LIBERTY ROADS

Les Voies de la Liberté



RULES BOOKLET

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Foreword:

The rulebook is split into Basic and Advanced rules. We recommend that you play the Cobra scenario after reading the Basic rules so as to correctly assimilate all the main concepts of this system.

Some rules, written on a gray background, do not apply to the above-mentioned Cobra scenario.



At some places in the text of the rules, a Liberty Roads Milestone refers you to the Example of Play booklet: just go to the section with the same numbered milestone.

BASIC RULES

1. EXPLANATION OF GAME TERMS

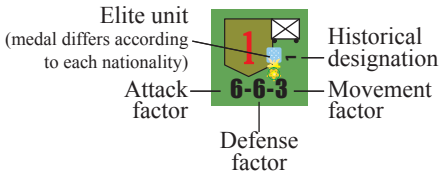
1.1 The units

1.1.1 The combat units (named « units » in the rules) represent the military formations of the two opposing sides that took part in the military operations simulated in this game.

1.1.2 There are five types of unit:

Divisions
Headquarters (HQ),
German armor or infantry "Kampfgruppe" (KG),
Engineer units,
Intrinsic defense units.

1.1.3 Each division is defined by the following:



The back side of a division represents the exact same unit, but with reduced abilities, due to combat losses (we say that divisions have two step losses. See 1.3).



1.1.4 A division can either be an armored unit, or an infantry unit.

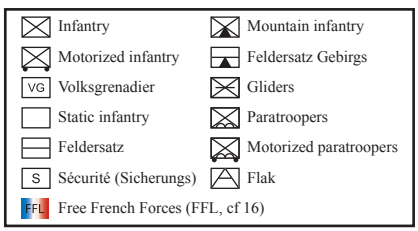
An armored unit is printed with a tank icon in the middle of the counter, and the historical division symbol in the upper right; its counter color is slightly darker than other units of the same nationality for ease of play.



An infantry unit is the opposite: it has its historical division symbol in the middle of the counter and an infantry NATO symbol in the upper right corner of the counter.



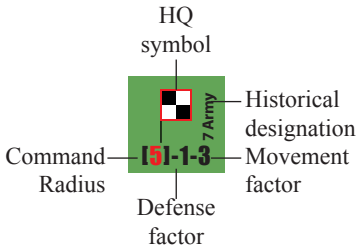
The various NATO symbols used in the game are the following:



Note: The NATO symbols are provided only for informative purposes and have no impact on the game, except for the FFL units (French Free Forces -See 16.0).

Note: The NATO symbols of some German divisions are colored to ease the setup of the scenarios starting on turn 1.

1.1.5 Each Headquarters (HQ) is characterized by the following:



The back side of an HQ represents the unit in « pontoon » mode, the arrow on the counter is meant to point towards the hexside the HQ is canceling the River crossing movement penalties.



An HQ that has this face up still keeps all of its other abilities.





1.1.6 The KGs are generic units that appear in play after a German Elite division is destroyed. They use the same game rules as the divisions they replace (unless otherwise stated in the rules), and differ from them only by their counter symbol (they have no historical designation or NATO symbol).



1.1.7 Engineer units (identified by an « Engineer » NATO symbol) are combat units, just like divisions, but have only one step loss and do not count for stacking.



1.1.8 Intrinsic defense units are combat units that appear on Beach hexes upon Allied invasion landings. The value of such a unit entirely depends on the Coast Defense value of those invaded hexes (See 13.2).

Example: If there is a landing on Beach hex n°0410, an 0-5-0 Intrinsic defense unit is put in the hex.

1.1.9 Intrinsic defense units cannot move: they are eliminated if they have to retreat after combat.

1.1.10 Intrinsic defense units are also removed from an attacked hex at the end of the Combat phase.

1.2 Command Radius (CR)

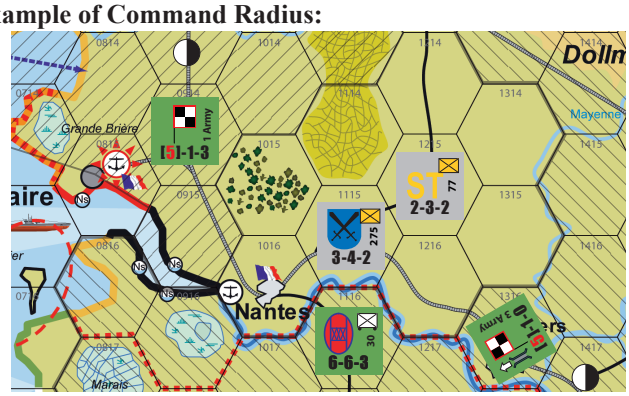
1.2.1 The CR of an HQ is the range, in hexes, within which that HQ can provide Command and Supply to friendly troops. The CR is measured from the HQ hex (exclusive) to the target unit (inclusive). So to be considered inside the HQ's CR, a unit has to be at the same distance or closer, in hexes, to the HQ than the Command Radius Rating number. Connected Road and Rail hexes count for half (1/2) a hex each.

1.2.2 The CR path cannot pass through a hex occupied by an enemy unit, or a hex adjacent to it, unless also occupied by a friendly unit.

1.2.3 The CR path cannot cross bridgeless Major Rivers (the bridges are drawn on the map, or created by HQs on their "Pontoon" counter side).

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Example of Command Radius:



The CR of the 1st Army HQ does not extend into hexes 1015, 1016... because of the presence of the two German units. The CR of the 3rd Army HQ does cross the River with the help of the Pontoon unit. The 30th US division is thus in Supply.

1.3 Step Losses

1.3.1 Each unit can take one or two step losses, representing its actual combat power. The front side is the unit maximum strength, if it loses one step because of combat the unit is flipped over to its weaker side, showing reduced values. If it takes yet another step loss, the unit is eliminated.

1.3.2 Units that do not have a back side (HQ and Engineers included) have only one step, and are eliminated after just one step loss.

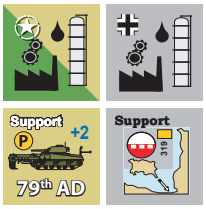
1.3.3 An eliminated unit is put in the "Eliminated units" box of the owning player (on the map).

1.3.4 Units removed from the map when eliminated in "Festung" mode (See 6.5.5), a transformation (17.1), a withdrawal (17.2 and 17.3), and the eliminated KG (7.13.5) are put in the "Units removed from play" box of the owning player on the map and cannot be rebuilt.

1.4 Game markers

1.4.1 Various game markers are used to note various states, either on the map, or stacked with units. Their use is explained later on in the rules.

1.5 Support markers



1.5.1 Support markers are used by the players to influence military operations. Supports are not only of material origin, but can also be related to a specific battle event.

1.5.2 These Support markers can be used in two ways:

- to activate the Support marker's written event (see descriptions in the play aid)
- or alternately, a player can expend any Support marker to perform various game actions (Armor Replacement, German Strategic Movement, etc…). In this case, the Support marker written event does not take place and is not used.

Example: An "Air Support" marker can be used to give an Armor Replacement, even in bad weather.

1.6 Nationality

1.6.1 Each unit counter is printed with a background color to denote its nationality and/or service branch as noted below:

British: tan. American: olive drab. Canadians: brown. French: light blue. Polish : red and white	German Wehrmacht: gray. German Waffen SS: black. German Luftwaffe: blue-gray. German Kriegsmarine : purple.

In the game:

- The Allies are made up of two nationalities: British and American.
- The Polish unit and all Canadian units are considered to be British units.
- The French units are considered to be American units.

The Allied bi-colored Support markers and the bi-colored D-Day marker can be used by all Allied nationalities.

All the German troops are considered as being of the same nationality.

1.6.2 The Airborne divisions and the SHAEF HQ are considered to be both British and American at the same time.

1.6.3 A unit's nationality has an effect on its Supply status (see. 4.2), combat resolution (see 7.1.12), stacking (see. 1.10) and Support marker use (See 5.5).

1.7 Hexes with more than one terrain type

1.7.1 If more than one terrain type is present in a single hex, for movement use the higher cost terrain, and for combat it is at the defending player's choice.

1.8 Rounding Rules

1.8.1 When a value is halved, the result is rounded to the next higher number, unless otherwise stated by the rules. Specifically, the combat odds and the number of Operational Ports (used to compute the quantity of Allied Support markers) are always rounded down. A value that is both halved and doubled stays unchanged. When many halved values have to be added together, halve them AFTER they are added together.

1.9 Hex Control

1.9.1 A player controls (and captures) a map hex as soon as he moves a unit into/through it during the Movement phase, or occupies it at the end of any phase.

1.10 Stacking

1.10.1 Stacking is the act of putting more than one friendly unit in the same hex. Such a pile of counters is called a "stack". A limited number of units can be stacked in each hex, as defined below.

1.10.2 Stacking is checked at the end of EVERY game phase, except for the Sea Transport phase. If the stacking limit goes beyond the maximum allowed, the owning player must eliminate enough units so that the stacking requirements are met.

