purpose of bridge demolition or rewiring a bridge.
- Allied units may not use Extended Movement to move adjacent to them.
- They may not be revealed to attack adjacent Allied units—they must be revealed by an Allied unit first.
- They negate Allied EZOCs in the hex they occupy for the purpose of friendly Supply and retreat paths. Allied units are prohibited from retreating into their hex.

(25.2.2) Revealed Unknown units that are combat units are treated as regular combat units in all respects and may not become Unknown again. Some of these units have a MA of 0, cannot move, and are eliminated if forced to retreat (13.2).

25.3 Combat Against Lone Unknown Units

(25.3.1) During the Movement Phase: Allied units can enter a hex with an Unknown unit (even while using the road movement cost), but not while using Extended Movement. Units pay the normal cost to enter the hex but not the +2 MP for exiting the EZOC of the Unrevealed Unit. When an Allied unit enters a hex occupied solely by an unrevealed Unknown unit, the unit is flipped over. If it is a 0-0-0 Garrison then it is removed from play and the Allied stack may continue moving with no delay—they are even eligible for Extended Movement. If the Unknown unit is a combat unit, then the Allied stack backs up to its previous hex and must immediately attack the revealed unit. Follow all rules of combat except no Artillery or Air Support Shifts are allowed and the only units allowed to attack are those in the moving Allied stack. Units never earn Advance After Combat in an attack on an Unknown Unit in the Movement Phase (see below).

*PLAY NOTE: An Allied unit that moves adjacent to both an Unknown Unit and a **revealed** German unit (at the same time) must end its movement and cannot attack the Unknown unit until the Combat Phase.*

(25.3.2) Overrun: If the combat resulted in a DS or DMR the Allied units can continue moving with no delay, and may even attack again in the Combat Phase. They may not, however, use Extended Movement.

(25.3.3) Spent: If the result was anything other than a DS or DMR the Allied units must stop moving in either:

- the defender's vacated hex or,
- the hex they attacked from.

In both cases, the units may not attack in the Combat Phase and are marked with a Spent marker to indicate that. Spent markers are removed in the Recovery Phase.

(25.3.4) During the Combat Phase: An Allied unit may attack an Unknown unit during the Combat Phase. When this occurs, the Unknown unit is flipped over and revealed at the moment the attack occurs. The attack may not be canceled. If the unit revealed has a Defense Strength greater than 0, the combat is resolved normally. If the unit is a 0-0-0 Garrison then it is removed and the attack is considered a DS result.

(25.3.5) During Advance After Combat: This is only allowed per the Breakthrough Combat rules. If the Unknown unit is a 0-0-0 Garrison then the advance may continue with no delay. If the Unknown unit's Defense Strength is greater than 0, then a combat is immediately conducted as Breakthrough Combat.

25.4 Stacked with Other Units

Unknown units that are stacked with other German units (that are not in Full Retreat) cannot be attacked in the Movement Phase and prevent the Allied player from attempting an Auto DS against the hex. German units in Full Retreat do not prevent the hex from being attacked in the Allied Movement Phase.

If the hex is attacked in the Combat Phase, the Unknown unit is revealed and its Defense Strength (if any) is added to the German defenders—if Stacking Limits allow. If the revealed Unknown unit causes violation of the overstacking limit, this violation must be corrected at the end of the next German Movement Phase when all steps in excess of the 9-step limit must be eliminated (6.4).

25.5 At Start Location

Place the 20 Unknown units in their starting hex before the game begins on their unrevealed side. Neither the German or Allied player may examine their back until revealed.

25.6 Moving Unknown Units

Starting on Turn 3 the German player may reposition one *unrevealed* Unknown unit per turn during his Movement Phase. The German player picks it up (without observing its back) and may place it back down on any Town or City hex under the following restrictions:

- The Town or City hex does not contain nor is adjacent to an Allied unit.
- The Town or City hex has a road-bound Supply Path to a German-controlled Entry Area.

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26. HOW TO WIN

26.1 The Victory Check Phase

Victory is checked and awarded in the Victory Check Phase of each turn. The game ends immediately if either player achieves an Automatic Victory.

26.2 German Automatic Victory

The German player wins the game if during any Victory Check Phase the Allied player has not yet achieved his Victory Conditions and he accomplishes one or more of the following objectives:

- Eliminate or force the removal of all Allied units from the north side of the Lower Rhine.
- Accumulate 12 VPs.

26.3 Allied Automatic Victory

The Allied player wins the game if during any Victory Check Phase he has 10 or more VPs **and at least one non-airborne unit north of the Lower Rhine** and is able to trace a Supply Path to a West Map edge Supply Source. Any German VPs accumulated at that time are ignored.

26.4 End Game Victory

If neither player has won an Automatic Victory by the end of the game, then players tally their VPs, and the player with the most VPs wins. Ties goes to the German player.

26.5 Victory Points

(26.5.1) Allied VPs: VPs are awarded to the Allied player for the capture and control of certain hexes on the map and for getting non-airborne units across the Lower Rhine (to the north side). If the German player recaptures a VP hex then the Allied player loses the VP until he can regain control of the hex. VPs are awarded to the Allied player for the following:

- 1 VP for each City hex he controls. EINDHOVEN (hexes 2608, 2707, and 2708); HELMOND (hex 2914); s'HERTOGENBOSCH (hex 4301); NIJMEGEN (hexes 5320 and 5321); TIEL (hex 5606); ARNHEM (hexes 6122, 6222 and 6223).
- 1 VP for the Town of Overloon (hex 3524)
- 1 VP for the Town of Venray (hex 3225)
- 1 VP for each *non-airborne*, non-Breakdown Allied unit that is north of the Lower Rhine and is able to trace a Supply Path to a Supply Source.

EXAMPLES: The Allied player would have 10 VPs if he controlled Eindhoven (3 VPs), Nijmegen (2 VPs), and had five non-airborne units across the Lower Rhine and able to trace a Supply Path (5 VPs).

(26.5.2) German VPs: The German player is awarded 1 VP for each Allied 3-step unit eliminated. An Allied 3-step unit is considered eliminated if the Remnant is eliminated. All other Allied units count as 1/2 VP. Exception: The German player is not awarded VPs for Breakdown units or Airborne Supply Heads.

NOTE: If the German player eliminates an Allied Engineer or Bridging unit he would gain 1/2 VP. If the Allied player restores the unit the German player would lose the 1/2 VP.

27. OPTIONAL RULES

The following rules were not used in playtesting and are not necessary to enjoy the full experience of the game. I've included them here because there were a few times during testing that I felt such a rule would be useful, albeit rarely used. Use only if both players agree.

27.1 Disengagement

(27.1.1) In General: During the Combat Phase a unit (or stack of units) may conduct a Disengagement attempt instead of a regular combat. If successful the unit/stack may be retreated 2 hexes, following all retreat rules except a unit using Disengagement may not retreat into an EZOC, at any time in their retreat, unless the hex contains a friendly unit that has not retreated in that combat phase.

(27.1.2) Procedure: Any unit in Good Order that does not attack in the Combat Phase can attempt Disengagement. Disengagement can be resolved at any time in the friendly Combat Phase (before or after any number of combats). To resolve the attempt, consult the Disengagement Table and roll a die. The owning player rolls once for each unit in the stack. The Phasing Player may see the result of each attempt before deciding to do the next Disengagement attempt. Combat Strength and CRT shifts are ignored.

Disengagement Table:

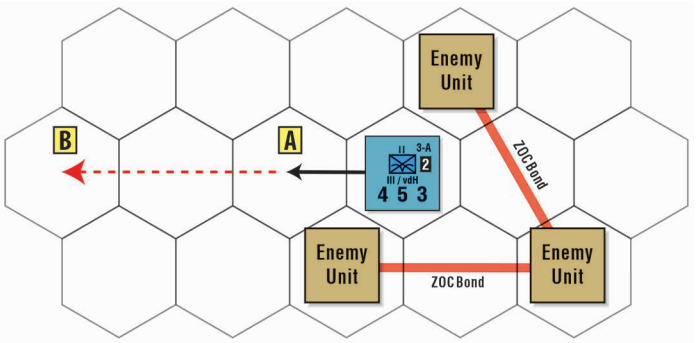
Die Roll	*Result*
1,2	No
3	Yes –1
4-6	Yes

DIE ROLL MODIFIERS:

+1 the unit is Elite
–1 the unit is Low Quality
+1 the unit is an Armored unit

All modifiers are cumulative. Treat results less than 1 as 1, and greater than 6 as 6.

Results: A "No" result means the Disengagement attempt fails and the unit remains in place. A "Yes" result allows the unit to retreat 2 hexes. If the unit retreats it becomes Disrupted, but recovers normally in the upcoming Recovery Phase. If the result is "Yes –1" then the unit loses a step before it retreats.



EXAMPLE: The German unit is moved to hex A during the German Movement Phase and then a Disengagement is attempted during the Combat Phase. The attempt is successful (a die roll of 4): the German player retreats his unit to hex B and marks it as Disrupted.

