Learning History by Playing : Highway to the Reich (SPI 1977)

Operation Market-Garden

17-26 September 1944

by Mauro Faina

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Board Wargaming

Highway to the Reich

The mind map about the Board Wargame and its features. Highway to the Reich is a good tool to deepen our knowledge about the Operation Market Garden

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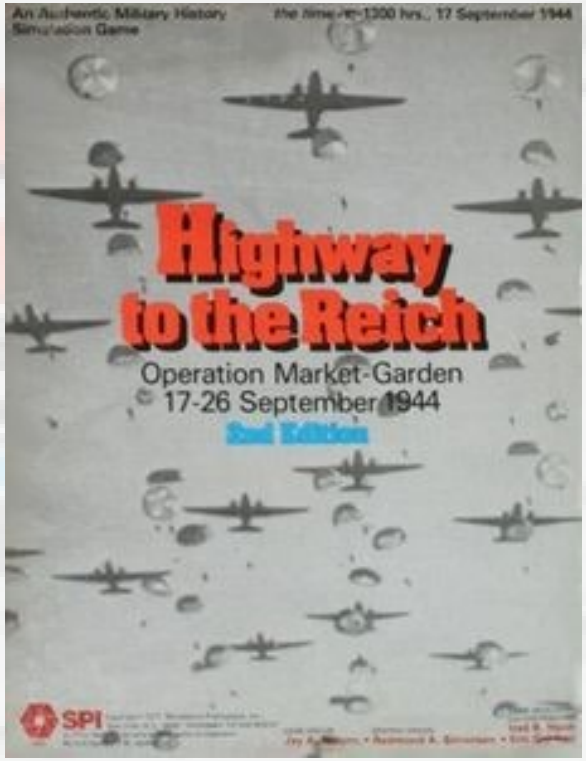
Highway to the Reich: Introduction

- Highway to the Reich is a tactical level simulation of Operation Market-Garden that involved the capture of 70 km stretch of highway by Allied Airborne forces. The Allies had to seize the crossings of all major water obstacles up to Arnhem. Three airborne divisions were dropped: the US 82nd and 101st and the British 1st.



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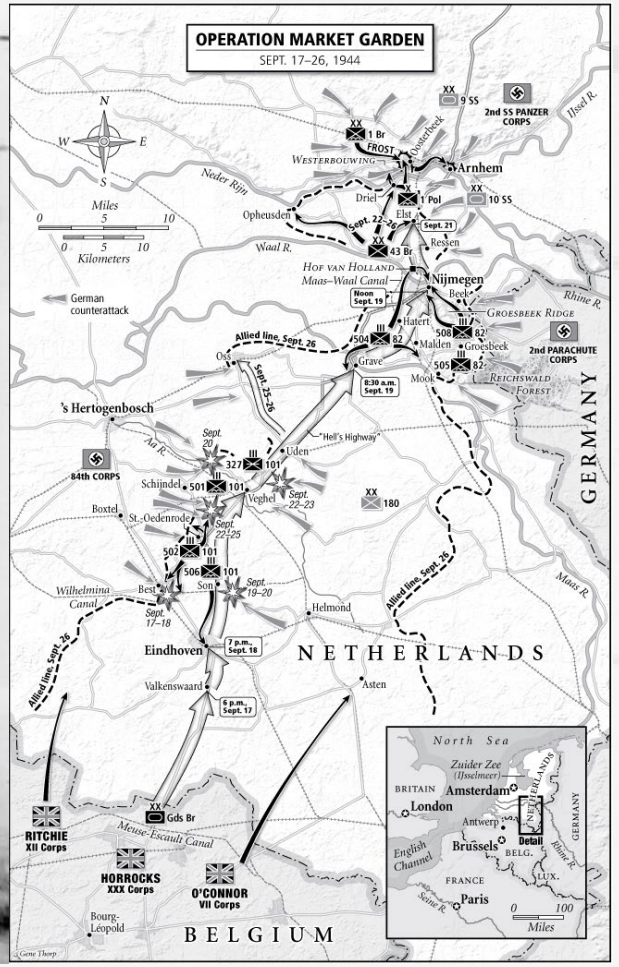
Operation Market Garden 17-26 September



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Highway to the Reich: the sequence of play

- The main aim of this work is to help the wargamers to handle better the system , not to describe pros and cons of the old game by SPI. Moreover Highway to the Reich represents a way to learn and study Military History . It is detailed and the order of battle is precise. It's not only a simple game. It's something that can help everyone to understand better the past. I think that the game is not so complex. It's likely that rules are a little verbose and bad organized. The best way to learn HttR is surely to set up a scenario and play it. We have chosen the scn #26 in which we find the battalions of the 101st division attempting to seize two main crossings: Veghel and Driehoek. The map C will be used. Each scenario starts with the phase 13, the Allied Conditional movement, exactly when the division drops and moves towards the bridges. We are introducing and explaining the 15 phases composing a whole turn. We discourage an immediate reading of the rules. So let's start with the German setup

1. Allied Command
2. German Organization
3. Allied Conditional Fire
4. Allied conditional movement
5. German conditional Fire
6. German conditional movement
7. Allied Free Fire
8. German Command
9. Allied Organization
10. German conditional Fire
11. German conditional movement
12. Allied conditional Fire
13. **Allied conditional movement**
14. German Fire
15. Game turn record phase

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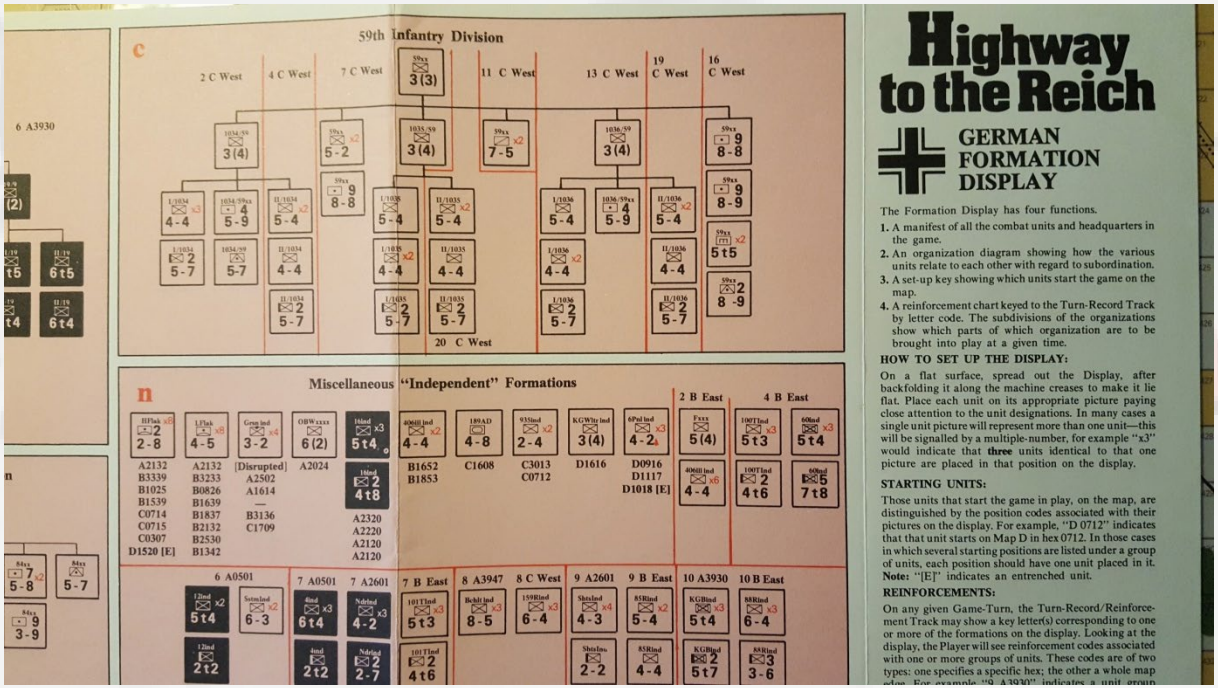
Highway to the Reich: German Setup scn #26



The players need to use the group "**n**" from the German Formation Display that is about the initial deployment of the German forces. There are several independent units and the "missing" 59th division of Wermacht.