1.10.3 Unless otherwise stated, the stacking limit is 3 divisions and/or KG per hex. (Ex: 2 divisions and one KG)

1.10.4 HQs and Engineer units do not count towards the stacking limits BUT only one HQ and one Engineer unit can be stacked in a hex.

1.10.5 Units of different nationalities cannot be stacked together at the end of a phase.

Exception 1: Airborne units can be stacked with units of a different Allied nationality.

Exception 2: If units of different nationalities are over stacked because of a combat retreat, they can temporarily stay stacked together and not be eliminated. But this must be corrected at the earliest opportunity by the Allied player.

Exception 3: On Beachhead hexes, the stacking limit is 4 divisions.

Exception 4: You do not check stacking at the end of the Sea Transport phase.

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2. SEQUENCE OF PLAY

Weather phase

Allied Player turn

- Supply phase
- Support phase
- *Sea Transport phase*
- Movement phase
- *Paratroop Drop phase*
- Combat phase
- Exploitation phase
- *Invasion Landing phase*
- *Port Repair phase*
- Reinforcements and Replacements phase

German Player turn

- Supply phase
- Support phase
- Movement phase
- Combat phase
- Exploitation phase
- Reinforcements and Replacements phase

Note: Phases in italics are only used in the Advanced game rules.
Note: The Detailed Sequence of Play is on the back of the Example of Play booklet.

3. WEATHER PHASE

3.1 Weather Determination

3.1.1 The Weather is determined at the start of each turn. The Allied player rolls two dice and checks the Weather on the Turn Track for the result to get the weather.

3.1.2 The Weather marker is put on the corresponding square on the Weather Track on the map as a reminder.

3.2 Types of Weather

Four Weather types are possible:

Fair Weather: + 1 to the Allied Support availability die roll.

Overcast: No Effect.

Bad Weather: - 2 to the Allied Support availability die roll.
Air Support and Carpet Bombing counters cannot be put on the map.
Invasion landings are prohibited.
German units can use their "Elite" combat bonus when attacking

Storm: Same restrictions as for Bad Weather.
Paratroop Drops are forbidden.
The Allied player has to roll two dice for each Beachhead marker. On a result of 9 or more, the marker is removed from the game. Units now over stacked are put either on an adjacent Coastal hex, or in "England", or in the "Mediterranean Front" holding boxes.



4. SUPPLY PHASE

During this phase, the phasing player checks Supply status for each of his HQs, and then for each of his units.

4.1 HQ Supply

4.1.1 For an HQ to be in Supply, it has to be located on a Supply source hex, or on a Supply route hex (Road or Rail) leading to a Supply source. In the second case, the Supply path (SP) thus formed can be of an unlimited length but cannot cross a hex occupied by enemy units; or that is adjacent to enemy units (unless such a hex is also occupied by a friendly unit).

4.1.2 HQ units that are not in Supply are removed from the map and will come back as reinforcements in the Reinforcements and Replacements phase of the same turn.

4.1.3 During the Supply phase, an HQ in Supply adjacent to a River or Major River can be flipped back to its "Pontoon" side, pointing the top of the counter towards a water hexside. A bridge is now considered to exist on that specific hexside, and will cancel any Movement or Supply penalties of that hexside.

4.1.4 During the Supply phase, an HQ unit on its "Pontoon" side can also be flipped back to its regular side.

4.2 Unit Supply

4.2.1 For a unit to be in Supply, it must either:

- Be located on a Supply source hex;
- OR be located within the Command Radius of an Supplied HQ (rule 1.2) of the same nationality (rule 1.6).

Reminder*:* The Command Radius of an HQ cannot cross a hex occupied by an enemy unit, a hex adjacent to an enemy unit (unless a friendly unit is in the hex), or a Major River hexside without a bridge.

4.2.2 A unit that cannot fulfill one of these conditions is "Out of Supply" for the rest of the turn. Put an "Out of Supply" marker on the unit.

4.3 Allied Supply sources

4.3.1 Any Port or Beachhead controlled by the Allied player is a Supply source.

4.3.2 Major Ports do not need to be Operational to be considered a source of Supply.

4.4 German Supply sources

4.4.1 Any Major City in Germany controlled by the German player is a Supply source.

4.4.2 German units under a "Festung" marker are always in Supply.

4.5 Out of Supply Effects



4.5.1 An unsupplied unit is put under an "Out of Supply" marker.

4.5.2 Out of Supply (OOS) units have their Attack and Defense strengths, and their Movement points, halved (round fractions up).

4.5.3 The Defense factor of OOS Allied units sitting in a hex where an invasion landing is allowed are not halved.

4.5.4 OOS units have a maximum of ONE Movement point for Exploitation movement.

4.5.5 OOS units can only move towards a Supply source of a friendly HQ unit.

Exception: If the OOS unit is of Elite quality, it can move in any direction.

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5. SUPPORT PHASE

5.1 Gaining Support markers

5.1.1 At the start of the game, the Support markers are put in two pools: one for each player. During the Support phase, they are drawn randomly by the owning players as per the following rules (see rule 5.3 for the Allies and rule 5.4 for the Germans).

5.1.2 The Support markers randomly picked are put (face down) in their respective "Available Support" boxes.

5.1.3 A player can never inspect the counters of his opponent, but can check his own at any time.

5.1.4 There can be a maximum of SIX Support markers in each "Available Support" box after the Support phase. Extra counters are but back in the draw pool (players choose which ones are kept).

5.2 Support markers put back in the pool:

5.2.1 At the start of the Support phase, all the previously played counters of the phasing player are put back into the pool (those still in the "Available Support" box stay there).

5.2.2 The Allied player can choose to keep a Support marker already placed on the map from a previous turn under the following conditions:

He still has at least TWO Support markers still in his "Available Support" box;

That Support marker must still respect placement conditions, PLUTO marker conditions included (see Rule 5.6).

5.2.3 The Allied player must then remove any two Support markers from his "Available Support" box; back to the pool, thus allowing him to keep on the map, without changing their current placement on the map, one previously played Support marker.

Exception: "Model" Support (see description on the Play Aid).

5.3 Allied Drawing of Support markers



Km 10

5.3.1 The Allied player gets one free "Air Support" counter of his choice, under the following conditions:

- The game turn is in the month of June, July or August.
- The Weather is either "Fair Weather" or "Overcast",
- AND the Allied player controls a Major City or has a "Beachhead" marker in a Landing zone containing an "Aircraft" symbol.

Note*: The "Carpet Bombing"* Support marker can NEVER be picked up for free.

5.3.2 The free Air Support marker is placed in the "Available Support" box and must be played as an event this turn.

5.3.3 The Allied player also gets a variable number of Support markers each turn.

Procedure: The Allied player totals up all the Major Operational Ports he controls:

- Antwerp is worth 2 Ports.
- Each Major Port in the English Channel and the North Sea (Brest included) is worth 1 Port.
- Each Major Port in the Atlantic Ocean (but not Brest) and in the Mediterranean Sea is worth ½ Port (round down the total).

If the player only controls Beachheads and Minor Ports, he uses a special line on the Support Table.

The player rolls 2 dice, adding possible modifiers, and checks the Allied Support Table on the Play Aid to know how many Support markers he can randomly pick this turn.

5.3.4 Drawing a "FFL" unit

The Allied player could draw FFL units (see rule 16 for placement) during this phase.

FFL units (and the "Insurrection" marker) are counted in the total number of allowable Support draws EVEN if they cannot be placed on the map, due to other restrictions. That Support draw is thus "wasted" if these counters can't be used.

5.4 German Drawing of Support markers

5.4.1 The German player gets a variable number of Support markers each turn, depending on the "Führer's Approval Track".

Procedure: The player checks the "Führer's Approval Track". The placement of the "Hitler Approval" marker on the Track indicates how many counters the player will be able to randomly draw this turn.

Exception: For the First turn of the game, the German player draws ONLY ONE Support marker, and also draws only one Support marker after a "Dismissal" result on the Track (see rule 9.3).

5.5 Placement and use of Support markers

5.5.1 The Support markers are placed either in the "Available Supports" box, face down; or on the map by the players as events during their respective Support phase. Some Support markers can still be used during the enemy's turn.

5.5.2 For the Allied player, Support marker use is done in the following order:

- Support marker used to move a "PLUTO" marker,
- Support marker used for a "Surprise attack" ("Attaque surprise"),
- Support marker used, and die rolled for, "Montgomery",
- Other Support markers.

5.5.3 Rules for the placement of the counters are explained on the Play Aid.

5.5.4 Note that placement and use of some Allied Support markers depends on the placement of a PLUTO marker (see rule 5.6).

5.5.5 No Air Support or Carpet Bombing counter can be used if the Weather is Bad or Storm.

5.5.6 Some Support markers must be "attached" to one friendly unit. In this case, the Support marker must be stacked with that unit as long as it stays on the map. If the unit is eliminated, the Support goes back in the draw pile.