27.2 Isolation Attrition

(27.2.1) Night Turns Only: During each night turn all friendly units (except Airborne Supply Heads) which were marked Out of Supply from a previous turn and are currently Isolated, suffer Isolation Attrition.

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Isolation Attrition occurs during the friendly Supply Phase.

DEFINITION OF ISOLATED: A unit is Isolated if it cannot trace an Overland Supply Path *of any length,* to a friendly Supply Source.

AIRBORNE SUPPLY HEADS: Any Allied unit that can trace a Supply Path to a Depleted Airborne Supply Head is exempt from Isolation Attrition.

(27.2.2) Procedure: Roll one die for each Isolated unit and consult the Isolation Table. If a stack is Isolated, roll for each unit in the stack.

Isolation Table:

Die Roll	*Result*
1-4	–1 Step
5,6	No Effect

DIE ROLL MODIFIERS:

+1 the unit is Elite or an Allied unit (not cumulative)

–1 the unit is Low Quality

+2 the unit can trace an overland Supply Path of any length to one or more City hexes

Treat modified results less than 1 as 1, and greater than 6 as 6.

RESULTS:

–1 Step = The unit is reduced one step. A unit can lose its last remaining step due to Isolation Attrition.

No Effect = Nothing happens to the unit.

SCENARIOS

S1 The Short Game

S1.1 Setup and Scenario Data

- **Game Length:** 11 turns. Starts on Turn 1 and ends in the Victory Check Phase of Turn 11.
- **First Player:** Starts with the Allied Airlanding Phase of Turn 1. There is no Weather Phase, Artillery Resupply Phase or Bridge Phase on Turn 1.
- **Setup:** Use the Setup Card.

S1.2 Markers

- **Traffic Markers:** Markers #1-3 start in the Traffic Marker Holding Box, place the other three on the Turn Record Track—one each in Turns 2, 3 and 4.
- **Moved Markers:** Place all five (3 British, 2 German) in their holding boxes on the map.
- **Air Unit Markers:** Place both in their holding box. Both may be used on Turn 1.
- **Airborne Replacement Markers:** All four markers start at 0.
- **Bridges Markers:** Four bridges along the Bocholt-Herentals Canal start the game blown: 1402/1502, 1306/1407, 1307/1408, and 1109/1210. The bridge at 1303/1404 (Joe's Bridge) is Intact.
- Place the Turn marker on Turn 1 of the Turn Record Track, place the two Weather markers on Clear in the Weather Track, place all other markers aside.

S1.3 Scenario Victory Conditions

The Allied player wins if he has at least four steps of non-airborne units on the north side of the Waal River during the Victory Check Phase of Turn 11, and are able to trace a Supply Path to a west map edge Supply Source. Otherwise it is a German victory.

S2 The Campaign Game

S2.1 Setup and Scenario Data

- **Game Length:** 20 turns. Starts on Turn 1 and ends in the Victory Check Phase of Turn 20.
- **First Player/Setup:** Same as the Short Game.

S2.2 Markers

- Same as in the Short Game.

S2.3 Scenario Victory Conditions

See 26.0.

PLAY BALANCE ADJUSTMENT:
For competitive play we suggest that the German player be allowed to move one Unknown unit (his choice) to hex 6421 before the game begins. This will prevent an Allied unit reaching hex 6520 on Turn 1 and cutting off the retreat route of the Kraft (-) battalion.

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EXTENDED EXAMPLE OF PLAY



1st Airborne Division Sector

TURN 1
Allied Player-Turn

The Airlanding Phase

The game starts with the Allied Airlanding Phase. The illustration above and on the following page shows the at start positions of the Allied units after placement in their Drop Hexes.

The Allied player now rolls one die for each hex and consults the Airlanding Table. To account for the surprise achieved on the first day only one die is rolled per hex on Turn 1, but on all further turns the Allied player will roll one die per unit. There are no modifiers to this table on Turn 1.

1st Airborne Sector

The die rolls are A: 2 = No Effect, B: 5 = Scattered, and C: 4 = No Effect. One of the units in hex B is Scattered and the Allied player picks one of his glider demi-battalions (7KOSB/1A).

82nd Airborne Sector

In this sector the die rolls are:

D: 1 = No Effect
E: 6 = Scattered –1 (2/505)
F: 5 = Scattered (3/505)
G: 5 = Scattered (1/504)
H: 2 = No Effect
I: 6 = Scattered –1

The 82nd has a tough landing with four Scattered results and two step losses. Both of the steps are recoverable, and are recorded as two 82nd Replacements on the Airborne Replacement Track. They will return to play in the following turns as Returnees.

A particularly bad result is the 1-step unit that was to assault the Grave Bridge from the southern side suffered a Scattered –1 result, and so was eliminated. Had this unit survived, even in a Scattered state, it would have undoubled the river defense at the bridge. This could be a huge problem for the Allied player.

101st Airborne Sector

In this sector the die rolls are:

J: 5 = Scattered
K: 6 = Scattered –1 (3/501)
L: 1 = No Effect
M: 3 = No Effect
N: 6 = Scattered –1 (2/506)

Another set of bad rolls makes for a disorganized landing for the 101st. This may make it tough for them to accomplish all their Turn 1 objectives. The Allied player reduces a unit in hex K (3/501/101) and in hex N (2/506/101) and records two 101st Airborne Replacements. Those units reduced are marked Scattered, along with the unit in hex J.

This ends the Allied Airlanding Phase.

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82nd Airborne Division Sector



101st Airborne Division Sector

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The Movement Phase

In this Phase the Allied player may move all his units. Units that are Scattered may only use Tactical Movement.

1st Airborne Sector

The illustration below shows the British 1st Airborne sector after all movement. The Allied player used Extended Movement to move the 2/1P/1 battalion five hexes towards the bridge (5 MPs). Extended Movement is allowed if you don't enter an EZOC. The other two battalions of 1st Parachute Brigade with a little help from the Airlanding Brigade attack the Krafft battalion. The rest of the 1st Airlanding Brigade spreads out to protect DZ Y for the follow-up landing on Turn 3 or 4. The Artillery is moved one hex south-west, while the Airborne Supply Head is not moved.



Bridge Demolition: When the 2/1P/1 moved adjacent to the railroad bridge the German player rolled for its demolition which was successful (die roll = 5). On Turn 1 there is a –1 DRM on all demolition attempts.

82nd Airborne Sector

In the 82nd sector the Allied player decides to make a rush for the Nijmegen bridge. He attacks the Unknown unit at A with two battalions during the Movement Phase. Automatic DS and attacking an Unknown unit are the only times players can attack in the Movement Phase. Flipping the unit over it turns out to be a 0-0-0 garrison and is immediately removed. The two battalions end their move adjacent to Nijmegen.



The Allied Movement Phase in the 82nd Airborne Sector.

The Allied player sets up an attack with two battalions against the Unknown unit outside of Groesbeek. At Mook the Unknown unit can be attacked on the move but the Allied player prefers to wait until the Combat Phase.

Across the Maas-Waal Canal the three battalions of the 504th have a lot to do. First up, the 3/504/82 battalion creates a Breakdown unit (1-1-3) and sends it to check out the bridges at Heumen and Malden. The German player rolls a 5 for the bridge at Heumen and destroys it. At Malden he rolls a 2 and the bridge is intact. The Breakdown unit ends its move in Malden to defend the bridge. The remainder of the battalion marches north and captures the bridge near Hatert after another failed bridge demolition roll.

At Grave, the Allied player decides to send two battalions to take the bridge since the coup de main on the western side failed. That attack will be resolved in the Combat Phase.

101st Airborne Sector — Veghel

In this sector, with two Scattered units the Allied player decides to sends all three battalions of the 501st against Veghel. While passing the railroad bridge the German player rolls for its demolition and fails (die roll of 1). He holds off rolling for demolition of the road bridge in the slight chance he can blow it on Turn 2 without the –1 DRM.



101st Airborne Sector — South

The Allied player wants to capture St. Oedenrode and at least one bridge across the Wilhelmina Canal. He sends two battalions to St. Oedenrode and attacks it on the move—it turns out to be a 1-2-5 Flak unit. Since it is a Vehicle unit it is not doubled in the Town hex. The final odds are 8 to 2 + Morale Shift = 5-1. He rolls a 2 which is a DRX (the steps are chosen from opposite players but does not matter in this case). The 101st takes the town but loses a step (1/502/101) and must stop. The Flak unit is eliminated and the US units are marked Spent.



For the bridge at Son the Allied player sends two battalions, one of which is Scattered and reduced. He'll attack Son in the Combat Phase.

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At the town of Best the German garrison is strong so no attack is planned. But the bridge would be nice to have so one battalion is sent there. It blows when they approach. The remaining battalion, the 1/506/101 sets up a defensive screen to the west.