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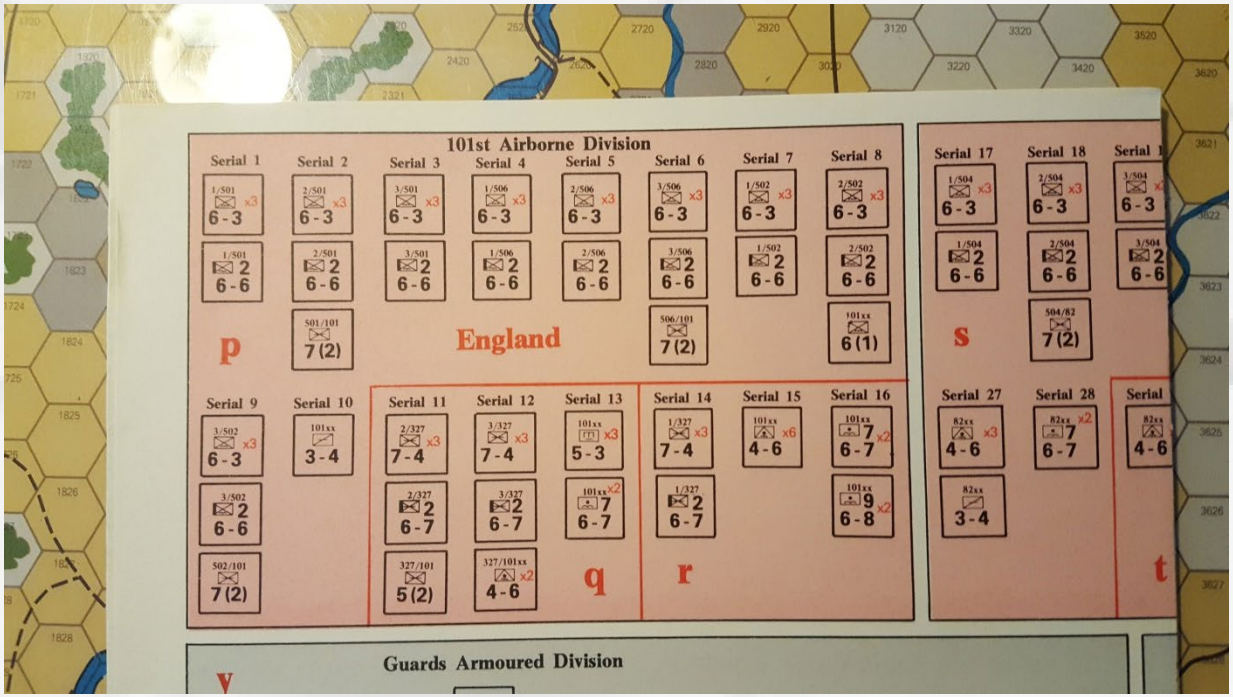
Highway to the Reich: Allied Setup scn #26



- The Allied Formation Display section "**p**" gives us the first 10 serials that are available to drop.

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Highway to the Reich: Counters

In the picture: The first digit points out the strength of the firing unit, the second one is about the Effectiveness rating.

On Artillery, the upper number is the range.

The white triangles are the Morale Rating.

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Highway to the Reich: Counters

In the picture: The first digit points out the strength of the firing unit, the second one is about the Effectiveness rating.

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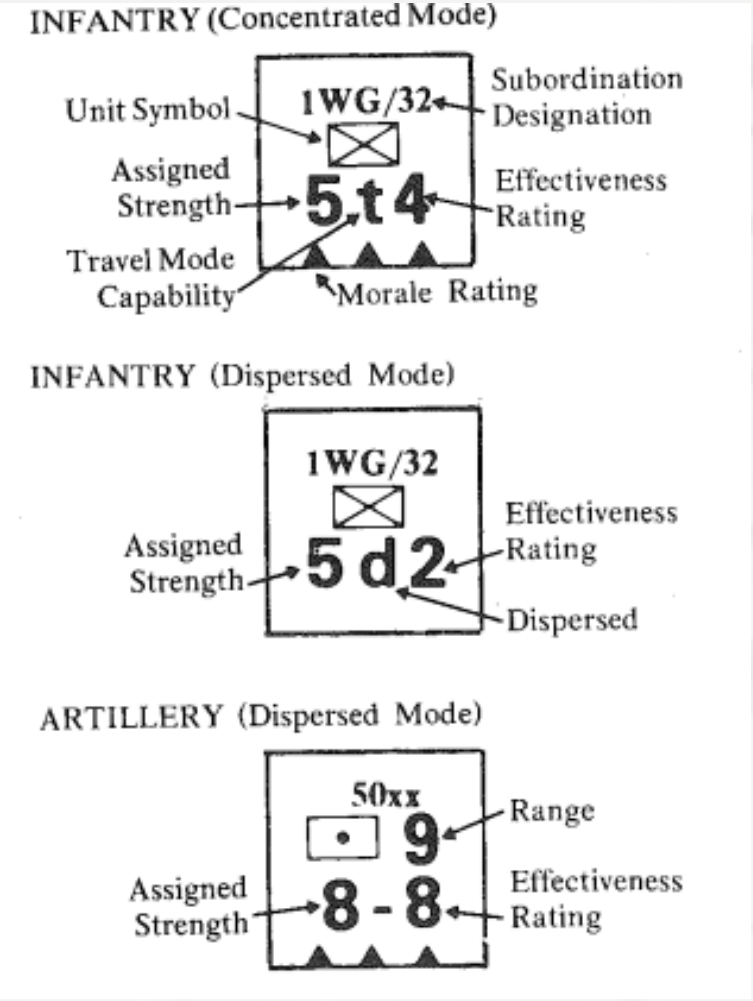

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Highway to the Reich: Quiz

In the picture:
What is the Strength of the American 2/506 INF?

What is the Effectiveness Rating of the 2/506 INF?

What is the Morale Rating of the 2/506 INF?

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Highway to the Reich: Quiz

In the picture:
What is the Strength of the American 2/506 INF?

6

What is the Effectiveness Rating of the 2/506 INF?

What is the Morale Rating of the 2/506 INF?

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Highway to the Reich: Quiz

In the picture:
What is the Strength of the American 2/506 INF?

6

What is the Effectiveness Rating of the 2/506 INF?

3

What is the Morale Rating of the 2/506 INF?