5.5.7 There is no limit to the number of Support markers that can be attached to a unit.

Exception: Two IDENTICAL Support markers cannot be used in the same combat.

5.6 PLUTO markers

5.6.1 PLUTO markers are used to represent the priority axis of the Allied Supply system. The Allied player gets one such marker after each Invasion Landing phase when at least one landing was successful.

5.6.2 The marker can then be placed on any hex of the map by the Allied player, in any terrain, even if occupied by an enemy unit.

5.6.3 A PLUTO marker cannot be eliminated or removed from the game by the German player.

5.6.4 Once a PLUTO marker is placed, the Allied player can move it by spending Support markers:

5.6.5 Moving a PLUTO marker: after getting his new Support markers, the Allied player can move, in the same phase, one or both PLUTO markers by spending Support markers. The number of counters spent allow them a variable length of hexes of movement, as indicated on the PLUTO table on the Play Aid sheet.

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Exception: The "Montgomery" Support marker cannot be spent to move a PLUTO marker.

5.6.6 The player declares how many Support markers he will spend and moves the PLUTO marker up to the maximum number of hexes indicated on the Pluto table. This move can be made in any terrain and even in hexes with enemy units.

5.6.7 PLUTO marker effects:

The Support markers identified by a "P" letter cannot be played as an event unless they are put in a 3-hex Radius of a PLUTO marker. This distance is not affected by terrain or enemy units.

Units rebuilt on the map (or getting replacements) using a Support marker to that effect, must do so within 3 hexes of a PLUTO marker. The Allied player can spend Support markers to make Operational a Major Port ONLY if it is within 3 hexes of a PLUTO marker.

The play of the Support markers NOT identified by a "P" letter can be done without the PLUTO marker restriction.

6. MOVEMENT PHASE

6.1 Overview

6.1.1 During this phase, a player can move all, some or none of his units, within their respective Movement rates. Units can be moved alone or in stacks. Units moved in stacks MUST start their movement in the same hex.

6.1.2 Units move from hex to hex, within the limit of their printed Movement factor (the number on the lower right corner of the counters) (See 1.1.3.) or of a special Movement capacity (see. 6.2 Strategic Movement, or 6.3 Rail Movement).

6.1.3 A unit or stack must end its move before a player can start moving another one.

6.1.4 Movement of units is affected by terrain. The cost of entering a hex or crossing some hexsides depends on the type of terrain entered/crossed. The cost is indicated in the "Terrain Effects Chart".

Example: An armored division with 4 Movement points can move 4 hexes in Clear terrain, or only 2 hexes in Woods.

6.1.5 Movement points cannot be accumulated from one turn to the next; nor can they be transferred from unit to unit. Friendly units do not affect the cost of moving.

6.1.6 You cannot enter a hex containing an enemy unit.

6.1.7 A unit can always move AT LEAST ONE HEX per Movement phase (or Exploitation phase) even if it would not normally have enough Movement points for such a move.

Exception: An HQ on its "Pontoon" side cannot be moved.

6.1.8 Units moving along a Road, from one connected Road hex to another (with common Road hexsides) only spend one half Movement points (MP) per hex, ignoring the other types of terrain in the hex or hexside.

Note: For this above rule, Railroads are considered the same as Roads.

6.1.9 HQ movement: HQs cannot voluntarily end their Movement phase in a hex where they would be "Out of Supply" (see 4.1.1).

6.2 Strategic Movement

6.2.1 Any unit, except for HQs, can do a Strategic Movement if it complies with the following conditions:

It must make the entire move in the Command Radius of one (or many) Supplied HQs of the same nationality;

It cannot move, at any time, adjacent to an enemy unit;

Allied units cannot move in a not already controlled Siegfried Line or German City hex.

6.2.2 Strategic Movement doubles the Movement rate of the following units:

- All German units;
- Allied units with a Movement capacity of 2MP or 4MP.

6.2.3 Strategic Movement triples the Movement rate of Allied units with a Movement capacity of 3MP.


Km 5

6.2.4 If the German player decides to do at least one Strategic Movement in his turn, he must spend one of his available Support markers of his choice. If he does not have such a counter, the movement is not possible. Only one counter needs to be spent for him to move as many units as he wants during Strategic Movement.

6.3 Rail Movement


Km 6

6.3.1 Only the German player can use Rail Movement.

6.3.2 A unit can use Rail Movement if it complies with the following conditions:

- The unit starts and ends its movement on a Rail line linked to a German Supply source, free of Allied units or adjacent Allied units;
- The unit does not move adjacent to an enemy unit;
- The unit does not move into or through a Major City that was ever captured by the Allies (EVEN if that city was taken back by the German player).




6.3.3 Each Rail Move costs one Rail Capacity point for an infantry unit, and two for an armor unit. The cost is the same if the unit is on its reduced side.



6.3.4 The Rail Capacity for each turn is indicated on the turn Track. Rail Capacity points cannot be stored from one turn to another turn; they must be used in the current turn or they are permanently lost. Use the Rail Capacity marker to indicate the number of points left on the "Rail Capacity Track".

6.3.5 A unit can move an unlimited number of hexes using a Rail Move.


Km 7

6.3.6 German reinforcements can be transported by Rail when put on the map during the Reinforcements/ Replacements phase (using the Rail Capacity Points).

Note: There is no specific order in which you have to do your Rail Moves and Regular Moves.

6.4 Crossing Rivers

The movement penalty for crossing Major or Minor Rivers is cancelled by the presence of a bridge, either drawn directly on the map (indicated by Roads and Rails) or by an HQ counter on its "Pontoon" side (on the hexside where the top of the counter is pointing).

6.5 Fortresses


Km 4

6.5.1 The German player can declare Major or Minor Ports as Fortresses **at the start** of his Movement phase, before moving his units.

6.5.2 Only Port hexes with a Fortress symbol can be chosen.

6.5.3 At least one German division unit must be in the hex.

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6.5.4 The German player then places one "Festung" marker on the division(s) and rolls one die for each placed "Festung" marker:



- 1 to 3: No effect,
- 4 or 5: Advance one square (+1) on the FFL Track,
- 6: Advance one square (+1) on the FFL Track and move back one square (-1) on the "Führer's Approval Track".

6.5.5 The divisions under a "Festung" marker have the following limitations/advantages:

- They are always in Supply;
- They cannot attack;
- They cannot get replacements or be rebuilt if eliminated;
- They have certain defensive benefits (see the Terrain Effects Chart).

6.5.6 The divisions have to stay under their "Festung" marker as long as they are adjacent to an Allied division.

6.5.7 The other German units in the hex (i.e. not under the "Festung" marker) have the following limitations/benefits :

- They get the "Tactical Result" granted by the Fortress;
- They cannot use the City terrain as a defensive modifier;
- They are not affected by the other Fortress limitations. (see. 6.5.5).

6.5.8 If a new German division wants to enter an existing Fortress, the die is rolled anew, as in 6.5.4.

6.5.9 The «Festung» marker is removed as soon as there are no more German divisions under the marker.

6.5.10 When a Port is captured by the Allies, it can never be used again to create a Fortress.



7. COMBAT PHASE

Km 12.1
Km 12.2
Km 12.3

7.1 Overview

7.1.1 During this phase, friendly units can do battle with adjacent enemy units.

7.1.2 The phasing player is named the attacker, and his opponent is the defender, regardless of the strategic game position.

7.1.3 A player is never obligated to declare an attack.

7.1.4 Attacking units do NOT have to attack all adjacent hexes containing enemy units.

7.1.5 Enemy units must defend when they are attacked.

7.1.6 Units in a stack cannot be attacked separately, but must be attacked all together in one combat.

7.1.7 The battles are resolved in the order the attacking player chooses, and do not have to be declared in advance.

7.1.8 Each and every hex can be attacked only once per Combat phase.

7.1.9 A unit can attack only once per Combat phase.

7.1.10 Units stacked together can attack different adjacent hexes, but each attacker can be involved in a maximum of one combat.

7.1.11 Units stacked together can attack the same hex at the same time together (obviously).

7.1.12 Allied units of different nationalities CANNOT participate in the same attack.

7.2 Combat sequence

7.2.1 Each combat is resolved following exactly the sequence of play below:

- **Step 1:** Determine one hex to be attacked and which friendly units that will participate.
- **Step 2:** Supply check for the defender.
- **Step 3:** Computation of the combat odds.
- **Step 4:** Combat resolution and application of Attrition Results.
- **Step 5:** Application of Tactical Results for the attacker, excepting results E, E2, E3, then those of the defender.
- **Step 6:** Placement of Exploitation markers.

7.2.2 Each combat is resolved using the Combat Results Table (CRT).

7.2.3 The Combat Results of the CRT are defined as Attrition Results (losses) and Tactical Results.

7.3 Determine one hex to be attacked and which friendly units that will participate

7.3.1 During Step 1, the phasing player designates one hex he will attack, and the units that will participate in the combat.