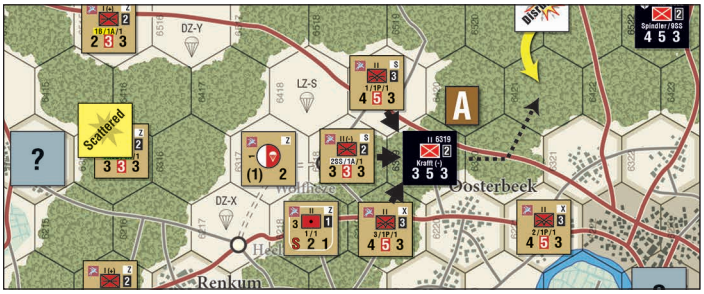
Operation Garden Sector

Very little movement is possible in this area so it will be shown in the Combat Phase section. Note that moving one hex across the corps boundary line is allowed and you will see the 50th Division take advantage of that.

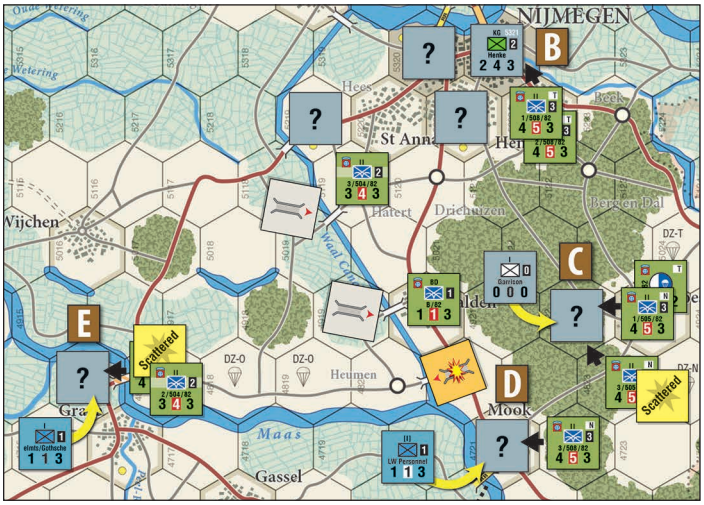
The Combat Phase

I will use the abbreviations DD for Determined Defense, KG for Kampfgruppe, and RR for Railroad.

1st Airborne Sector



A. During the Combat Phase three units of the 1st Airborne Divison attack the Krafft battalion on the road to Arnhem. The British Artillery unit is not used, but saved for possible use next turn against the bridge. The odds are 11 to 5 + Morale shift = 3-1. A die roll of 6 gives a D1 result. The German player decides not to risk the last step of his battalion on a DD so retreats his unit two hexes and marks it as Disrupted. Note that retreating through one hex in an EZOC has no penalty.



82nd Airborne Sector

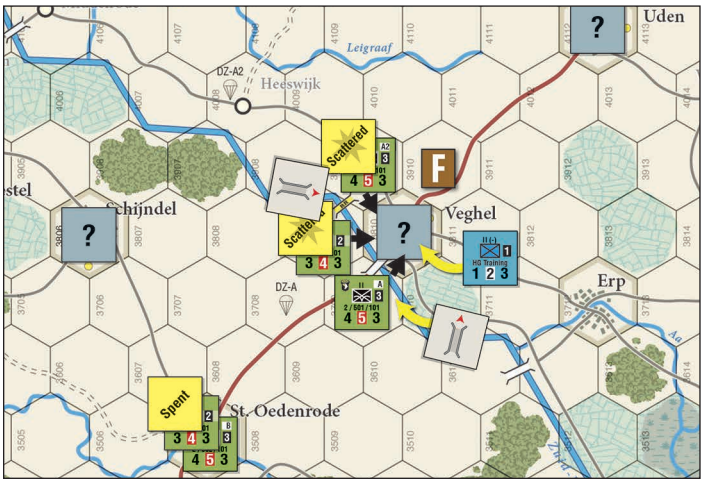
B. Two battalions of the 508th make a desperate attack against KG Henke in Nijmegen. The odds are 8 to 8 + Morale Shift = 2-1. The die roll is a 2, which is an ENG result. No step loss or retreat, but the defender is marked with an Engaged marker.

C. Two battalions of the 505th attack the Unknown unit in the woods outside of Groesbeek. The unit is revealed as a 0-0-0 Garrison and is removed. The two battalions, using the Bonus Advance of two hexes, set up a defensive position for possible German units entering from the east map edge. The advance after combat can be seen in the German movement illustrations coming up.

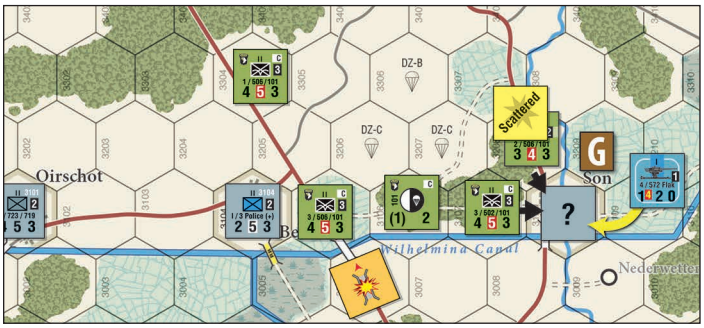
D. A single battalion attacks the Unknown unit in Mook. It is revealed as a 1-1-3 unit. The odds are 4 to 2 + Morale Shift (x2) = 4-1. A die roll of 3 = DR. Unless a Low Quality unit faces elimination if it retreats, doing a DD is too risky. The German player retreats his unit across the RR bridge. The airborne unit advances into Mook and the Bridge Demolition Table is used on the bridge. The die roll is 6 = Blown.

E. Now for the important attack on the Grave bridge. One unit is marked Scattered but this does not matter in this attack—a unit can only be halved once. The Allied player has a modified Attack Strength of 4 against a German unit that will be doubled behind the river. The Unknown unit is revealed as a 1-1-3. The odds are 4 to 2 + Morale Shift = 3-1. A die roll of 4 = DR. The German player attempts a DD in Polder terrain, rolling a 3 = Fail, and so retreats the unit two hexes. The two battalions may advance one hex in any direction. One of them advances across the bridge to mark it Intact (5.7).

101st Airborne Sector



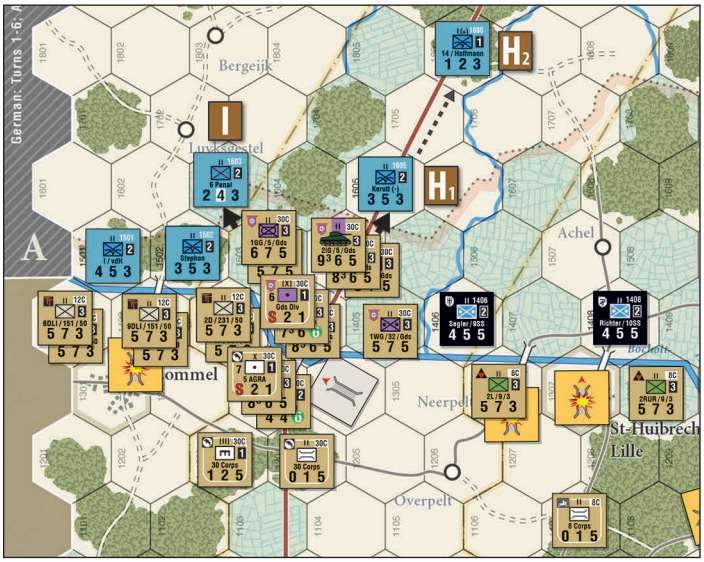
F. Three airborne battalions attack the Unknown unit in Veghel. The bridge is checked at this time and it fails to blow—an Intact marker is placed. The Unknown unit turns out to be the 1-2-3 Hermann Goering Training unit whose Defense Strength is doubled in the Town. Scattered units and the two units attacking across the canal are halved in Attack Strength. The odds are 6 to 4 + Morale Shift (x2) = 3-1. The die roll is 1 = Eng. A major setback, the town is not taken. The German unit is marked Engaged.



G. Two battalions of the 101st attack the Unknown unit in Son. The unit turns out to be a 1-2-0 Flak unit. Since it is a Vehicle unit it is not doubled in the Town hex. The odds are 6 to 2 + Morale Shift = 4-1. The die roll is 4 = A1/D1. Boths sides lose one step which eliminates the Flak unit. The Allied player decides to take his step loss on the reduced unit which makes it a Remnant. The 3-4-3 is placed on the Remnant Display and the Remnant takes its place on the map. Both units advance into Son and the bridge is checked for demolition—the die roll is 2 = Intact! At last some good news for the struggling 101st.

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Operation Garden Sector



30th Corps launches its assault up the highway with two attacks. On Turn 1 the two artillery units in this area provide double shifts (two shifts each) to account for the pre-planned heavy barrage. One of the 5-7-5s that started in hex 1405 uses Tactical Movement to enter hex 1504—it is overstacked there, so it cannot contribute to the combat but can Advance After Combat.