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Highway to the Reich: Quiz

In the picture:
What is the Strength of the American 2/506 INF?

6

What is the Effectiveness Rating of the 2/506 INF?

3

What is the Morale Rating of the 2/506 INF?

4

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Highway to the Reich: Answers

In the picture:
What is the Strength of the American 2/506 INF?

6

What is the Effectiveness Rating of the 2/506 INF?

3

What is the Morale Rating of the 2/506 INF?

4

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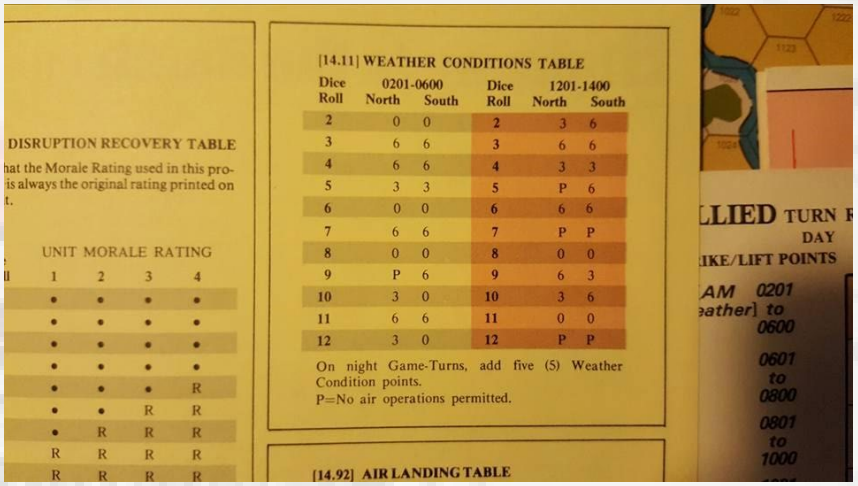
Highway to the Reich: Air Landing Operations (14.0)

- The scenario begins with phase #13 (Allied conditional movement) of the turn 1201 on Sep 17. During this phase it's possible to execute airborne operations by using two tables: the weather conditions table and the air landing one



DISRUPTION RECOVERY TABLE

hat the Morale Rating used in this pro-
is always the original rating printed on
t.

UNIT MORALE RATING

	1	2	3	4
	•	•	•	•
	•	•	•	•
	•	•	•	•
	•	•	•	•
	•	•	•	R
	•	•	R	R
	•	R	R	R
	R	R	R	R
	R	R	R	R

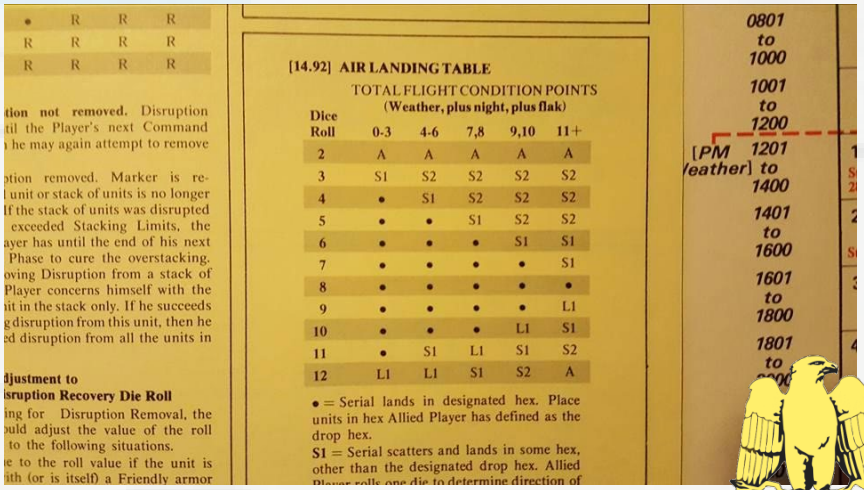
[14.11] WEATHER CONDITIONS TABLE

Dice Roll	0201-0600 North	0201-0600 South	Dice Roll	1201-1400 North	1201-1400 South
2	0	0	2	3	6
3	6	6	3	6	6
4	6	6	4	3	3
5	3	3	5	P	6
6	0	0	6	6	6
7	6	6	7	P	P
8	0	0	8	0	0
9	P	6	9	6	3
10	3	0	10	3	6
11	6	6	11	0	0
12	3	0	12	P	P

On night Game-Turns, add five (5) Weather Condition points.
P=No air operations permitted.

[14.92] AIR LANDING TABLE

LLIED TURN
DAY
IKE/LIFT POINTS
AM 0201
eather] to
0600
0601
to
0800
0801
to
1000



• R R R
R R R R
R R R R

tion not removed. Disruption
til the Player's next Command
he may again attempt to remove

tion removed. Marker is re-
unit or stack of units is no longer
If the stack of units was disrupted
exceeded Stacking Limits, the
ayer has until the end of his next
Phase to cure the overstacking.
oving Disruption from a stack of
Player concerns himself with the
it in the stack only. If he succeeds
g disruption from this unit, then he
ed disruption from all the units in

djustment to
isruption Recovery Die Roll
ing for Disruption Removal, the
uld adjust the value of the roll
to the following situations.
e to the roll value if the unit is
ith (or is itself) a Friendly armor

[14.92] AIR LANDING TABLE

TOTAL FLIGHT CONDITION POINTS
(Weather, plus night, plus flak)

Dice Roll	0-3	4-6	7,8	9,10	11+
2	A	A	A	A	A
3	S1	S2	S2	S2	S2
4	•	S1	S2	S2	S2
5	•	•	S1	S2	S2
6	•	•	•	S1	S1
7	•	•	•	•	S1
8	•	•	•	•	•
9	•	•	•	•	L1
10	•	•	•	L1	S1
11	•	S1	L1	S1	S2
12	L1	L1	S1	S2	A

• = Serial lands in designated hex. Place units in hex Allied Player has defined as the drop hex.
S1 = Serial scatters and lands in some hex, other than the designated drop hex. Allied

0801
to
1000
1001
to
1200
[PM 1201
eather] to
1400
1401
to
1600
1601
to
1800
1801
to

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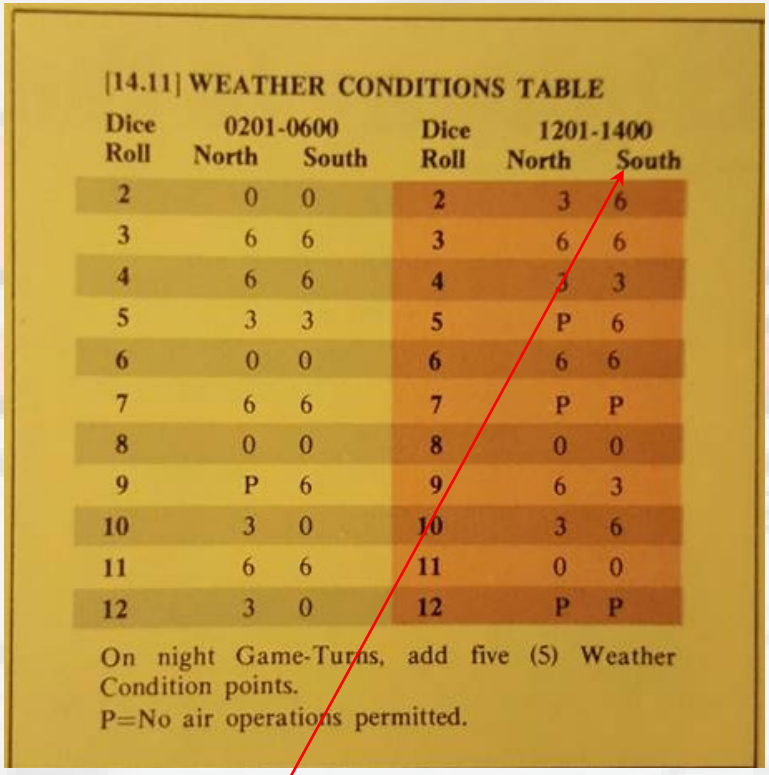
Highway to the Reich: Weather Table