7.3.2 All the defending units in the attacked hex must defend and will be affected by the results.

7.3.3 HQs and Engineers can never participate in an attack.

7.4 Supply check for the defender.

7.4.1 During Step 2, the Supply status of the defender is checked, following the procedure in rule 4.2.

7.4.2 The Supply status is checked only for units that are not identified already as "Out of Supply". Units already stacked with an "Out of Supply" marker are not checked.

7.4.3 If defending units are found to be "Out of Supply" (OOS), the corresponding marker is put on them, and they will be in this state until their own Supply Check phase.

7.4.4 HQ units that are found to be OOS during this step are NOT removed from the map, nor put under an "Out of Supply" marker. But these HQs will not be able to be used to keep units in Supply for this Combat phase, obviously.

Reminder: Units that are "Out of Supply" have all their factors halved (Attack, Defense, Movement).

7.5 Computation of the combat odds

7.5.1 You first total the Combat factors of the defenders; this total is then adjusted with the corresponding modifiers (Terrain, Support, Supply).

7.5.2 Then you total the Combat factors of the attackers, this total is then adjusted with the corresponding modifiers (Terrain, Support, Supply).

7.5.3 To find the odds of the combat, the modified total strength of the attackers is divided by the defender's modified total. This result gives the players a fractional combat ratio. This combat ratio is always rounded down (thus in favor of the defender).

Example:

- 35 Attack factors vs 10 Defense factors gives odds of 35/10, simplified to 3/1.
- 10 Attack factors vs 35 Defense factors gives odds of 10/35, simplified to 1/4

7.5.4 These combat odds are THEN adjusted for the Support markers used by the attacker (possibly shifting the combat odds to the right on the CRT). If the initial combat odds are too high or too low to be represented on the CRT, you can still adjust it using "imaginary" columns in case some shifts might put the result back

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on the CRT. Ex: 1/3, 1/4, 1/5, etc…

Example:

- Initial combat odds of ¼ shifted two columns to the right on the CRT (in favor of the attacker) will give final combat odds of ½.

7.5.5 If the final combat odds are lower than 1/2, the combat is cancelled.

If the final combat odds are higher than 6/1, the combat is resolved on the 6/1 Column.

7.6 Elite units and Armored Exploitation

7.6.1 After the computation of the combat odds, players who have Elite units in the combat can choose to use their Elite bonus to affect the results of that battle (See rules 7.8.1 and 7.9.3).

7.6.2 The attacker first announces his choice, then the defender.

7.6.3 The German units can use their Elite bonus when attacking only if the Weather is "Bad" or "Storm".

Exception: German units attached to a "Fuel & Ammo" Support marker can use their Elite bonus in any weather state.

7.6.4 During this Step, the attacking player using at least two attacking armor units can decide to announce an Armored Exploitation. He will then be able to get a bonus if the combat result is of an "E" type, but might lose one step of armor unit.

7.7 Combat Resolution

7.7.1 During Step 4, the battles are resolved using the Combat Results Table (CRT).

7.7.2 The attacker checks the CRT, finding the correct column to use to resolve the battle (using the odds computed in the preceding step).

7.7.3 The phasing player rolls two dice, and checks the total with the correct odds column.

7.7.4 The result obtained in the "Losses" column gives the Attrition Result, i.e. the number of step losses taken by the attacker (first number) and the defender (second number).

Example: A result of "1/2" means 1 loss for the attacker, and 2 losses for the defender.

7.7.5 The result obtained in the "A" column is the Tactical Result for the attacker.

7.7.6 The result obtained in the "D" column is the Tactical Result for the defender.

7.7.7 These Tactical Results can be modified if the attackers and/or defenders have used their Elite bonus.

7.7.8 Attrition Results are applied first, then the attacker's Tactical Result, then the defender's.

7.8 Application of Attrition Results

7.8.1 When one side suffers an Attrition result, the **first loss** must be taken by an Elite unit IF the Elite bonus was used in the combat or by an armor unit if an Armored Exploitation was called for. If both options were used (Elite bonus and Armored Exploitation), the defender chooses which units will take the first loss (Elite and/or Armored).

7.8.2 The owning player can choose which units will take the other losses, but all units must take one loss before any can take a second loss.

Exception: HQs and Engineers take losses only if all other units in the hex have been eliminated.

7.8.3 If all DEFENDING units are eliminated in a hex, the attacker can advance any or all attacking units in the said hex, up to the stacking limits.

7.9 Application of Tactical Results

7.9.1 During Step 5, the attackers, then the defenders, apply their Tactical Results, modified by the terrain in the defender hex. Tactical Results are implemented even if one side was completely eliminated by attrition. "Festung" and "Beachhead" markers also can modify the combat results.

7.9.2 Example: In Woods, an initial "S" result is ignored; a "DR" result becomes an "S" result, etc…

Note: Tactical Results are explained in the Combat Results Table.

7.9.3 If a player decided to use his Elite bonus, he can choose to change his Tactical Result by a result in the next result, of the **same color**, as the initially rolled Tactical Result.

Example : In a combat with a 6/1 odds, attacker rolls 2d6 and obtains a 3. Attacker's tactical reuslt is D1. If an Elite bonus was announced, attacker can choose between D1, E and E2.

7.9.4 If all attackers are attacking across a Major River, the defender chooses if the Tactical Result is modified by the terrain in his hex OR by the River.

7.9.5 If a German player attacks a hex with a "Beachhead" marker, the Allies can chose to use the bonus of that marker instead of the terrain in the hex.

7.9.6 If any losses have to be taken by Tactical Results, restrictions in rule 7.8 **do not apply**.

7.10 Retreat after combat

7.10.1 A Tactical Result might cause a retreat after combat.

7.10.2 The owning player decides the path of retreat of a unit.

7.10.3 ALL the units involved the combat are affected and must follow a retreat result.

7.10.4 Retreating units can move together or separately and can withdraw using different paths.

7.10.5 Retreating units must try to get closer to an HQ or a Supply source.

7.10.6 The retreat movement ignores the cost of the terrain entered, and is computed as the simple number of hexes to be retreated.

7.10.7 Units cannot cross impassable hexes (ex: High mountains or Sea hexsides) or end their retreat in a hex that is being subjected to an invasion landing.

7.10.8 At the end of their retreat move, affected units must be as far from their initial starting hex as the retreat result given by the CRT.

7.10.9 If the retreating units end their retreat move over stacked, they must continue their retreat until they can find a hex where they can safely stack.

7.10.10 A retreating unit is eliminated if it cannot do so while following rules 7.10.7 and 7.10.8.

7.10.11 If a unit retreats into a hex that is being attacked later in the same phase, that unit contributes ONLY one (1) Defense factor to the total defense.

7.10.12 A unit with a Movement factor of "0" cannot retreat and is automatically eliminated.

7.11 Advance after combat

7.11.1 After application of the Tactical Results, if all the attacking hexes are empty, the defender can advance defending units into those hexes, up to the stacking limits[.]

7.11.2 After application of the Tactical Results, if the defending hex is empty, the attacker can advance attacking units into those hexes, up to the stacking limits.

7.11.3 Units with "0" Movement factors cannot advance.

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7.12 Placement of Exploitation markers




7.12.1 During Step 6, following a Tactical Result of (E, E2 or E3), the attacker can place an "Exploitation" marker on one or many of his units that took part in the battle.

7.12.2 An "E" result allows one unit to be placed under an Exploitation marker; E2, two units; E3, three units.

7.12.3 If an Armored Exploitation was called by the attacker (see. 7.6.4), each armored division is worth only one half of a unit for the allowed number of units to be placed under an Exploitation marker.

Example: If an Armored Exploitation was called, a result of "E3" would allow six armored divisions to be placed under Exploitation, or four armor and one infantry, etc…

7.12.4 Exploiting units are the only ones allowed to attack and move in the Exploitation phase (see rule 8.0).

7.13 German Kampfgruppen


Km 12.3.1

7.13.1 If a German Elite armor or Elite infantry unit is eliminated in combat, the German player can choose to replace this unit with a full strength armored or infantry Kampfgruppe (KG), randomly drawn from the pool of available KG.

7.13.2 The armored/infantry unit thus eliminated and replaced will be available to be rebuilt at a later time.

7.13.3 The value of the armored KG units vary in strength from one counter to another, some have 2 steps, some just one, or even none (like the "Hiwis" counter, which means that NO KG was created).

7.13.4 The values of the infantry KG are all the same (they have only one step loss). Thus, there is no need to draw them randomly.

7.13.5 An eliminated KG is removed from the game: it cannot come back.

7.13.6 Once all KG are expended, the German player will not be able to replace Elite units with KG.



8. EXPLOITATION PHASE

Km 13

8.1 Overview

8.1.1 During the Exploitation phase, only units under an "Exploitation" marker (see 7.12) can act. These units are called "exploiting units"

8.1.2 The Exploitation phase is split into two segments: first the attacker moves some or all, of his exploiting units, then he can attack with those units (only).