H. Two tank battalions attack the Kerutt battalion at H1 with Artillery and Air Support. The odds are 17 to 5 with four shifts (the Armor Shift, Artillery Support (x2) and Air Support). Final odds are 7-1. The die roll is 4 = DMR. The German unit retreats three hexes and is marked in Full Retreat. A DMR result allows for a Bonus Advance and Breakthrough Combat. Using the Road Bonus the Allied player advances Vandeleur's 2nd Irish Guards battalion (2IG/5/Gds) two hexes up the road and for the 3rd hex attacks the German 1-2-3 unit at H2 (14/Hoffmann). Since the Allied player used the Road Bonus he cannot stack with the other tank battalion. The odds are 9 to 2 = 4-1, no Armor Shift because the defender is in Woods. The die roll is a 4 = A1/D1. The German company is removed but the tank unit suffers a step loss and ends its advance after combat in the defender's vacated hex adjacent to the Kerutt battalion. Since Kerutt is in Full Retreat, it retreats to Valkenswaard and teams up with the Sturmgeschütz unit there.

The other tank battalion advances up the road to hex 1705, while the overstacked 5-7-5 advances to 1606 to prevent the 4-5-5 SS KG (Segler) from interdicting the road hex.

I. The other attack is against the 6th Penal battalion. The Polder terrain has no effect on infantry but it does keep the Vehicle units away. The odds are 11 to 4 with 4 shifts (x2 Artillery, Morale and Air Support). The final odds are 6-1. The die roll is a 4 = DMR. The Penal battalion retreats three hexes and is marked in Full Retreat, and the two British battalions can advance two hexes. Note the two Guards battalions cannot advance more than one hex across the corps boundary line.

This ends the Combat Phase. To see where the units advanced after combat, readers can view the illustrations in the German player-turn.

The Recovery Phase

All Scattered and Spent markers from Allied units are removed. If the Allied player had Disrupted units, which he does not, he would recover those units one level.

The Supply Phase

All Allied units are in supply. Airborne units are always in supply on the turn they drop.

German Player-Turn

The Artillery Resupply Phase

The German player has no Artillery units in play yet, so this phase is skipped.

The Bridge Phase

Bridge demolition in this phase is only allowed if the bridge is both Wired for Demolition and there is an Allied unit in Good Order within one hex of the bridge. The only bridge to which this applies is the railroad bridge at Best. The German player rolls a 4 = it is blown.

The Movement Phase

On the first turn of the game German units may only use Tactical Movement. Moving from north to south the German player moves his units as shown in the following illustrations.



The two Naval Training Security units move east to fight the 1st Airborne.



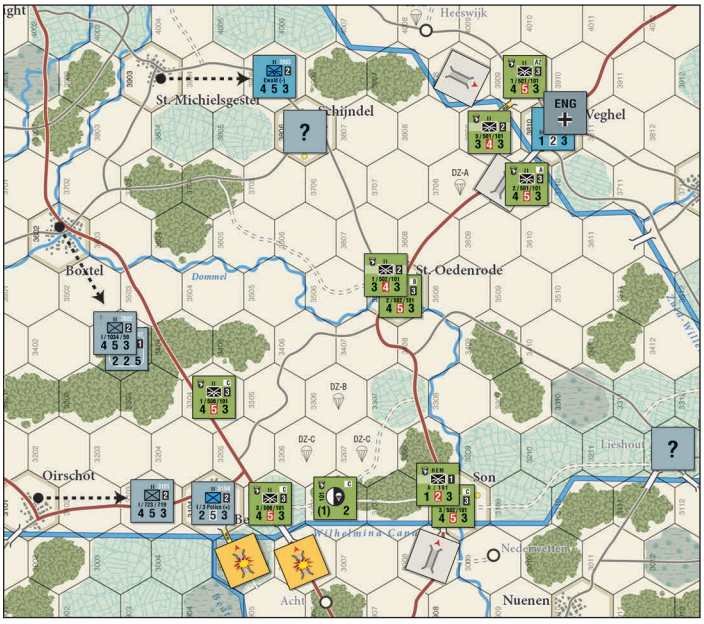
First turn reinforcements enter from the north edge—one from Entry Area F and one from G. A critical move is to get KG Spindler to hex 6321 to cut off any more 1st Airborne units getting to Arnhem. Krafft backs up one hex in order to guarantee recovering at the end of this turn (units adjacent to an enemy unit must roll on the Combat Zone Recovery Table). The two units comprising the 9ss Reconnaissance Battalion split up; Gräbner heads north and the other heads south to Nijmegen.

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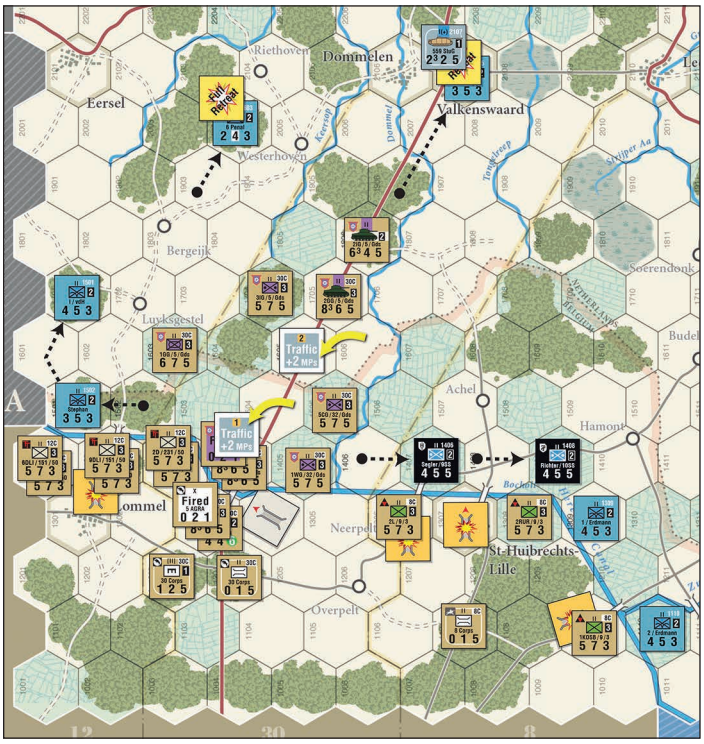


The 406th Division

The German player first rolls for his 406th Division to see if any of the six units arrive. A die roll of 1 or 2 brings it on immediately, while a roll of 3-6 has no effect. His rolls are 2, 5, 5, 1, 1, 2. Outstanding rolls for the German player—four out of the six units arrive, one of which is the Artillery unit. He keeps the Artillery unit in the Entry Area and moves the other three onto the map.



There are no German reinforcements in this area until Turn 2. However, the German player has enough strength to put a little pressure on the 101st Division. The Ewald battalion moves towards Schijndel, and the other units converge on Best.



In the 30th Corps area the Germans try to get out of the way. SS KGs Segler and Richter scoot to the east to avoid getting pocketed. Note that the vdH unit could have moved into Entry Area A during its move but remains on the map to impede 12th Corps for a few more turns.

This completes the German Movement Phase.

The Combat Phase

In the 406th Division sector, Combat A is 6 to 4 with a shift for Artillery = 2-1. A die roll of 5 = DR. The Allied player decides not to do a DD and retreats two hexes and becomes Disrupted. The German units advance one hex in any direction. Please see Turn 2's Allied movement illustration to see where the two units advanced to.

The Recovery Phase

Disrupted markers are removed and Full Retreat are flipped to the Disrupted side. This is automatic since all German units in this example are not adjacent to an Allied unit. Also in this phase all Engaged markers on German units are removed.

The Supply Phase

All German units have a 4-hex path to a friendly Entry Area or a 4-hex path to a road which leads to a friendly Entry Area. All German units are in Supply.

The Traffic Marker Phase

On Turn 1 the German player may place three Traffic Markers (#1, #2, and #3)—the other three markers arrive in later turns. He places all three markers along the road to Valkenswaard in the hope of slowing 30th Corps. He then rolls two dice to see which, if any, are removed. He rolls a 3 and a 6 = so marker #3 is removed and placed in the Traffic Marker Holding Box.

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TURN 2

Weather Phase

There is no Weather Phase during a night turn. Weather will be rolled on Turn 3 for both the AM and PM turns.

Allied Player-Turn

The Artillery Resupply Phase

The Allied player is allowed to flip two of his Artillery units during this phase. He cannot flip airborne Artillery—that only happens on Clear or Cloudy weather turns. On Turn 2 he only has two applicable Artillery units—the Gds Div and 5 AGRA, so he flips those two to their Ready sides.

The Bridge Phase

The two British Bridging units are not adjacent to any blown bridges yet, so this phase is skipped.

The Movement and Combat Phases

For brevity's sake, we will describe each sector's Movement and Combat Phases together. Although not mentioned, Artillery units will be flipped to their Fired side after they provide a CRT shift.

1st Airborne Sector

This is a critical turn for the 1st Airborne Division—the Allied player needs to capture the Arnhem bridge this turn or he may never capture it. The illustration below shows the movement of the division. The Artillery unit moves only one hex so it can provide Artillery Support this turn for combat B.