[14.11] WEATHER CONDITIONS TABLE

Dice Roll	0201-0600 North	0201-0600 South	Dice Roll	1201-1400 North	1201-1400 South
2	0	0	2	3	6
3	6	6	3	6	6
4	6	6	4	3	3
5	3	3	5	P	6
6	0	0	6	6	6
7	6	6	7	P	P
8	0	0	8	0	0
9	P	6	9	6	3
10	3	0	10	3	6
11	6	6	11	0	0
12	3	0	12	P	P

On night Game-Turns, add five (5) Weather Condition points.
P=No air operations permitted.

- The air landing operations can follow two possible routes: The North and the South one. The 101st division has to approach the map C along the route South. The players have to roll the dice to determine the modifier for the air landing table. You have to roll for each group.

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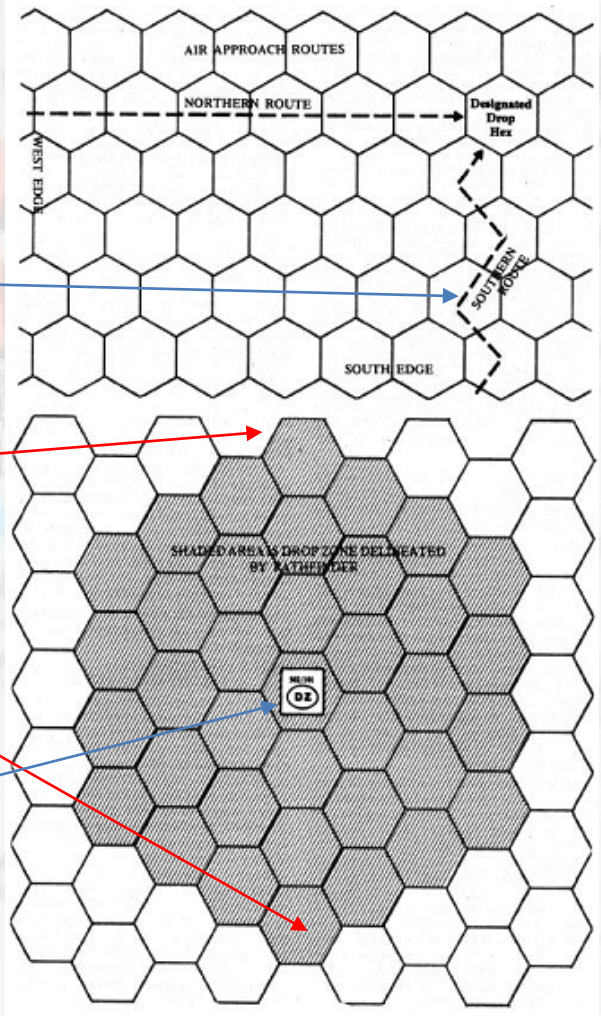
Highway to the Reich:drop zone and approach routes

- The scenario #26 follows the southern route.
- Drop zone
- Pathfinder



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Highway to the Reich: 506th drop zone

- The initial deployment after the dropping of the 506th battalion, map C.

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Highway to the Reich: Air Landing Table

- After getting the modifier from the weather table, the players need to roll again the dice. The serials can scatter (S1, S2), abort (A) or land in designated hex.

[14.92] AIR LANDING TABLE

TOTAL FLIGHT CONDITION POINTS
(Weather, plus night, plus flak)

Dice Roll	0-3	4-6	7,8	9,10	11+
2	A	A	A	A	A
3	S1	S2	S2	S2	S2
4	•	S1	S2	S2	S2
5	•	•	S1	S2	S2
6	•	•	•	S1	S1
7	•	•	•	•	S1
8	•	•	•	•	•
9	•	•	•	•	L1
10	•	•	•	L1	S1
11	•	S1	L1	S1	S2
12	L1	L1	S1	S2	A

• = Serial lands in designated hex. Place units in hex Allied Player has defined as the drop hex.

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Highway to the Reich:
Allied Conditional Movement phase

[10.15] TERRAIN EFFECTS CHART FOR MOVEMENT, STACKING AND OBSERVATION

		Movement Costs (by Mode)						
		Disp		Conc		Trav	Observation	
Terrain Type	Stacking Limit (SP's)	Inf HW,HQ Eng	Armor Recon	Inf HW,HQ Eng	Armor Recon	All	Range (hexes)	Blocked by (terrain types)
Clear	24	1	1	1/2	1/4	1/8	5	1-9
Mixed	24	2(3)	2(3)	1(3)	1(3)	1/2	6	1-9
(1) Woods	24	3	3	2	2	1	6	2-9
(2) Town	12	2	2	1	1	1/4	7	2,4-9
(3) Broken	12	2	3	2	P	P	7	2,4-9
(4) Forest	12	3	3	2	P	P	8	2,4-9
(5) Rough	12	4	P	3	4	P	8	2,4,6-9
(6) City	12	3	4	2	3	1/4	9	6-8
(7) Hilltop	●	●	●	●	●	●	10	6-8
Stream/(8) Dike	●	+2	P	+1	P	P	●	●
Canal/River/Blocked	●	P	P	P	P	P	●	●
Road	●	●	●	1/2	1/4	1/8	●	●
Trail/Railroad	●	●	●	1	1/2	1/4	●	●
Raised Road	●	●	●	●	●	1/8	●	●
(9) Slope	●	●	●	●	●	●	●	●
Lake	●	+1	+1	+1	+1	P	●	●
Ferry	12	P	P	+2	+2	+2*	●	●

● = Terrain has no effect. Other terrain in hex controls Movement or Observation; e.g., a dispersed unit gains no benefit for travelling along a Road. **P** = Prohibited, units may not enter. Every unit has a four-point Movement Allowance. # (#) = Movement cost on Maps C and D (A and B), respectively. * = Only artillery-type units may move across a ferry in Travel Mode. All other units must cross in Concentrated Mode. Note that only German units may use Ferries. **Numbers** in the Blocked By column refer to numbers to left of terrain types.

- During this phase the units can also move. Each unit has 4 movement points that are expended according to the mode. The units can be dispersed, concentrated or in travel. The Terrain chart sums up the effects coming from the different modes.