8.2 Exploitation Movement

8.2.1 During this segment, only exploiting units can move.

8.2.2 Exploiting units have their Movement rate halved, rounded up.

Note: Unsupplied units have only one Movement point for exploitation (see 4.5.4).

8.2.3 Exploitation Movements are done in exactly the same way as regular movement, following the same rules and limitations. But Strategic and Rail Moves are NOT allowed.

8.3 Exploitation combat

8.3.1 During this segment, the attacker can conduct combat with his exploiting units that are adjacent to enemy units.

8.3.2 Exploitation combats are done exactly like regular combats, except that there are NO Tactical Results for the attackers, ONLY the defender Tactical Result is applied.

8.3.3 After the Exploitation combats, all the "Exploitation" markers are removed from the map.

9. FÜHRER'S APPROVAL

9.1 Overview



9.1.1 This rule, using a Track of the same name, represents Hitler's Approval (or lack of) of the way the operations are going in this theater of operations.

9.1.2 The losses of the Strategic Sites will lower this rating. Taking back those Sites, and going onto the offensive, will raise it.

9.1.3 The location of the "Hitler Approval" marker on the Track will determine how many Support markers and Replacement points the German player will have for this turn.

9.1.4 The "Hitler Approval" marker is placed on the "10" square at the start of the Campaign game, or per scenario instructions.

9.2 Procedure

9.2.1 Lowering of the Approval Level:

- At the start of the German's Reinforcement/Replacement phase, the Approval Level automatically goes down 1 Point.
- After the capture of a Strategic hex by the Allied player (See the Strategic hex Tables for the Point Value).
- If a German HQ is eliminated, Approval is lowered by 1 Point.

9.2.2 Raising of the Approval Level:

- For each German attack (Exploitation attacks included) where at least TWO German armored divisions are attacking (not KG), and where an Armored Exploitation is declared, Hitler's Approval is raised by 1 Point, whatever the attack result.
- After the taking back of a Strategic hex by the Germans (See the Strategic hex Tables for the Point Value).

9.2.3 Dismissal:

As soon as the "Hitler Approval" marker is in the "0" square on the Track, the Commanding Officer of the Front is dismissed, with the following consequences:

- The loss of ALL Support markers in the "Support marker holding box".
- No replacements are received in the next Reinforcement/ Replacement phase or for the current one if the Dismissal took place during that phase.
- The Movement factors of German units are halved (rounded up) for the next German Movement phase and Strategic Moves are not allowed.
- The "Hitler Approval" marker is then put back in the "10" square on the Track. But in this case, the German player will ONLY get one Support marker in the next Support phase. After a second Dismissal, the "Hitler Approval" and "Maximum Satisfaction" will be put in the "9" square. After a third Dismissal, they are put back in the "8" square. For the Dismissals occurring after this: in the "7" square. The Approval Rating can never be put in a square higher than the "Maximum Approval" counter.





- When a Dismissal occurs, the "Hitler Approval" marker is flipped over as a reminder. It is flipped back to its front side at the start of the next turn.

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10. REINFORCEMENTS AND REPLACEMENTS

10.1 Allied Reinforcements

Allied Reinforcements appear in the "England" or "Med Front" holding boxes, at the Allied player's discretion. Support markers are put in the Support Pool.

Exception: The "Patton" Support marker appears directly in the "Available Supports" holding box in the Reinforcement phase of turn 6.

10.2 German Reinforcements



Km 15

10.2.1 At the start of the German Reinforcement/ Replacement phase, the "Hitler Approval" rating is automatically lowered by 1 Point.

10.2.2 All the German reinforcements appear using their Schedule of Arrival, in a German Major City not adjacent to an enemy unit. German Supports are put in the Support Pool.

10.2.3 The German reinforcements can be moved by Rail during the same phase (using Rail points).

10.3 Replacements



Km 16

10.3.1 The Allied player receives Replacement points (RP) for each nationality, as indicated in the Reinforcement schedule.

10.3.2 The German player gets RPs by the "Hitler Approval" Track, but NOT on the game's First turn, or on the turn following a Dismissal, when he gets NO replacements.

10.3.3 The German player also gets 1 Replacement point per turn (even after a Dismissal) as soon as he decides to "Retreat from France" (see rule 19).

10.3.4 Each RP allows the rebuilding of one step loss, either in flipping back an existing unit to its full-strength side, or in bringing back a destroyed unit to its lower strength side. A Replacement can also be used to rebuild an HQ unit. You can also spend 2RP to bring back a unit eliminated in the game on its full-strength side in the same phase.

10.3.5 Replacing armor or Paratroop units might also need the use of a Support marker, in the Radius of the PLUTO marker. The corresponding table on the Play Aid card explains all this in detail.

10.3.6 Rebuilt units are put back on the map in a hex of an HQ of the same nationality.

Exception: Elite units appear only in the next turn, as reinforcements; in a German City for the German units, and in "England" for the Allied units. You can also rebuild an Allied airborne or armored unit without using a Support, but they appear in "England".

10.3.7 Allied Replacement points can only be used to rebuild units of the same nationality.

10.3.8 After the Germans "Withdrawal from France", the German player can use one RP (and ONLY one) to rebuild 2 reduced units, with a maximum of 1 Attack factor each. Those units must be placed on a hex of the Siegfried Line, even if adjacent to an enemy unit.

10.3.9 "Out of Supply" units, units in Fortresses, units adjacent to enemies, or units out of an HQ Command Radius, cannot receive replacements.

10.3.10 Replacement points cannot be accumulated from one turn to the next.

You can now play the "COBRA" Scenario.



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ADVANCED RULES

11. SEA TRANSPORT PHASE


Km 11

11.1 "England" and "Med Front" holding boxes

11.1.1 At the start of the Campaign game, all the Allied units are placed in these two boxes, and all their reinforcements are put in the same two boxes (at the choice of the Allied player).

11.1.2 There are no stacking limits in these holding boxes.

11.1.3 Airborne units are placed in the "Airborne" zone of the "England" or "Med Front" holding boxes.

11.1.4 To leave one of these boxes a unit must either:

- Take part in an invasion landing as an Assault or Follow-up unit;
- Do a Sea Transport to the map or the other holding box;
- For Airborne units, through a Paratroop operation. Note, Airborne units in the "Airborne" zone may still be transported via Sea Transport at the Allied player's discretion.
- A unit in the "Med Front" box can only move in the Mediterranean to be placed on the map.

11.1.5 A unit in the "England" holding box can move through any sea, the Mediterranean excepted, to be put on the map.

11.2 Sea Transport Points



11.2.1 At the Start of the game, the Allied player has 3 Sea Transport points to move units to and from the "England" and "Med Front" holding boxes during the Sea Transport phase.

11.2.2 Sea Transport points can be used to:

- Move a unit from "England" to a friendly Port or Beachhead NOT in the Mediterranean;
- Move a unit from the "Med Front" to a friendly Port or Beachhead in the Mediterranean (only);
- Move a unit from "England" to the "Med Front", and vice-versa.

11.2.3 One Sea Transport point allows:

- The movement of one unit (division, HQ or Engineers) from the "England" box to a Port or a Beachhead marker on the English Channel (Brest Included) or on the North Sea.
- **OR**
- The movement of one unit from the "Med Front" box to a Port or Beachhead marker in the Mediterranean Sea.

All the other sea moves cost one and a half Transport points. (ex: to an Atlantic Ocean Port, like St-Nazaire).

A table on the Play Aid sheet explains points 11.2.2 and 11.2.3, also indicating the various Sea Transport costs.

11.2.4 The Allied player gets a fourth Transport point if he controls at least one Operational Major Port (see. 15.1.4). Use of this additional point is not restricted to transport to/from this Major Port.

11.2.5 The Allied player gets a fifth Transport point if the Port of Antwerp (Antwerpen on map) is Operational and under Allied control. Use of this additional point is not restricted to transport to/from Antwerp.

11.2.6 All points can be used to carry units to the same Major Port, Operational or not.

11.2.7 Only one unit per turn can be transported to the same Minor Port or Beachhead marker.

11.2.8 Units using Sea Transport can still use normal or Strategic Movement on the same turn.

11.3 Arrival of Allied HQs

11.3.1 During the Sea Transport phase, Allied HQs can be transported directly to any hex on the map, as long as an HQ in that hex would be in Supply (see 4.1), and that hex is also occupied by a friendly division of the same nationality, and not adjacent to an enemy unit.

11.3.2 Placing an HQ using the above method costs one point of Sea Transport BUT does not count as units moved through a Minor Port (see 11.2.7).

11.4 Return of Airborne units to the "Airborne" zones

11.4.1 Once on the main map, Airborne units can be transferred back to the "Airborne" zones and so become able to be airdropped again. To do this, the Airborne unit must start the Sea Transport phase on an Operational Port. The unit is then just placed in the "Airborne" zone of the corresponding holding box, without the spending of any Sea Transport points.