A: Taking advantage of the Infiltration rule (8.3.3), he moves Frost's battalion (2/1P/1) two hexes and attacks the Unknown unit during the Movement Phase. It turns out to be elements of the I/6th Training Security battalion which is doubled in the City hex. The odds are 4 to 2 + Morale Shift (x2) = 4-1. A die roll of 2 = DR. The German player does a DD using the City Column with a –1 DRM for the Low Quality unit. A die roll of 2, modified down to 1, eliminates the unit in a failed DD. The airborne battalion takes the bridge and is marked Spent. The Arnhem and Nijmegen bridges can never be destroyed, so the Bridge Demolition Table is not used.

B: Two airborne units plus the artillery unit attack Allwörden/9ss. The odds are 7 to 3 + Morale Shift + Artillery Support = 4-1. A die roll of 4 = A1/D1. Each side loses one step. The Allied player reduces the 2SS/1A and Allwörden is eliminated. The two airborne units can advance one hex in any direction.

EVALUATION: This is a slightly better-than-average situation for the 1st Airborne at the end of the Allied Player-Turn 2. They have the Arnhem bridge, DZ Y is secure (for now), and their perimeter is in good shape. Thanks to good rolls on landing, on the attack against Krafft, and against the Arnhem bridge—there are no trouble spots yet. As the Allied player you have a choice of devoting more strength to the drive on Arnhem or protecting DZ Y—in this example the Allied player opted to protect DZ Y.



Movement of the 1st Airborne Division.

82nd Airborne Sector

Historically General Gavin, the commander of the 82nd Division, only sent one battalion to Nijmegen late on the first day. We can see by what happened with the early German reinforcements that his caution did have some merit. The Allied player now has to counterattack to clear the Germans from his Drop Hexes and he doesn't have much to work with. The illustration below shows the Allied movement in this area and some of the German ZOC Bonds (in red). Note that units can form Hexside Bonds with a friendly Entry Area, but not Hex Bonds, this allows the 1/505 to move from EZOC to EZOC to partially surround the German unit.

C: The airborne Breakdown unit moves two hexes and combines with the reduced battalion to create a full-strength unit in the Movement Phase. It cost no MPs to recombine, so with the last MP the battalion attacks the Unknown unit. It turns out to be a Low Quality 1-2-3 unit and the odds are 4 to 2 + Morale Shift (x2) = 4-1. A die roll of 3 = DR. The Allies take the hex and the German unit is retreated two hexes and becomes Disrupted. For the Retreat priority the unit must retreat to Weurt.

D: Disrupted units cannot attack, so just two airborne units attack Goebel. The odds are 8 to 4 + Morale Shift (x2) = 4-1. The die roll is 1 = EX. Both sides lose 1 step and the step lost is chosen by the opposing player. The German player picks the 1/505 and the Allied player has no choice but to pick Goebel.

EVALUATION: Due to a few bad die rolls and some great 406th arrival die rolls, the 82nd Division is in a bit of trouble. Their artillery is due to arrive in the next few turns but its Drop Hex is on the front line. They still don't have control of the Nijmegen bridge. The good news is the Grave bridge is secure and they have three bridges over the Maas-Waal Canal, including the highway bridge.



Movement of the 82nd Airborne Division.

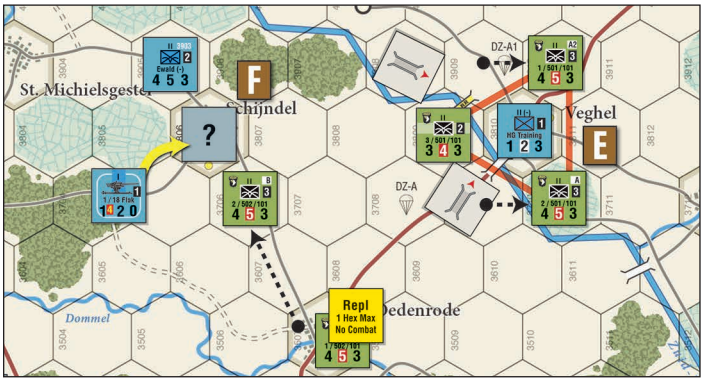
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The 101st Sector

In this area the 101st concentrates on taking Veghel and stopping Ewald's march to Schijndel. The units' movements are shown in the illustration below. The three airborne units move to surround Veghel and block any retreat. Their ZOC Bonds are shown in red. The 1/502 battalion stays behind in Oedenrode to collect a step of Returnees. It goes up one step to full strength and the 101st Replacement marker goes down one.

E: In the Combat Phase the three battalions attack Veghel. The odds are 10 to 4 + Morale Shift (x2) = 4-1. The die roll is 5 = D1. The 101st takes Veghel.

F: The 2/502/101 moves to attack the Unknown unit in Schijndel and does it during the Movement Phase. It turns out to be a 1-2-0 Flak unit, a Vehicle unit which is not doubled in the Town hex. The odds are 4 to 2 + Morale Shift = 3-1. A die roll of 6 = D1. The Flak unit is eliminated and the American battalion enters Schijndel. It is marked spent and cannot attack the Ewald battalion in the Combat Phase.



Further south the 101st sends a battalion towards Eindhoven to help out 30th Corps. The airborne Remnant in Son could use a step of Returnees but only one step is allowed to be used per turn, per division. The 1/506 moves into the woods to get ready for the German 59th Division coming down the road.

G: In the Combat Phase the 3/502 attacks the Unknown unit which turns out to be a 0-0-0 Garrison unit that flees. The 3/502 earns a Bonus Advance. For the first hex it enters the City and for the second hex it conducts Breakthrough Combat against the other Unknown unit. That turns out to be a 1-1-3 Police unit. The odds are 4 to 2 + Morale Shift = 3-1. The die roll is 6 = D1. The unit is eliminated and the 3/502 declines to advance and ends its move in hex 2707.



EVALUATION: The situation in the 101st area is very good. Son Bridge is intact as well as both of the Veghel bridges. The 30th Corps can sail through here if the Germans can be kept off the highway.

Operation Garden

There was lots of movement up the highway this turn so only the movement off the highway is shown with arrows. The important things to notice is stacking is not allowed for units that used Extended Movement, and units cannot move more than one hex across the corps boundary lines. Also shown is the arrival of the artillery of the 3rd and 50th Divisions.

H: For the big attack against Valkenswaard, the odds are 39 to 8 + Artillery Shift = 5-1. No Armor Shift since the German stack contains a StuG with an Armor Rating of 3. The Disrupted German unit is halved (rounded up) to 3, then doubled to 6. The 559 StuG is not doubled in the Town hex. A die roll of 3 = A1/D1. The German player flips the Kerutt battalion to its reduced side, declines to do a DD, and retreats two hexes. The Disrupted unit goes to Full Retreat status and the 559 StuG is Disrupted. The Allied player allocates his step loss to the Guards Armoured Division and advances all units one hex (2 hexes if using the Road Bonus and ending up not stacked).Valkenswaard is captured and the Guards Armoured Division beds down for the night.

I: The 1GG/5/Gds attacks the Disrupted 6 Penal battalion. The odds are 6 to 2 + Morale Shift = 4-1. A die roll of 3 = DR. The Penal battalion retreats two hexes and the Disrupted marker is upgraded to Full Retreat. The 1GG can advance one hex or use the Road Bonus and advance two hexes.

J: The 50th Division attacks the Stephan battalion. The units attacking across the canal are halved. The odds are 19 to 5 + Artillery Shift =



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4-1. A die roll of 3 = DR. The German player retreats his battalion into the Entry Area and marks it Disrupted. The attacking units can advance one hex in any direction.

K: Three different formations are involved in this attack so the Allied player has to select one as the Lead Formation. Those units attack at full strength and the others at half strength. (It is assumed they are just providing supporting fire or pressure on the flanks.) In this example the 3rd Division will be the Lead Formation even though only one unit from that division is involved. The combined Attack Strength is = 18 (5 + 3 + 3 + 3 + 4). The Polder terrain the German unit is in provides no benefits against infantry. The odds are 18 to 5 + Artillery Shift = 4-1. A die roll of 3 = DR. The German player retreats Segler two hexes and marks it as Disrupted. It must retreat to hex 1508. All units that participated in the attack can advance one hex in any direction.

Conclusion

At this point we will end the extended example. Although the Allied player had some bumps and setbacks he is in very good shape. Bridges at Son and Veghel are intact. The bridge at Grave is secure and he has two bridges across the Maas-Waal Canal. The German player will have to be extra aggressive to try and close the highway or stop the Allies at the Waal River. Lots can happen in the turns ahead.

DESIGNER NOTES

The design goal of *Holland '44* was to provide a medium complexity game on Operation Market Garden using many of the systems from *Ardennes '44*. Originally, the idea was to concentrate on the airborne landings and crop the south map edge at Eindhoven, but that was soon discarded when I decided it was essential to include the breakout of 30th Corps. That is the reason for the extra 10 inches of map required.