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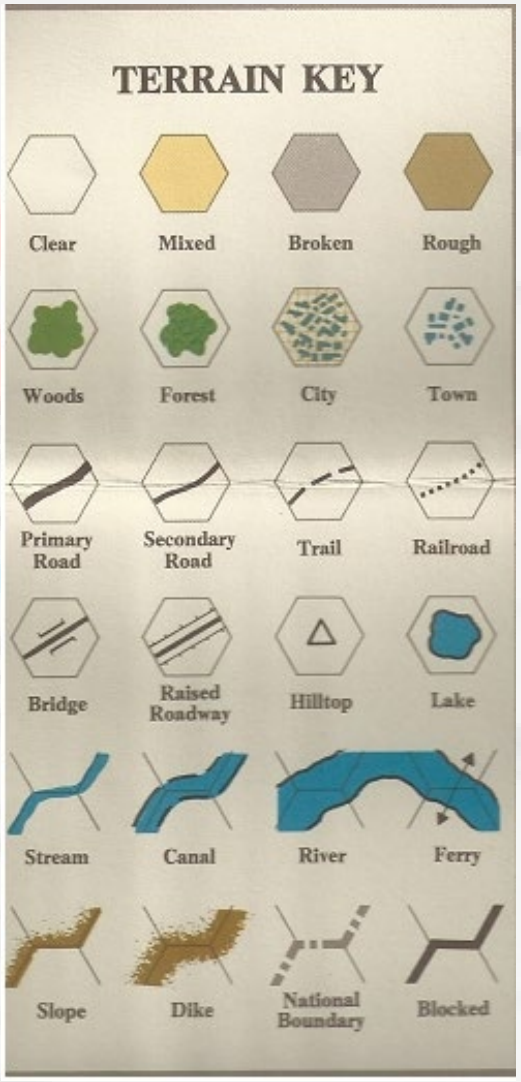
Highway to the Reich: Terrain Key

- An image to help the players to find more quickly the terrain given in the TEC. Unfortunately HttR would need a better Terrain Effect Chart. We have to work on it.



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Highway to the Reich: Supply

If a unit fires in its Fire Phases, the Owning Player must determine if the unit is in supply range of its Commanding Headquarters. There are also many independent units so they need to trace only to a supply source. In the picture the independent German unit is supplied because it can trace to a road leading to an edge of the map. The path to the road doesn't have to be more than 10 hexes.

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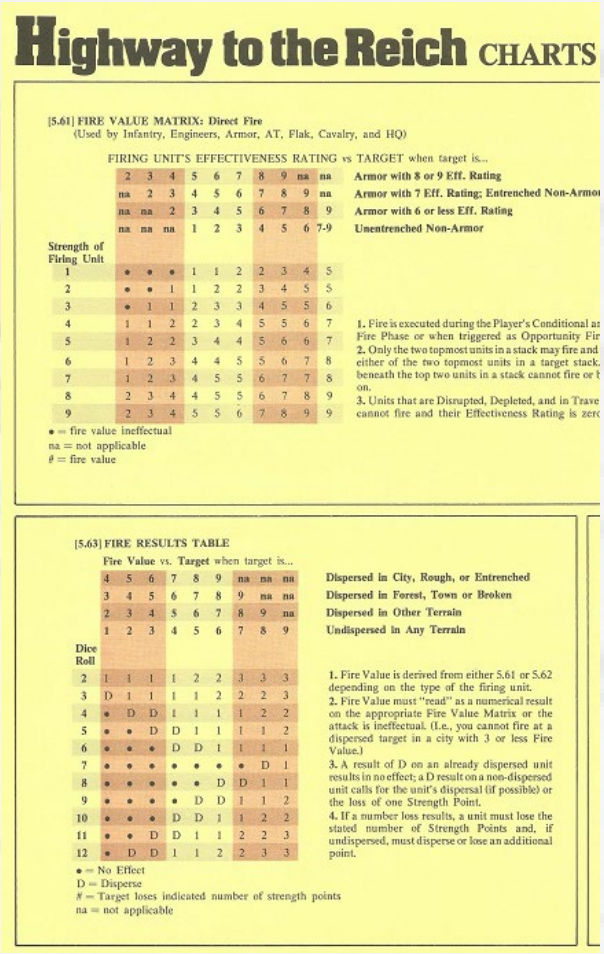
Highway to the Reich: German Fire Phase

- The phase #14 concerns the German free fire phase. The player can execute fire attacks with all eligible units. Actually there are two kinds of fire: the direct and the indirect one. At first we are dealing with the direct fire since in this scenario the artillery is not present. Flak is considered a direct fire unit. These two charts decide direct fire. Let's explain how the direct fire works



Highway to the Reich CHARTS

[5.61] FIRE VALUE MATRIX: Direct Fire
(Used by Infantry, Engineers, Armor, AT, Flak, Cavalry, and HQ)

FIRING UNIT'S EFFECTIVENESS RATING vs TARGET when target is...

Strength of Firing Unit	2	3	4	5	6	7	8	9	na	na
	na	2	3	4	5	6	7	8	9	na
	na	na	2	3	4	5	6	7	8	9
	na	na	na	1	2	3	4	5	6	7-9
1	•	•	•	1	1	2	2	3	4	5
2	•	•	1	1	2	2	3	4	5	5
3	•	1	1	2	3	3	4	5	5	6
4	1	1	2	2	3	4	5	5	6	7
5	1	2	2	3	4	4	5	6	6	7
6	1	2	3	4	4	5	5	6	7	8
7	1	2	3	4	5	5	6	7	7	8
8	2	3	4	4	5	5	6	7	8	9
9	2	3	4	5	5	6	7	8	9	9

Armor with 8 or 9 Eff. Rating
Armor with 7 Eff. Rating; Entrenched Non-Armor
Armor with 6 or less Eff. Rating
Unentrenched Non-Armor

• = fire value ineffectual
na = not applicable
# = fire value

1. Fire is executed during the Player's Conditional at
Fire Phase or when triggered as Opportunity Fir
2. Only the two topmost units in a stack may fire and
either of the two topmost units in a target stack.
beneath the top two units in a stack cannot fire or t
on.
3. Units that are Disrupted, Depleted, and in Trave
cannot fire and their Effectiveness Rating is zero

[5.63] FIRE RESULTS TABLE

Fire Value vs. Target when target is...

Dice Roll	4	5	6	7	8	9	na	na	na
	3	4	5	6	7	8	9	na	na
	2	3	4	5	6	7	8	9	na
	1	2	3	4	5	6	7	8	9
2	1	1	1	1	2	2	3	3	3
3	D	1	1	1	1	2	2	2	3
4	•	D	D	1	1	1	1	2	2
5	•	•	D	D	1	1	1	1	2
6	•	•	•	D	D	1	1	1	1
7	•	•	•	•	•	•	•	D	1
8	•	•	•	•	•	D	D	1	1
9	•	•	•	•	D	D	1	1	2
10	•	•	•	D	D	1	1	2	2
11	•	•	D	D	1	1	2	2	3
12	•	D	D	1	1	2	2	3	3

Dispersed in City, Rough, or Entrenched
Dispersed in Forest, Town or Broken
Dispersed in Other Terrain
Undispersed in Any Terrain

1. Fire Value is derived from either 5.61 or 5.62 depending on the type of the firing unit.
2. Fire Value must "read" as a numerical result on the appropriate Fire Value Matrix or the attack is ineffectual. (I.e., you cannot fire at a dispersed target in a city with 3 or less Fire Value.)
3. A result of D on an already dispersed unit results in no effect; a D result on a non-dispersed unit calls for the unit's dispersal (if possible) or the loss of one Strength Point.
4. If a number loss results, a unit must lose the stated number of Strength Points and, if undispersed, must disperse or lose an additional point.