12. PARATROOP DROP PHASE

12.1 Overview

12.1.1 Airborne units are marked by an **Airborne** or **Glider** icon on the top of their counter.

12.1.2 Only the Allied player can make Paratroop Drops, and only with units in the "Airborne" zone of the "England" or "Med Front" holding boxes.



12.1.3 The player starts Paratroop Drop operations using his "Paratroop Drop" markers present in the "Airborne" holding box zones. For each Drop, one marker must be in the zone.

12.2 Procedure

12.2.1 Each Drop is done one after the other (not all at the same time).

12.2.2 Airborne units can be dropped within 5 hexes of an Allied HQ, and also on a Coastal hex or a hex adjacent to a Coastal hex, in an Invasion zone that has an "Airplane" symbol.

12.2.3 You cannot do a Drop on a German City or a Siegfried Line hex.

12.2.4 Only units in the «Airborne» English zone can be dropped on the North part of the map (hex numbers equal to or lower than xx23).

12.2.5 Only units in the "Airborne" Mediterranean zone can be dropped on the South part of the map (hex numbers higher than xx23).

12.2.6 For each unit dropped the Allied player takes a "Paratroop Drop" marker from the same holding box and puts it in the hex the unit is dropped into.

12.2.7 For each unit, the player rolls 1 die and applies the following modifiers:

Terrain Modifiers:

- - 3 in a Major City or a Port.
- - 2 in a Minor City or Mountains.
- - 1 in Broken terrain, Marshes, Bocage, or Woods.

Situation Modifiers (only the worst one is kept) :

- - 1 in a hex adjacent to an enemy unit.
- - half of the Coastal Fortification value (rounded up) on an intact Coast hex.
- - 2 on an enemy unit.
- If an Airborne unit is Paradropped on a hex **where a friendly unit was present before the Paratroop Drop phase**, ignore the above modifiers and add +1 to the die roll.

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- If the modified result is lower than 0, the unit is eliminated.
- If the modified result is between 0 and 2, the unit suffers one step loss.
- If the modified result is 3 or more, the unit is unaffected.

12.2.8 If the Airborne unit survives, it is placed on the map under a "Paratroop Drop" marker.

12.2.9 If this hex is enemy-occupied, the Paradropped unit may attack it in the next Combat phase, possibly with other friendly units (the defender gets the terrain defensive benefits). The Paradropped unit cannot fight an adjacent enemy. If it attacks alone without the help of adjacent friendly units, it gets a -2 column penalty on the CRT.

12.2.10 An Airborne unit dropped on an empty hex adjacent to an enemy unit cannot attack, unless it does so together with a non-Paradropped friendly unit.

12.2.11 If dropped on an Active Coastal hex, it must attack the Coastal Defense factor of this hex (and the other units present).

12.2.12 If an enemy unit is still in the same hex as the dropped Airborne unit at the **end of the Invasion Landing phase**, the Airborne unit is eliminated. The Paratroop Drop marker is thus immediately removed from the map, and rule 12.3.4 is applied for its return to the game.

12.2.13 If there is a Paratroop Drop on an Active Coastal hex, and if an invasion landing is done on the same turn in that hex, the number of "Atlantikwall" markers available to the defender is lowered by one (1) for each Airborne unit present. These Airborne units can also participate in the invasion landing battle. If the Coastal hex is still active at the end of the Invasion Landing phase, the Paradropped units are eliminated.

12.3 The "Paratroop Drop" marker



12.3.1 A unit under a "Paratroop Drop" marker:
Is considered Supplied until the end of the turn;
Cannot by itself deactivate an enemy Coastal hex;
Cannot block enemy Supply paths (see 4.1.1), Strategic Moves, or Rail lines in adjacent hexes.

12.3.2 A German "Command Radius" can cross unoccupied adjacent hexes next to an Airborne unit under a "Paratroop Drop" marker.

12.3.3 "Paratroop Drop" markers are removed from the map at the end of the game turn (exception see. 12.2.10).

12.3.4 For each "Paratroop Drop" marker used this turn (whether successful or not), the Allied player rolls 2d6-2 (two dice, minus two from the total). The result is added to the turn number and the total obtained gives the turn number when the marker will be available for use again. When available, the Allied player chooses in which "Airborne" zone he places this marker. It will stay there unless a Paratroop Drop is attempted with it.

13. INVASION LANDING PHASE

This phase is ignored if the weather is "Bad" or "Storm".

13.1 Invasion Landing markers



13.1.1 The Allied player initially has 5 "Invasion Landing" markers; these markers each allow one invasion landing on a Coastal hex with a Beach.

13.1.2 A maximum of 3 markers can be used during one turn.

13.1.3 The markers can be used alone or in groups, in separate or adjacent Coastal Beach hexes.

13.1.4 Only one marker can be used on each Coastal hex.

13.1.5 After the initial landing (i.e. the 1st landing of the game, on turn 1), the Allied player cannot make another landing before the month of August (as indicated on the turn Track). He then has the possibility of making a second (and last) invasion landing (with 2 or 3 markers), up to turn 10 (included). After this, no more invasion landings are allowed.



13.1.6 If the invasion is successful, the "Invasion Landing" marker is flipped to its "Beachhead" side and is put on the invaded Coastal Beach hex.

13.1.7 If the invasion fails, the "Invasion Landing" marker is permanently eliminated.

13.2 Beaches

13.2.1 The Coastal hexes with a Beach are the only ones where an invasion is allowed.

13.2.2 These hexes have a colored Beach outline, corresponding to a Coastal Defense value. This value indicates:

- The Defense value of the Beach hex Fortifications (see 1.1.8 and 13.6);
- The number of "Atlantikwall" markers that the defender can draw for this hex (see 13.5).

13.2.3 A black Beach outline indicates that a landing is not possible in this hex, and that it has no "invadable" Beaches.

13.2.4 The Beach Defense values are used only in the case of an invasion landing, and have no other influence on the game (***Exception*** : Paratroop Drops).

13.2.5 If the Beach hex is occupied by an Allied unit (***Exception*** : Paratroop Drops) at the end of the Combat phase or Invasion Landing phase, the hex becomes Allied-controlled, and is considered "Inactive" for the rest of the game (i.e: the Beach Defenses are destroyed).

13.2.6 During an invasion landing, the German player must use the "Beach" terrain effects for the defense.

13.3 Invasion zones

13.3.1 The Map's Seas and Oceans are divided into Invasion zones.

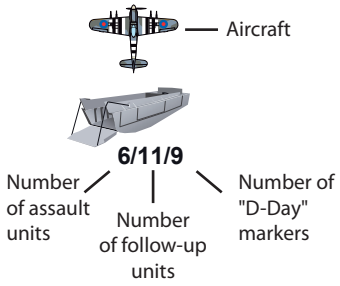
13.3.2 Each Invasion zone possesses the following characteristics:

- A value indicating the maximum number of units that can make a Beach landing in one Invasion Landing phase (the left number under the Landing Craft icon). These units are the ones that will take part in the combat following the invasion landing, and are called "Assault units"; they must be infantry units.
- A value indicating the maximum number of units that can "follow up" the initial landings of an Invasion Landing phase (the center number under the Landing Craft icon). These units are called "Follow-up" units and are placed on the Beach hex only if the initial invasion is successful. Warning: only ONE

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"Follow-up" unit per hex can be an armored unit.

- A value indicating the maximum number of "D-Day" markers available for the Invasion Assaults in an Invasion Landing phase (the number on the right under the Landing Craft icon).
- An Aircraft symbol indicates that Paratroop Drops are allowed on the Coastal hexes and that the "D-Day" Air Support markers can also be used in this zone.



13.3.3 If the Allied player chooses to land in two or three DIFFERENT landing zones, then the lower of the zone's values are used.

13.3.4 The above explained values of a landing zone are a maximum to be split between the "Invasion Landing" markers that are used during the Invasion Landing phase (Steps 1 to 3 of the phase, see 13.6), using the following maximum limits:

- 3 Initial Assault units per invasion landing hex,
- 4 Follow-up units per "Beachhead" hex,
- 4 "D-Day" markers per invasion landing hex.

13.4 "D-Day" markers

13.4.1 For each Beach landing hex, the Allied player can use a variable number of "D-Day" markers, depending on the landing zone where the attacked Beach hex is situated.

13.4.2 "D-Day" markers have the following characteristics:

D-Day +2 Naval	"Naval Gunfire" (× 3): Gives a 2-Column shift bonus for the Invasion Landing Assault.
D-Day +1	"Air Support" (× 3): Gives a 1-Column shift bonus for the Invasion Landing Assault. They can be used only in a zone with an "Aircraft" symbol.
D-Day Partisans	"Partisans" (× 2): Cancels the "Reserve" markers of the defender.
D-Day +1 RANGERS Rangers / D-Day +1 Commandos	"Rangers" (× 1) and «Commandos» (× 1): Gives a +1 bonus to the combat resolution dice.
D-Day +2 Funnies	"Funnies" (× 1): Gives a +2 bonus to the combat resolution dice.
D-Day 2-0-0	"Duplex Drive" (× 1) : Gives a bonus of 2 combat factors for the Assault, and lowers by "1" the number of steps lost during the first round of the Assault.