Order of Battle

This was the hardest campaign to put together a good order of battle for. Besides the fact that there is simply very little information on the German units of the von Tettau Division and the 406th Division, there are very few books that have any information on the units that are not part of, or not in the path of, the British 30th Corps. Some guesswork had to be done with the arrival of the German 180th Division and the location and arrival of Erdmann's battalions in front of 8th Corps.

Choreographing

A couple of starting positions had to be altered to set up the historical situation. Gräbner's reconnaissance unit actually started north of the Lower Rhine at the time of the airdrop but crossed the river before Frost's battalion reached the Arnhem bridge. I start him in Elst as that is the location he was in when the Germans started to get a clear idea of the situation. The other liberty is putting the 3rd SS Police battalion in Best at the start when they didn't arrive until later that day. Unless that is done, there is no chance the German player can hold the town as long as they did historically.

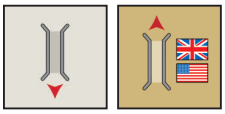
The German Army in Retreat

Most German units are rated with only 2 steps to reflect that most were understrength, under-armed, or under-trained. Most of the units were flung into the battle before they were ready for combat. A few battalions were given 3 steps when I felt they were either fresh units (the 180th Division) or there was information they were at full strength.

Bridges

So much depends on the bridge demolition rolls that this may determine who wins the game. At one time I had a "mulligan" rule that helped players get at least one bridge intact or at least one important bridge blown, but I never used it. It is part of the excitement. I think after you play this game a few times you'll feel that the Operation Market-Garden plan was crazy. There is just too many things that had to go perfectly right for it to succeed.

Intact Markers



Players can use either version of the Intact markers (front or back). Also, around mid-game, you can use the front of these markers to indicate the few bridges that are still Wired for Demolition and remove all the others.

Stacking

I apologize if the overstacking rules are a little awkward, but it was important for the 1st Airborne units to survive in an ever shrinking perimeter.

Traffic Markers

This rule was included to assist in recreating the actual troop movement rates. The British had a lot of delays moving troops up their single highway—especially at the bridges. These markers are best used at choke points (where the usual traffic jams occur).

Polder

This is land reclaimed from the sea or river. It is not very defensible terrain but any vehicles traveling across it must remain on roads. Sometimes those roads are elevated, but not always. I decided to treat Polder as Clear Terrain for Infantry Type units and something like Marsh Terrain for Vehicle units. The main difference is Tank units can earn the Armor Shift in Polder, but cannot in Marsh.

The Armor Shift

This CRT column shift represents "fear" more than anything else. If the defender fears the approaching tanks (either because they outmatch his tanks or he has no tanks to counter them), then that fear becomes a factor in the battle. That is why the Armor Shift is allowed when attacking across a bridge or into Polder—the fear is real if the defender sees the tanks can reach him.

Remnants

There are not enough Remnants provided to let every unit have a 3rd step, this is intentional. For the airborne divisions it reflects the division suffering catastrophic loss and falling apart; for the British non-airborne units it shows the concern about casualties and the habit of withdrawing a unit once it suffered significant loses.

British Supply Problems

The British were at the far end of their supply line back to Normandy and suffered ammunition shortages during this campaign. Limiting the Allied player to three Moved markers and two artillery resupply per turn helps to simulate that.

The Grave Bridge

The bridge near Grave can be blown if the German player recaptures it or the Allied player fails to capture it on Turn 1. But it is also the only bridge across a Major River that can be repaired. Since 30th Corps did not have the ability to repair such a large bridge in the time frame of this game, it is assumed the demolition of the bridge is incomplete and only a span of the bridge needs repairs.

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Artillery
Most of the Allied artillery is factored into the combat strength of their infantry and armored battalions. The divisional artillery units represent a heavy barrage, a long-range barrage, or a concentration of divisional assets, all requiring an expenditure of limited supply.

Determined Defense
Because of the scale of three turns per day, I adjusted the Determined Defense Table so battles would last longer. Note that it is almost always worthwhile to do a Determined Defense with Elite units, especially when they are in Woods, Towns and City hexes. Conversely, it is almost never worthwhile to do a Determined Defense with Low Quality units.

The 406th Division Sector
I made the arrival of this division's initial forces variable so the Allied player would not know what he has to face on the first day. Otherwise, he could send too many battalions towards Nijmegen on Turn 1. Having the board edge so close to the drop zone also worked nicely into the design, keeping the Allies from venturing too far into Germany—something they would not have done.

The 12th Corps and the 50th Division
No 12th Corps units are represented in the game. The two starting brigades of the 50th Division represent the initial actions of the 53rd (Wessex) Division that attacked in that area and then drifted off the map to the west. The 50th Division took over flank protection west of Eindhoven when the 12 Corps stalled around the area of the A/B Entry Area boundary. This substitution of the 53rd Division by the 50th Division for a few turns saved space on the countersheet and seamlessly fit into the situation.

The 11th Armored Division
With artillery resupply usually going to the two Artillery units of the 30th Corps, the 11th Armored Division may not get too far. Historically they did not bridge the Zuid-Willems Canal until Turn 16 and did not force the Germans to withdraw from Helmond until September 25th (a couple days after the game ends).

Holland vs. The Netherlands
Holland is not actually on the map—North Holland and South Holland are provinces of The Netherlands located to the northwest of the map area. I used Holland in the title since (a) many of the maps of the period labeled The Netherlands as Holland, (b) most G.I.s assumed they were in Holland during this battle, and (c) it rolls off the tongue a bit easier than The Netherlands. So marketing trumped map accuracy in this product, but I do hope all players go away knowing a little bit more about The Netherlands and where Holland actually is.

Special Thanks
I'd like to tip my hat to John Butterfield and his *Hell's Highway* game. When I would come to a difficult design problem I would often see how Mr. Butterfield solved it, and more often than not I liked his solution enough to build on it or copy elements of it. His game designed more than 30 years ago was a milestone in our hobby and is still played to this day.

—Mark Simonitch

SUMMARY OF IMPORTANT RULES
Holland '44 shares many rules with *Ardennes '44, France '40* and *Normandy '44*. For those players familiar with those games, below is a list of differences and important rules.

4. Weather
- Roll on the AM turn to determine weather for the AM and PM turns.

5. Bridge Demolition and Repair
- All bridges start Wired for Demolition. A unit nearby is not necessary to blow the bridge.
- –1 DRM on Turn 1.
- Auto repair is allowed if enemy units are at least 5 hexes away (5.9).

6. Stacking
- 2 units per hex plus one Free-Stacking unit.
- Overstacking allowed if no more than 9 steps. Overstacked units can neither attack or defend.
- Demi-battalions stacked together count as 1 unit.

7. ZOCs and ZOC Bonds
- ZOCs do not extend across unbridged Major River/Lake hexsides.
- It takes 2 steps in a hex to form a ZOC Bond.
- ZOC Bonds do not extend across unbridged Major Rivers/Lake or through City hexes.

8. Movement
- Extended Movement is +2 MPs.
- INFILTRATION: Tactical Movement through EZOCs (8.3.3).
- Tactical Movement must be used to cross unbridged Canals.
- Vehicle Type units may not cross unbridged Rivers or Canals or enter Polder and Marsh hexes except along roads.
- Ferries: 1 step per turn. 6 steps via an Allied Engineer unit.
- 10-1 is an Automatic DS (8.7).

9. Combat
- Attacking across an unbridged Major River is prohibited unless assisted by an Engineer unit.

10. Combat Modifiers
- LEAD FORMATION: Only one formation (plus one attachment) in each attack can attack at full strength—all other units attack at half strength.
- ARMOR SHIFT: allowed across intact bridges or into Polder hexes along roads. Never allowed in Woods, Cities and Marsh hexes.
- MORALE SHIFT: Only provides shifts when attacking—not when defending.
- VEHICLE UNITS: Vehicle units are not doubled in Towns and City hexes.
- UNSUPPORTED TANK UNITS: The attacker receives a favorable shift right if the defender has only Tank units and the attacker has Infantry Type units.

11. Combat Results
- No Determined Defense allowed on DS and DMR results.
- Attacker step losses must come from a unit in the Lead Formation.
- If the attacker earned a Morale Shift, then any step loss he applies against his own units must come from one of the units that made the shift possible.
- ENGAGED: Can attack at half strength. An Engaged unit can move using Tactical Movement but becomes Disrupted.

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12. Determined Defense
- The 1/1 result allows the defender to pick the attacker's step loss.
- Desperation Defense is allowed to prevent elimination of the entire stack.

13. Retreats
- 2 or 3 hexes on DS and DMR results, 2 hexes on all other retreats.
- After retreating 1 hex a stack can stop in a City, Town, Woods or Village hex, or a hex containing friendly units, at the cost of 1 step (13.3).
- Overstacking after a retreat is allowed but must be corrected by the end of the owning player's Movement Phase.