• = No Effect
D = Disperse
# = Target loses indicated number of strength points
na = not applicable

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Highway to the Reich: German direct fire (1)

- In the picture you can see the German Flak in 0715 firing against an adjacent unit (2/506). The first digit points out the strength of the firing unit, the second one is about the Effectiveness rating. Let's fire and check what is going to happen

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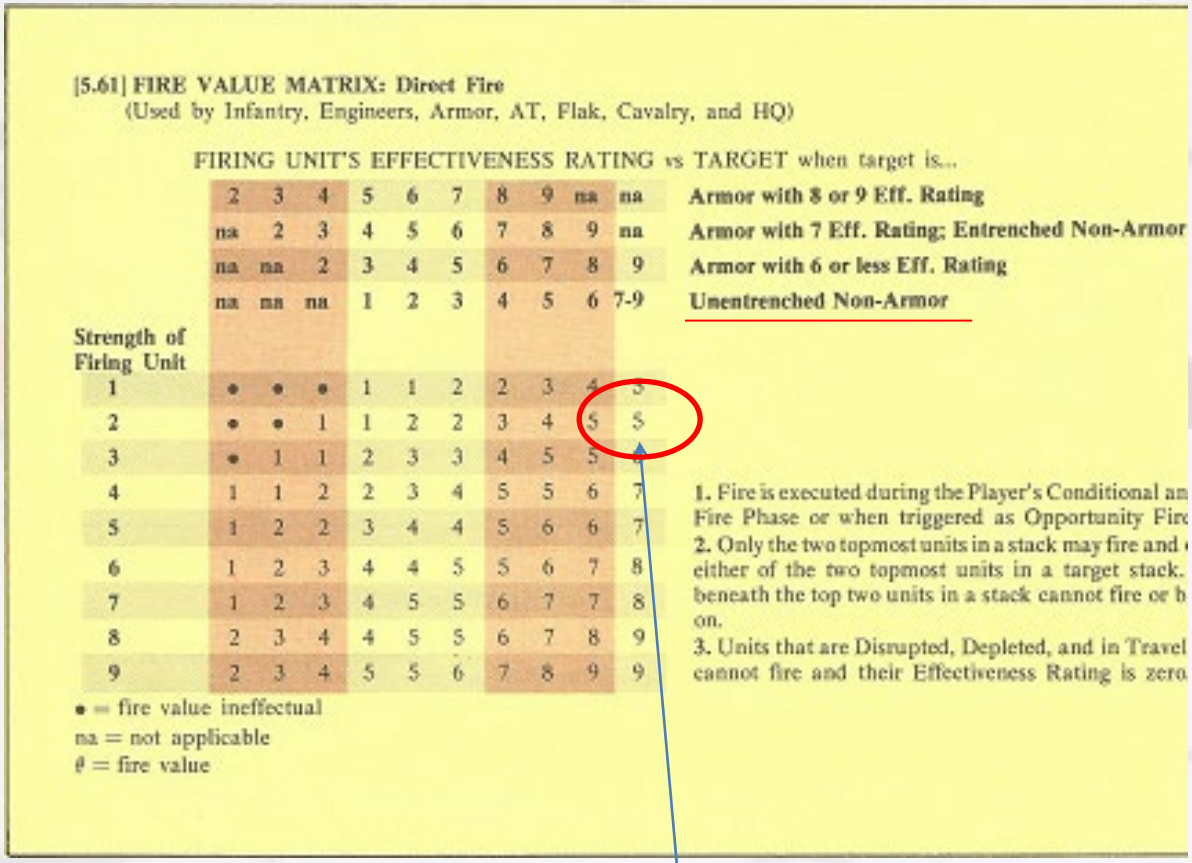
Highway to the Reich: German direct fire (2)



[5.61] FIRE VALUE MATRIX: Direct Fire
(Used by Infantry, Engineers, Armor, AT, Flak, Cavalry, and HQ)

FIRING UNIT'S EFFECTIVENESS RATING vs TARGET when target is...

Strength of Firing Unit	2	3	4	5	6	7	8	9	na	na
	na	2	3	4	5	6	7	8	9	na
	na	na	2	3	4	5	6	7	8	9
	na	na	na	1	2	3	4	5	6	7-9
1	•	•	•	1	1	2	2	3	4	5
2	•	•	1	1	2	2	3	4	5	5
3	•	1	1	2	3	3	4	5	5	6
4	1	1	2	2	3	4	5	5	6	7
5	1	2	2	3	4	4	5	6	6	7
6	1	2	3	4	4	5	5	6	7	8
7	1	2	3	4	5	5	6	7	7	8
8	2	3	4	4	5	5	6	7	8	9
9	2	3	4	5	5	6	7	8	9	9

Armor with 8 or 9 Eff. Rating
Armor with 7 Eff. Rating; Entrenched Non-Armor
Armor with 6 or less Eff. Rating
Unentrenched Non-Armor

• = fire value ineffectual
na = not applicable
θ = fire value

1. Fire is executed during the Player's Conditional an
Fire Phase or when triggered as Opportunity Fir
2. Only the two topmost units in a stack may fire and
either of the two topmost units in a target stack.
beneath the top two units in a stack cannot fire or b
on.
3. Units that are Disrupted, Depleted, and in Travel
cannot fire and their Effectiveness Rating is zero.

- The German flak has a strength of 2. Crossing that value with its effectiveness (8) we get **5** (the 2/506 is unentrenched and non armor).

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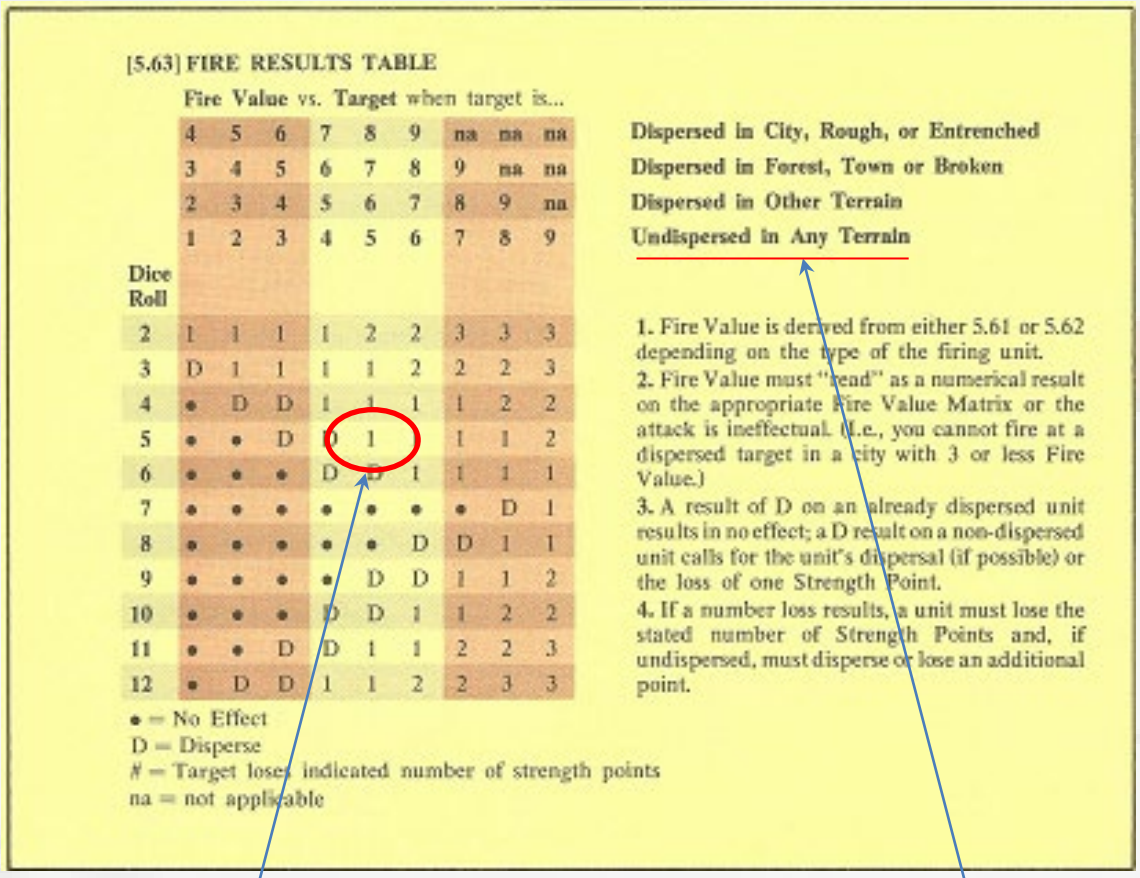
Highway to the Reich: German direct fire (3)