13.4.3 The color of the "D-Day" markers indicates which units can benefit from their bonuses. Ex: An Invasion Landing Assault done by British troops cannot use the bonus from a "Rangers" marker.

Note: The use of the "D-Day" markers is explained in paragraph 13.6 "Invasion Landing Assault".

13.5 "Atlantikwall" markers

13.5.1 For each hex attacked by an invasion landing, the German player will be able to use a variable number of "Atlantikwall" markers, depending on the specific hex attacked (see 13.2.2).

13.5.2 "Atlantikwall" markers have the following characteristics:

Atlantikwall Blockhaus	"Blockhaus" (× 3): Cancels one Allied "Naval Bombardment" marker.
Atlantikwall Flak	"Flak" (× 3): Cancels one Allied "Air Support" marker.
Atlantikwall Milice	"Milice" (× 2): Cancels one Allied "Partisans" marker.
Atlantikwall Hérisson	"Hedgehog" (× 2): Cancels the Allied "Funnies Tanks" or "Duplex Drive" markers. If there are no such markers, it gives a -1 penalty to the Invasion Landing Assault dice roll.
Atlantikwall Achtung Minen Mines	"Mines" (× 2): Cancels the Allied «Rangers» and "Commando" markers. If there are no such markers, it gives a -1 penalty to the Invasion Landing Assault dice roll.
Atlantikwall Réserve Infanterie	"Infantry Reserve" (× 1): Allows the placement in the attacked hex of one infantry division, located within a 5-hex radius.
Atlantikwall Réserve Motorisée	"Motorized Reserve" (× 1): Allows the placement in the attacked hex of one division (of any type), located within a 5-hex radius.
Atlantikwall Fausse Alerte !	"Festung/False Alarm" (×3): If the attacked hex contains a "Festung" icon, the German player can place a division, which was initially in the hex, under a "Festung" marker without having to roll a die to do so.

Note 1: The movement of a division using a "Motorized Reserve" or "Infantry Reserve" is NOT movement per se. The unit is simply picked up and placed in the attacked hex.

Note 2: Use of the "Atlantikwall" markers is explained below.

13.6 Invasion Landing Assault

The Invasion Landing Assault procedure is the following:

- Step 1: The Allied player declares all the landings, and puts the "Invasion Landing" markers adjacent to the attacked Coastal Beach Landing hexes, the arrow pointed towards the hex targeted.
- Step 2: The Allied player places units that will take part in the Invasion Landing Assault (up to the maximum allowed see 13.3.4) on each "Invasion Landing" marker.
- Step 3: The Allied player chooses from the "D-Day" markers which ones to put (face down) on each "Invasion Landing" marker (up to the maximum allowed).
- Step 4: The German player randomly picks up "Atlantikwall" markers (up to the maximum allowed) for each attacked Coastal hex, and puts them face down there. The number picked up is lowered by "1" for each Allied Airborne division in the hex.

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***Important Exception*:** If the Coastal Defense in the hex is of Level "5" (a red line), the German player CHOOSES which "Atlantikwall" markers to use for the hex, and does this before randomly drawing the ones for the lower-rated Coastal Defense hexes.

- Step 5: Reveal "D-Day" and "Atlantikwall" markers. Those that are cancelled are removed from the game until the next turn. The German player can then place some divisions under "Festung" markers if need be (without rolling the die). Then the "Motorized Reserve" and "Infantry Reserve" marker effects are implemented.
- Step 6: For each attacked hex, the battle is resolved between the Invasion Assault units (including Airborne units in the hex) and the German units in the hex, PLUS the German Coastal Defense unit of the corresponding value (the value depends on the Coastal Defense value of the invaded hex). The only combat modifiers used are the "D-Day", "Atlantikwall", and "Festung" markers. You do not take the terrain in the hex into account (except for the Beach and Fortress symbols); nor do you take into account the Supply state of the units, nor the regular Support markers.

The battle might last many rounds, and continues until the hex is free of German units, or all Allied units are eliminated.

After each combat round, follow this procedure:

6.1 – If the hex is empty of German units (by retreat/elimination) AND if at least one Allied Invasion Assault unit is still alive, then the invasion is successful, the surviving units and the "Invasion Landing" marker (flipped to its "Beachhead" side) are placed in the conquered hex.

6.2 – If the combat result does not eliminate the defenders AND if the attackers do not retreat following an "AR" combat result, a new battle is commenced: players go back to Step 6 and the odds ratio is recomputed.

6.3 – If the combat result eliminates all the attackers, or if they retreat after an "AR" result, the landing fails. All the Assault units and the "Invasion Landing" marker are eliminated. The Coastal Defense unit is also removed from the hex.

- Step 7: After all the invasion landings are resolved, the Allied player can move the just-landed Assault units one hex.
- Step 8: For each successful invasion landing, the Allied player can place on each "Beachhead" marker, Follow-up units up to the maximum allowed by the landing zone (no more than 4 units, and 1 armored unit maximum from that total).
- These units can advance one hex, or stay on the "Beachhead" marker, respecting the stacking limits.
- Step 9: Paradropped Airborne units still on an Active Coastal hex (see 13.2.5) are eliminated.
- Step 10: If at least one landing was successful, the Allied player must now place a PLUTO marker on any hex of the map, this placement can be made even if enemy units are present (see 5.6).

13.7 Unopposed Invasion Landing

13.7.1 If the invaded Coastal hex is inactive and not occupied by any enemy units, the landing is said to be 'unopposed".

13.7.2 The players do not place "D-Day" or "Atlantikwall" markers on such a hex (i.e. NO Steps 3 to 6 of the Invasion Landing Assault).

13.7.3 The invasion landing automatically succeeds.

13.7.4 The rest of the Invasion Landing procedure (steps 7 to 10) stays the same.

13.8 German Landing Reaction

13.8.1 As soon as the Allied player has finished the resolution of all invasion landings, the German player rolls a die to check his Landing Reaction level.

13.8.2 A +1 modifier to the die is given for each "Beachhead" marker placed on the map this turn.

13.8.3 The result obtained is the number of divisions the German player can move (without taking into account Army boundaries. See 14.1.2). To be able to react, a division must be within 6 hexes or less of an enemy unit that landed this turn.

13.8.4 They move immediately, and can end their move adjacent to enemy units.

13.8.5 Strategic and Rail Moves are NOT permitted.

14. OPERATION FORTITUDE

14.1 Overview

14.1.1 The German player has a limited ability to move his units during the first few turns of the game, simulating the Allied disinformation efforts prior to D-Day.

14.1.2 The map is divided into Army zones, and as long as Operation Fortitude has not ended, only units in an Army zone where Allied units are, units in Germany, and units appearing as reinforcements, can be moved normally. These units are said to be "Exempted".

14.1.3 Starting on the Second turn of the game, and up to the Sixth turn (inclusive), the German player rolls a die at the start of his Movement phase and checks the "Operation Fortitude" Table on the Play Aid.

14.1.4 On a result lower than 7, the number obtained is the quantity of German armored divisions "freed" by Hitler and able to move this turn, "Exempted" units can always move and are not part of this total (see 14.1.2).

14.1.5 On a result of 7 or more, Operation Fortitude ends and ALL the German units (infantry divisions included) are now free to move until the end of the game. No die roll on this table is needed in future turns.

14.1.6 Exception: units in the 19th Army zone, East of hex row 12xx (infantry and/or armored) are free to move ONLY on a natural (unadjusted) roll of "6" which ends operation Fortitude or if an Allied unit is present in the 19th Army zone.

14.1.7 Starting with turn 7, all German units are able to move, and this remains in effect for the rest of the game.

15. PORT REPAIR PHASE

15.1 Overview

15.1.1 There are 3 types of Ports: Major Ports, Minor Ports, and "Beachhead" markers.

15.1.2 "Beachhead" markers are treated as Allied Minor Ports for Sea Transport, and are Supply sources for the Allied units.

15.1.3 Minor Ports are automatically Operational when controlled by the Allies.

15.1.4 Major Ports taken by the Allies are not immediately Operational. To make them so, the Allied player must have an Engineer unit on the Port's hex at the start of the Port Repair phase.

The Allied player then rolls a die, with the following modifiers:

+1 for each Support marker spent (Only if the Port is within 3 hexes of a PLUTO marker; see 5.6.7).

-1 for each hex between the Major Port and the nearest PLUTO marker.

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On a result of "1" or more, the Major Port becomes Operational.



This status is shown by flipping the Engineer unit on its "Operational Port" side.

Note: Whichever face on the counter is up, an Engineer unit is still considered a one step unit.