14. Disruption and Recovery
- Units that retreat 2 hexes are Disrupted. Units that retreat only 1 hex are not Disrupted. Units that suffer a DS or DMR result go into Full Retreat.
- Full Retreat allows full movement but *not* Extended Movement.
- DISRUPTED units are halved in Defense Strength (rounded up) and may not attack. They may move using Tactical Movement (2 hexes) only, unless they go into Full Retreat.
- FULL RETREAT allows full MA but zero Combat Strength. Extended Movement is not allowed.

15. Advance After Combat
- Units may only advance from one EZOC directly into another EZOC of the same enemy unit when entering the first hex of its advance or if the second hex contains a friendly unit.
- Stacking is not allowed when using the Road Bonus.
- Advancing across an unbridged Canal or Major River hexside is only allowed if the unit attacked across the hexside.

16. Breakthrough Combat
- Allowed by one stack in a DS or DMR result. Cost 1 hex from its advance rate.
- Artillery and Air Support may not be used, but Armor and Morale Shifts are possible.

17. Artillery Units
- Provide 1 column shift on the CRT for the attacker, or a +1 DRM on the Determined Defense Table for the defender.
- ARTILLERY RESUPPLY: 2 units (all German units at night). Traced from a friendly Entry Area.
- AIRBORNE ARTILLERY RESUPPLY: 1 unit during Cloudy weather, all 3 during Clear weather.

18. Supply
- SUPPLY PATH: 4 hexes to a road and then an unlimited distance along roads to a friendly Entry Area.
- Airborne Supply Heads are Supply Sources until the end of Turn 5.
- OOS units are halved in Attack Strength, but retain their full Defense Strength, Morale, and Armor Ratings.
- Units are never eliminated by being OOS unless using Optional Rule 27.2.

19. Reinforcements and Entry Areas
- Units may attack from an Entry Area. Units may remain in an Entry Area and may enter a friendly Entry Area from the map edge.
- Movement between Entry Areas is only allowed if the Entry Areas physically touch.

20. Night Turns and Replacements
- 1 Allied and 2 German Replacements each night turn starting on Turn 8.

21. Breakdown Units and Merging Units
- Units can breakdown to form 1-step units. Useful for using Ferries.
- A 1-step unit can be merged with a reduced unit for the latter to regain one step.

22. Airborne Landings
- Once per day, either AM or PM.
- See 22.2.1 on the leeway of choosing a Drop Hex.

23. Special Rules
- Engineer units can ferry 6 steps across a Major River hexside. Engineer units are necessary for attacking across an unbridged Major River.
- British corps boundary lines restrict movement = no more than 1 hex across the line.
- The units of the 406th Division arrive randomly: 1-2 = Arrive, 3-6 = Delayed.
- Reconnaissance units alone in a hex ignore step losses on D1 and DS results.

24. Traffic Markers
- Affect only Allied Mechanized units.
- Place markers that are currently in the Traffic Marker Holding Box and arriving from the Turn Record Track then roll two dice to determine which are removed.
- May not be placed adjacent to another Traffic marker or north of the Mechanized units of Operation Garden.

25. Unknown Units
- Have a ZOC and do not count against stacking.
- Are the only units that may be attacked in the Allied Movement Phase (with the exception of the 10-1 Automatic DS situations).

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ALLIED REINFORCEMENT SCHEDULE

	Entry Area
Turn 2	
1+2 GP/1 Glider Pilot battalion (3-4-3)	w/Supply Head
3 Division Artillery (S-2-1)	M
4KSLI/159/11 Motorized Infantry battalion (5-7-5)	M
3M/159/11 Motorized Infantry battalion (5-7-5)	M
50 Division Artillery (S-2-1)	N
15/19KRH / 11 Tank/Recon battalion (7^3-6-6)	N
Turn 3	
10/4P/1 Parachute Infantry battalion (4-5-3)	Y
11/4P/1 Parachute Infantry battalion (4-5-3)	Y
156/4P/1 Parachute Infantry battalion (4-5-3)	Y
82 Airborne Division Artillery (S-2-1)	T
2/327/101 Glider Infantry demi-battalion (3-3-3)	C
2/327/101 Glider Infantry demi-battalion (2-3-3)	C
1/401/101 Glider Infantry demi-battalion (3-3-3)	C
1/401/101 Glider Infantry demi-battalion (2-3-3)	C
101 Airborne Division Artillery (S-2-1)	C
23H/29/11 Tank battalion (8^3-6-5)	M
2FFY/29/11 Tank battalion (8^3-6-5)	M
3RTR/29/11 Tank battalion (8^3-6-5)	M
8RB/29/11 Mechanized Infantry battalion (6-7-5)	M
5EY/69/50 Infantry battalion (5-7-3)	N
6GH/69/50 Infantry battalion (5-7-3)	N
7GH/69/50 Infantry battalion (5-7-3)	N
Turn 4	
11 Armored Division Artillery (S-2-1)	M
1H/159/11 Motorized Infantry battalion (5-7-5)	M
Turn 6	
1/325/82 Glider Infantry demi-battalion (3-3-3)	T
1/325/82 Glider Infantry demi-battalion (2-3-3)	T
2/325/82 Glider Infantry demi-battalion (3-3-3)	T
2/325/82 Glider Infantry demi-battalion (2-3-3)	T
2/401/82 Glider Infantry demi-battalion (3-3-3)	T
2/401/82 Glider Infantry demi-battalion (2-3-3)	T
1/327/101 Glider Infantry demi-battalion (3-3-3)	C
1/327/101 Glider Infantry demi-battalion (2-3-3)	C
1/1 Polish Parachute Infantry battalion (4-5-3)	P
2/1 Polish Parachute Infantry battalion (4-5-3)	P
3/1 Polish Parachute Infantry battalion (4-5-3)	P

	Entry Area
Turn 8	
SRY/8 Tank battalion (8^3-6-5)	N
Turn 9	
43/43 Reconnaissance battalion (4-4-6)	N
7H/130/43 Motorized Infantry battalion (5-7-5)	N
4D/130/43 Motorized Infantry battalion (5-7-5)	N
5D/130/43 Motorized Infantry battalion (5-7-5)	N
12KRRC/8 Motorized Infantry battalion (5-7-5)	N
Turn 10	
4/7RDG / 8 Tank battalion (8^3-6-5)	N
5DCLI/214/43 Motorized Infantry battalion (5-7-5)	N
1W/214/43 Motorized Infantry battalion (5-7-5)	N
7SLI/214/43 Motorized Infantry battalion (5-7-5)	N
Turn 11	
Princess Irene Motorized Infantry Brigade (5-8-5)	N
Princess Irene Reconnaissance company (1-2-6)	N
43 Division Artillery (S-2-1)	N
43 Division Engineer (1-2-5)	N
Turn 12	
13/18RH / 8 Tank battalion (8^3-6-5)	N
4SLI/129/43 Motorized Infantry battalion (5-7-5)	N
4W/129/43 Motorized Infantry battalion (5-7-5)	N
5W/129/43 Motorized Infantry battalion (5-7-5)	N
Turn 13	
2GH/46/15 Motorized Infantry battalion (5-7-5)	O
7SH/46/15 Motorized Infantry battalion (5-7-5)	O
Turn 14	
20+23 RCE Engineer (1-2-5)	N
Turn 15	
6KOSB/44/15 Motorized Infantry battalion (5-7-5)	O
6RSF/44/15 Motorized Infantry battalion (5-7-5)	O
Turn 18	
9C/46/15 Motorized Infantry battalion (5-7-5)	O

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GERMAN REINFORCEMENT SCHEDULE