[5.63] FIRE RESULTS TABLE

Fire Value vs. Target when target is...

Dice Roll	4	5	6	7	8	9	na	na	na
	3	4	5	6	7	8	9	na	na
	2	3	4	5	6	7	8	9	na
	1	2	3	4	5	6	7	8	9
	Dispersed in City, Rough, or Entrenched								
	Dispersed in Forest, Town or Broken								
	Dispersed in Other Terrain								
	Undispersed in Any Terrain								
2	1	1	1	1	2	2	3	3	3
3	D	1	1	1	1	2	2	2	3
4	•	D	D	1	1	1	1	2	2
5	•	•	D	D	1		1	1	2
6	•	•	•	D	D	1	1	1	1
7	•	•	•	•	•	•	•	D	1
8	•	•	•	•	•	D	D	1	1
9	•	•	•	•	D	D	1	1	2
10	•	•	•	D	D	1	1	2	2
11	•	•	D	D	1	1	2	2	3
12	•	D	D	1	1	2	2	3	3

• = No Effect
D = Disperse
# = Target loses indicated number of strength points
na = not applicable

1. Fire Value is derived from either 5.61 or 5.62 depending on the type of the firing unit.
2. Fire Value must "read" as a numerical result on the appropriate Fire Value Matrix or the attack is ineffectual. (I.e., you cannot fire at a dispersed target in a city with 3 or less Fire Value.)
3. A result of D on an already dispersed unit results in no effect; a D result on a non-dispersed unit calls for the unit's dispersal (if possible) or the loss of one Strength Point.
4. If a number loss results, a unit must lose the stated number of Strength Points and, if undispersed, must disperse or lose an additional point.

- Let's roll the dice. The German player rolls 5. The final result is "1". The 2/506 loses one step and turns into dispersed mode. Originally it was a target considered undispersed in any terrain

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Highway to the Reich: German direct fire (4)

- Here you are the final situation. The US unit is dispersed and has lost one strength point.

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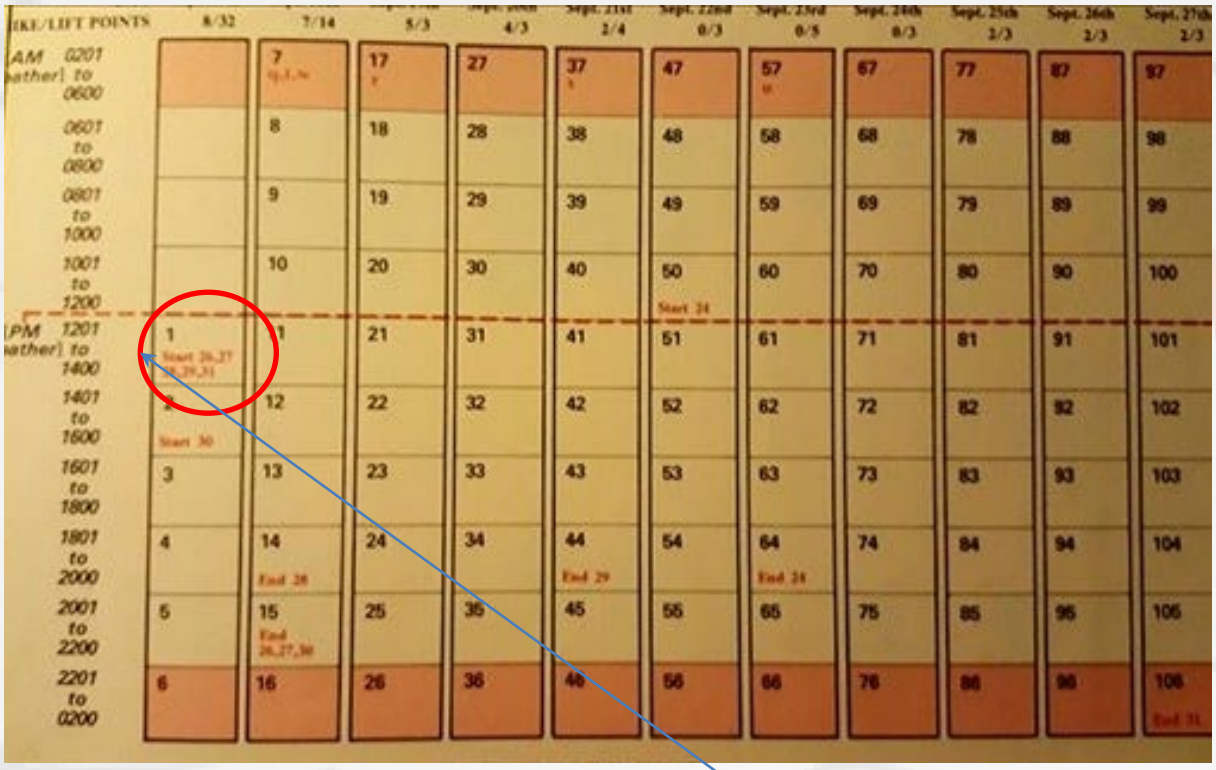
Highway to the Reich: Game turn record phase



The phase #15 ends the turn1201.

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Highway to the Reich: Allied Command Phase (phase 1)

- During the first phase of each turn, the Allied player has to check the supply status of all the Headquarters units under his command (rule 11). One of the most important things that characterize HttR is just the importance of maintaining cohesion among the companies composing a battalion. During this phase a player determines the supply status of his chain of command. Moreover a player can try to remove a disruption marker.

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Highway to the Reich: Allied Command Phase (2)

The picture shows two headquarters belonging to the 101s: 506 and 502. They are in supply since they can trace a supply path to the source of divisional supply (orange arrows). The path is limited in length. Players need to make an imaginary move of an infantry company in travel mode.