15.1.5 Major or Minor Ports in an Estuary (see example below) are Operational and can be used for Supply, Sea Moves, and getting Support markers, ONLY if all the hexes marked with the Estuary's symbol are controlled by the Allied player.

15.2 Port Control

15.2.1 All Ports are under German control on turn 1.

15.2.2 A Port becomes Allied-controlled by following rule 1.9.

15.2.3 If a German unit moves onto a "Beachhead" marker, this marker is PERMANENTLY eliminated.

16. FFL UNIT CREATION

16.1 How the FFL Track works



16.1.1 The Allied player gains FFI points (FFI = French Forces of the Interior) for each French City or Port that is "liberated" (controlled by the Allies) as indicated in the corresponding table on the Play Aid sheet.

16.1.2 Indicate the total number of FFI points gained on the FFL (FFL = Free French Forces) Track.

16.1.3 Once the marker is on the top of the Track (square "10"), the Allied player randomly draws one FFL unit from the FFL pool, and places it in the Allied Support pool.

16.1.4 The FFI marker is then reset to square "0" and can go up again.

Example:

At the start of the Combat phase the FFI marker is in square "8" of the Track. After a victorious battle the Allies take control of a Major City. This increases the number of FFI points by 4 on the FFL Track, passing square "10" (an FFL unit is then randomly drawn and put in the Available Allied Support pool). The FFI marker thus ends in square "2".

16.1.5 Once all the FFL units are drawn, the Track is not used anymore.

16.2 Randomly Drawn FFL unit or "Insurrection" markers

16.2.1 During the Support phase, if the Allied player draws an FFL unit, it is immediately put in a "liberated" French City or Port. Put the counter back in the draw pile if such a hex does not exist.



16.2.2 If the "Insurrection" marker is drawn, the Allied player can keep it in his "Available Support" holding box, or play it on the map when the Support markers are placed. If he plays it, it must be placed on a German-occupied French City of his choice. The marker stays there until the end of the turn, and is then removed from the game.

16.2.3 All the German units in a City with the Insurrection marker have their Defense factors divided by two. The City is considered CLEAR terrain for battle resolution purposes as long as the marker is there. In the case of Paris, the marker will affect all 3 hexes of the City.

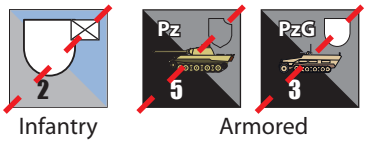
Note: units under a "Festung" marker are not affected by this rule.

17. TRANSFORMATION AND WITHDRAWAL OF UNITS

17.1 Upgrading of the Ersatz-divisions into regular infantry divisions



17.1.2 The Reinforcement schedule calls, for some turns, the upgrading of "Ersatz-divisions" into regular infantry divisions. Whatever the situation of an Ersatz-division on the map, its counter is replaced by the indicated counter (on its reverse side if the Ersatz unit was flipped). The Ersatz-division replaced is then put on the "Removed from play" holding box. If the Ersatz unit was already eliminated, the change does not take place.



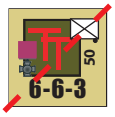
17.2 Withdrawal of German units

17.3.1 The Reinforcement schedule shows the withdrawal of German divisions on some turns.

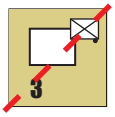
The German player MUST remove from the map the number of divisions indicated for the turn. This is defined by their Attack factor and type (infantry or armor). These units are then placed in the "Removed from play" holding box of the German player. Unless otherwise stated, the units can be from the Wehrmacht, Luftwaffe, or Waffen SS. The Attack strength point number indicated is the MINIMUM factor the withdrawn unit must possess. KG (Kampfgruppe) units cannot be withdrawn in this manner.

The divisions withdrawn must be in Supply, and can be on their back side. If the German player cannot withdraw the number of divisions indicated for the turn, he loses ALL of his replacement points for the rest of the game.

17.3 Withdrawal of Allied units



17.3.1 On turn 9, the Allied player must withdraw from the map one Supplied British division of his choice. This unit can be at full or half strength. It is placed in the "Removed from play" Allied holding box.



17.3.2 On turn 16, the Allied player must remove from the game the British 50th division, even if it is "Out of Supply". If this unit is already flipped, the player loses one British replacement point for the turn. If it is already eliminated or withdrawn, he must remove 2 step losses from other Supplied British divisions on the map. This unit is placed in the "Removed from play" holding box.

18. GERMAN STRATEGIC RESERVE

18.1 Overview

18.1.1 To feed the German's Strategic Reserve holding box the German player can:

- Choose to have reinforcements or rebuilt units appear in the "Strategic Reserve" holding box instead of on the map;
- Transfer to the "Strategic Reserve", units on the map that can be moved by Rail to Germany (this transfer DOES NOT cost Rail Capacity points);

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- Place in the "Strategic Reserve" some or all of the Support markers he received for the turn.

Note: These Support markers are NOT removed from the map following a "Dismissal".

18.1.2 Important: Armor units in the "Strategic Reserve" holding box may be brought up to full strength WITHOUT spending an extra Support counter.

18.1.3 A maximum of eight (8) divisions and three (3) Support markers can be stacked/placed in the "Strategic Reserve" holding box.

18.1.4 These units cannot leave the box before the German player launches his "Strategic Counter-Attack".

18.2 Strategic Counter-Attack

18.2.1 Once a game, the German player can announce that he is launching his "Strategic Counter-Attack".

18.2.2 He can only do so at the start of his Movement phase.

18.2.3 The German player then transfers all of the units in the "Strategic Reserve" holding box to the map; either onto the same hex or adjacent to any friendly HQ units in Germany (but not next to enemy units).

18.2.4 The Support markers in the "Strategic Reserve" are put in the "Support Available" holding box[-] (for this turn only, the maximum number of counters in the box can be more than 6).

18.2.5 From then on the "Strategic Reserve" rule and holding box are not used anymore.

19. WITHDRAWAL FROM FRANCE

19.1 Overview



19.1.1 Starting with turn 7, the German player can announce that he is Withdrawing from France.

19.1.2 To be allowed to do so, the "Hitler Approval" marker must be in the "4" square, or higher.

19.1.3 Consequences of this decision:

- The "Hitler Approval" marker is moved back 3 squares;
- All the Coastal hexes in France are deactivated.
- The German player receives "1" extra Replacement point per turn, until the end of the game. This extra point is NOT affected by the "Hitler Approval" Track;
- The values of the French Strategic hexes are changed (See the "Führer's Approval Track").

19.1.4 The Withdrawal marker is then placed in the "Retreat from France" box as a reminder.

20. DEFENSE OF THE REICH

20.1 Siegfried Line and German Cities (Volkssturm)

20.1.1 The Siegfried Line hexes give a defensive bonus as shown on the Terrain Effects Charts. This bonus cannot be added to those of the other terrain in the hex, use only the Siegfried Line TEC bonus. The Allied player units must spend 4 MP (Movement points) to enter such a non-controlled hex (and in this case the Road effects are ignored).

20.1.2 For the Siegfried Line and German Cities terrain types, the Allied player can Advance After Combat ONLY if the Germans have no more units in that hex, AND if he received an "S" or "DR" final combat result (after terrain modifiers).

20.1.3 If a Siegfried Line or German City hex is captured by the Allies, it loses all the characteristics described in rules 20.1.1 and 20.1.2, even if subsequently recaptured by the Germans. You can indicate these hexes with an Allied Control marker.

20.2 "Vaterland"

20.2.1 At the moment when the Allied player enters his first ever unit into Germany OR the Netherlands, the German player receives a reinforcement of 7 divisions as indicated by the Reinforcements schedule. The Allied player immediately stops his Movement phase, and the 7 German units are put in the hexes indicated on the Reinforcements schedule. Once the 7 divisions are placed on the map, the Allied player then continues with his Movement phase.

20.2.2 If this hex is captured in an "Advance After Combat", the German player places the units right after the said combat.



Good Playing!

Credits

System conception: Nicolas Rident

Historical researches: Yves le Quellec

Map and counters graphics: Yves le Quellec (original graphics) with the participation of Christophe Gentil-Perret

Box design: Christophe Gentil-Perret (from an idea of François Vander-Meulen)

Rules and play aid layout: Christophe Gentil-Perret

Playtesters: Laurent Closier, Denis Lefebvre, Anthony Jacob, Pierre Marzetti, François Trebosc

English version translation: Christopher Newell, Carl Paradis, Charles Vasey, Chuck Silverstein

English version reviewers: Bill Barret, Paul Borchers, Steve Rupar

BOX CONTENT

- a countersheet and half
- two maps
- a rules booklet
- a notes booklet
- an example of play booklet
- a folded A3 sheet - on back reinforcements schedule - on front Cobra map
- a Play Aid
- an Allied Supports description sheet
- a German Supports description sheet (Cobra scenario on back)
- a scenario setup sheet (D-Day and campaign on one side - Market-Garden on the other)

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