Turn 1 **Entry Area**
Helle SS Infantry battalion (2-4-3) . . . . . F
Allwörden/9ss Infantry KG (2-3-3) . . . . . G
Turn 2
LXXXVIII Corps Motorized Infantry Company (1-1-5) . C
2 LW Fortress Infantry battalion (2-5-3) . . . . . F
184 Artillery Infantry regiment (1-2-3) . . . . . F
Harder/9ss Infantry KG (2-3-3) . . . . . G
Euling/10ss Motorized Infantry battalion (2-2-5) . . . . . H
1 Parachute Army Motorized Infantry Company (1-1-5) . J
4/Erdmann Parachute Infantry battalion (4-5-3) L
Turn 3
III/von der Heydte Parachute Infantry battalion (4-5-3) . . A
347 Field Replacement battalion (4-5-3) . . . . . B
II/1034/59 Infantry battalion (4-5-3) . . . . . B
Schulz SS Infantry battalion (3-5-3) . . . . . F
remnants 19/9ss Infantry regiment (1-2-3) . . . . . G
Knaust Infantry KG (4-5-3) . . . . . G
Brinkmann/10ss Motorized Infantry KG (4-5-5) . . . . . H
Reinhold/10ss Motorized Infantry KG (2-2-5) . . . . . H
Fürstenberg Motorized Infantry battalion (4-4-5) I
Krause SS Artillery regiment (S-2-1) . . . . . K
I/21 Parachute Infantry battalion (4-5-3) . . . . . K
Turn 4
159/59 Artillery regiment (S-2-1) . . . . . B
II/1035/59 Infantry battalion (3-5-3) . . . . . B
Eberwein SS Infantry battalion (4-5-3) . . . . . F
224 Panzer company (2^2-1-5) . . . . . F
remnants 20/9ss Infantry regiment (1-2-3) . . . . . G
Mielke Panzer company (2^2-2-5) . . . . . G
Hartung/10ss Infantry battalion (1-2-3) . . . . . H
5/Erdmann Parachute Infantry battalion (4-5-3) . . . . . K
Turn 5
I/1036/59 Infantry battalion (3-5-3) . . . . . B
Bruhns Infantry KG (4-5-3) . . . . . G
PzJg/10ss company (1^4-2-5) . . . . . H
10/10ss Artillery regiment (S-2-1) . . . . . H
6/Erdmann Parachute Infantry battalion (4-5-3) . . . . . K
Turn 6
I/1035/59 Infantry battalion (3-5-3) . . . . . B
280 StuG brigade (2^3-2-5) . . . . . G
37 Fortress MG battalion (3-5-3) . . . . . G
I/22/10ss Motorized Infantry battalion (2-3-5) . . . . . H
Ear Replacement battalion (2-4-3) I
100 /180 Infantry battalion (4-7-3) . . . . . J
1+2/2107/107 Panzer demi-battalion (7^4-4-5) . . . . . K
A/2107/107 Panzergrenadier demi-battalion (5-5-5) . . . . . K
Turn 7
Zuber/719 Infantry KG (4-5-3) . . . . . B
Wos/Hermann Göring LW Infantry battalion (3-5-3) . . . . F
41 Fortress MG battalion (3-5-3) . . . . . G
II/22/10ss Motorized Infantry battalion (2-3-5) . . . . . H
489/22/180 Infantry battalion (4-7-3) . . . . . J
Turn 8
Ladewig LW Flak battalion (1^4-3-5) . . . . . G
Herman/5 Parachute Infantry KG (5-7-3) I
3+4/2107/107 Panzer demi-battalion (7^4-4-5) . . . . . K
B/2107/107 Panzergrenadier demi-battalion (5-5-5) . . . . K
107 Engineer company (2-2-5) . . . . . K
30/180 Engineer battalion (2-2-5) . . . . . J
Turn 9
II/26 Security battalion (2-4-3) . . . . . F
19 LW Flak battalion (1^4-3-5) . . . . . G
191 Arko Artillery (S-2-1) . . . . . G
12 LW StuG brigade (3^3-2-5) I
Becker/3 Parachute Infantry KG (5-7-3) I
Isphording Infantry battalion (3-4-3) I
Turn 10
Oelkers SS Infantry battalion (3-5-3) . . . . . F
Neuman LW Flak battalion (1^4-3-5) . . . . . G
Hummel Tiger company (4^4-2-4) . . . . . G
III/Landstorm Nederland SS Infantry battalion (2-5-3) . . G
Budde Parachute Infantry KG (4-5-3) I
Turn 11
Zedlitz/719 Infantry KG (4-5-3) . . . . . B
I/26 Security battalion (2-4-3) . . . . . F
2/10/10ss Panzer company (3^3-2-5) . . . . . H
47/269/180 Infantry battalion (4-7-3) . . . . . J
Turn 12
159 Field/59 Replacement battalion (4-5-3) C
30 Fortress MG battalion (2-5-3) . . . . . F
Schörken Replacement battalion (3-5-3) . . . . . G
Molzer Engineer battalion (2-2-5) I
Lewin Infantry battalion (3-5-3) I
22/180 Artillery regiment (S-2-1) . . . . . J
Roestel/10ss Panzerjäger battalion (1^4-2-5) . . . . . K
Turn 13
3 LW Fortress Infantry battalion (2-5-3) . . . . . F
Köhnen KM Infantry KG (2-4-3) . . . . . F
2/9/9ss Panzer company (3^4-2-5) . . . . . G
16/22/180 Infantry battalion (4-7-3) . . . . . J
Turn 14
elements 559 Panzerjäger battalion (3^5-2-4) C
Jungwirth Parachute Infantry battalion (6-7-3) C
1409 Fortress Infantry battalion (2-5-3) . . . . . F
Junghans Security battalion (2-4-3) . . . . . G
65/269/180 Infantry battalion (4-7-3) . . . . . J
Turn 15
Finzel/2 Parachute Infantry battalion (3-5-3) . . . . . B
9 Lehr Engineer battalion (2-2-5) . . . . . G
Turn 16
Mattusch SS Infantry battalion (3-5-3) . . . . . F
Turn 17
IV/von der Heydte Parachute Infantry battalion (4-5-3) . . C
Kauer LW Infantry battalion (2-4-3) . . . . . F
Turn 18
Dryer/85 Infantry battalion (4-5-3) C
Ohler/85 Infantry battalion (4-5-3) C
Chill Artillery KG (S-2-1) C
1 LW Fortress Infantry battalion (2-5-3) . . . . . F
Turn 20
3/506 Heavy Tiger company (4^4-3-4) . . . . . G

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EXPANDED SEQUENCE OF PLAY

A. WEATHER PHASE (4.1)

Weather is determined for both the AM and PM turns at the start of the AM turn. Skip this phase on PM and night turns.

B. THE ALLIED PLAYER-TURN

C. THE GERMAN PLAYER-TURN

D. VICTORY CHECK PHASE

- Automatic Victory is checked at this time (26.1).
- If neither player won an Auto Victory, the Turn marker is advanced one space and another turn is begun.

A player-turn comprises the following phases:

1. The Artillery Resupply Phase (17.8)

ALLIED PLAYER-TURN ONLY:

- Flip any 2 non-airborne Artillery units that can currently trace a Supply Path to Entry Area N.
- Flip all (if Clear weather) or 1 (if Cloudy weather) Allied airborne Artillery unit(s) that can trace an Overland Supply Path to their divisional Airborne Supply Head, itself with an Overland Supply Path to a Safe Drop Hex of its division (17.8.2).

GERMAN PLAYER-TURN ONLY:

- Flip any 2 Artillery units that can currently trace a Supply Path to a friendly Entry Area. On a Night turn flip all Artillery units that can trace a Supply Path to a friendly Entry Area.

2. The Bridge Phase (5.1)

- Start the repair of bridges where a Good Order Allied Bridging unit is present (5.8) or where Automatic Repair is possible (5.9).

GERMAN PLAYER-TURN ONLY:

- Attempt demolition of bridges (5.2) that are Wired for Demolition (5.3) and within one hex of an Allied unit.
- Rewire a bridge for demolition (5.3.2). A bridge may never be re-wired and blown in the same phase—it is always one or the other.

3. The Airlanding Phase (22.1) — ALLIED PLAYER-TURN ONLY

- Place arriving airborne units in an eligible Drop Hex (22.2.3) and roll on the Airborne Landing Table (22.3) for each.
- If landing on an enemy unit, conduct that combat at this time.

4. The Movement Phase (8.1)

- Place reinforcements in their Entry Areas.

Conduct any of the activities below in any order.

- Move some, none, or all units.
- Merge units (21.5) or create Breakdown units (21.1).
- Conduct combat against Unknown units that are not stacked with other units (25.3.1).
- Conduct Auto-DS combat against any defending hex where at least 10-1 odds are obtained. Indicate the units that participates in that attack with Auto DS markers (8.7).
- Airborne units, starting on Turn 2, may receive Returnees (22.7). Indicate those that do with a Replacement marker.
- During night turns, starting on Turn 8, receive one Replacement (if Allied) or two Replacements (if German). All units that receive Replacements are marked with a Replacement marker.
- ALLIED PLAYER-TURN ONLY: The German player may attempt demolition of bridges (5.4) that are Wired for Demolition (5.3).

5. The Combat Phase (9.1)

- Some, none, or all friendly units may conduct combat against adjacent enemy units. See Combat procedure (9.3).
- Units that retreat more than 1 hex become Disrupted or Full Retreat (13.1).
- Breakthrough Combat can occur if the CRT result is DMR or DS.
- ALLIED PLAYER-TURN ONLY: The German player may attempt demolition of bridges (5.4) that are Wired for Demolition (5.3).

6. The Recovery Phase (14.4)

- All friendly Disrupted and Full Retreat units that are not adjacent to an enemy unit recover one level. Roll on the Combat Zone Recovery Table for those friendly units that are adjacent to an enemy unit.
- Remove all Spent, Engaged, Replacement, and Scattered markers from friendly units.

7. The Supply Phase (18.1)

- Mark all units that are Out of Supply with an OOS marker.
- Remove OOS markers from those friendly units that can now trace a Supply Path.
- OPTIONAL RULE: On a night turn, roll for Isolation Attrition of all units that bear an OOS marker at the start of the phase and are currently Isolated (27.2).

8. The Traffic Marker Phase (24.3) — GERMAN PLAYER-TURN ONLY

- Place any Traffic markers from the Traffic Marker Holding Box or arriving from the Turn Record Track onto the map (24.5).
- Roll two dice and remove the Traffic markers with those ID numbers (24.3).

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