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Highway to the Reich: German Organization (phase 2)

- The phase #2 of each turn allows the German player to alter the modes of his units. Such activity may trigger Allied Opportunity fire. In the picture some examples of the different modes that the units can assume (8.0). Travel, Dispersed, Disrupted, Concentrated.

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Highway to the Reich: Allied Conditional Fire (phase 3)

- In this phase the Allied player may execute Fire attacks with all eligible units. The firing units will not be able to move in the following movement phase. We have already explained the direct fire, in the following slides we are introducing the indirect fire.

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Highway to the Reich: Allied Conditional Fire

- The **artillery unit** must be stacked with or adjacent to a **hq unit**. The artillery unit has to sight the target. To fire an artillery must observe the target by tracing a line of sight (LoS). If the LoS is blocked, an **observing** unit in communication range (10 hexes) can sight for Indirect fire.

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Highway to the Reich: Indirect fire

- The indirect fire adopts a different Fire value matrix but the same fire results table. So the players need to refer to the table 5.62.
- Cross reference the current strength of the firing unit versus its effectiveness rating, with reference to whether the target is armored or non-armored
- This locates a Fire Value.
- Refer to table 5.63
- Plug in the Fire Value into one of the top lines of the table making reference to the target unit's mode and the terrain in the target hex.
- Roll two dice. Cross reference the number rolled with the Fire Value. This locates a result which is immediately applied to the target unit.

[5.62] FIRE VALUE MATRIX: Indirect Fire
(Used by Artillery and Heavy Weapons)

FIRING UNIT'S EFFECTIVENESS RATING vs TARGET when target is...

Strength of Firing Unit	3,4 na	5,6 na	7 1	8 2	9 3	na 4	na 5	na 6	na 7	na 8	na 9
											Armor; Entrenched Non-Armor
											Unentrenched Non-Armor
1	•	•	•	1	1	2	2	3	4	5	6
2	•	•	1	1	2	2	3	4	5	6	7
3	•	1	1	2	2	3	4	5	6	6	7
4	1	1	2	2	3	4	5	6	6	7	7
5	1	2	2	3	3	4	5	6	7	7	8
6	1	2	3	4	4	5	6	7	8	8	9
7	1	2	3	4	5	5	6	7	8	9	9
8	2	3	4	5	6	6	7	8	9	9	9
9	2	3	4	5	6	7	8	9	9	9	9

• = fire value ineffectual
na = not applicable
# = fire value

1. Artillery may fire against an observed unit regardless of its own position in its stack or the position of the target in a stack. Heavy Weapons may fire from any position in a stack but only at the two topmost units in a stack.
2. Heavy Weapons units may execute Opportunity Fire but only against units they observe in hexes they contol.
3. Artillery-type units may execute Opportunity Fire only when Close Assaulted.

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Highway to the Reich: Indirect fire (2)

- In the picture the **101 arty** is firing against the **ind. German company.** The arty is adjacent to its divisional hq and the 2/506 is the observing unit (the arty itself doesn't see directly the enemy unit due to the woods). All the conditions requested for the indirect fire are satisfied.

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Highway to the Reich: Indirect fire (3)

[5.62] FIRE VALUE MATRIX: Indirect Fire
(Used by Artillery and Heavy Weapons)

FIRING UNIT'S EFFECTIVENESS RATING vs TARGET when target is...

Strength of Firing Unit	3,4 na	5,6 na	7 1	8 2	9 3	na 4	na 5	na 6	na 7	na 8	na 9
1	•	•	•	1	1	2	2	3	4	5	6
2	•	•	1	1	2	2	3	4	5	6	7
3	•	1	1	2	2	3	4	5	6	6	7
4	1	1	2	2	3	4	5	6	6	7	7
5	1	2	2	3	3	4	5	6	7	7	8
6	1	2	3	4	4	5	6	7	8	8	9
7	1	2	3	4	5	5	6	7	8	9	9
8	2	3	4	5	6	6	7	8	9	9	9
9	2	3	4	5	6	7	8	9	9	9	9

Armor; Entrenched Non-Armor
Unentrenched Non-Armor

• = fire value ineffectual
na = not applicable
# = fire value

1. Artillery may fire against an observed unit regardless of its own position in its stack or the position of the target in a stack. Heavy Weapons may fire from any position in a stack but only at the two topmost units in a stack.
2. Heavy Weapons units may execute Opportunity Fire but only against units they observe in hexes they control.
3. Artillery-type units may execute Opportunity Fire only when Close Assaulted.

[5.63] FIRE RESULTS TABLE

Fire Value vs. Target when target is...

Dice Roll	4 1	5 2	6 3	7 4	8 5	9 6	na 7	na 8	na 9
2	1	1	1	1	2	2	3	3	3
3	D	1	1	1	1	2	2	2	3
4	•	D	D	1	1	1	1	2	2
5	•	•	D	D	1	1	1	1	2
6	•	•	•	D	D	1	1	1	1
7	•	•	•	•	•	•	•	D	1
8	•	•	•	•	•	D	D	1	1
9	•	•	•	•	D	D	1	1	2
10	•	•	•	D	D	1	1	2	2
11	•	•	D	D	1	1	2	2	3
12	•	D	D	1	1	2	2	3	3

Dispersed in City, Rough, or Entrenched
Dispersed in Forest, Town or Broken
Dispersed in Other Terrain
Undispersed in Any Terrain

• = No Effect
D = Disperse

1. Fire Value is derived from either 5.61 or 5.62 depending on the type of the firing unit.
2. Fire Value must "read" as a numerical result on the appropriate Fire Value Matrix or the attack is ineffectual. (I.e., you cannot fire at a dispersed target in a city with 3 or less Fire Value.)
3. A result of D on an already dispersed unit results in no effect; a D result on a non-dispersed unit calls for the unit's dispersal (if possible) or the loss of one Strength Point.
4. If a number loss results, a unit must lose the stated number of Strength Points and, if undispersed, must disperse or lose an additional point.

The 101 arty fires vs the German 3-2 units. Attacking value units 6. Its effectiveness rating is 7. The final fire value gives 8 (Unentrenched non armor target). Let's roll the dice and we get 7. The target is undispersed in any terrain. The final result is D. The German unit is Dispersed

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Highway to the Reich: Allied conditional movement (phase 4)

- In the phase 4 the units that did not fire can move. It's possible to bring scheduled reinforcements onto the map. The German player can have an opportunity fire when the enemy units move out of a ZoC. During the movement, a player can conduct the close combat (Close action).

8.72] CLOSE ACTION VALUE TABLE

Morale Differential
(Attacker minus Defender)

When Defender is in...

Rough, City, Entrenchment	Forest, Town	Open, Mixed, Woods, Broken	Effectiveness Differential (Attacker minus Defender)											
			-9 to -7	-6 to -4	-3 to -2	-1	0	1	2	3	4	5	6	7	8	9
		4	2	3	4	5	5	6	6	7	7	8	8	9	9	9
		3	1	2	3	4	5	5	6	6	7	7	8	8	9	9
	4	2	D	1	2	3	4	5	5	6	6	7	7	8	8	9
	3	1	D	D	1	2	3	4	5	5	6	6	7	7	8	8
4	2	0	D	D	D	1	2	3	4	5	5	6	6	7	7	8
3	1	-1	D	D	D	D	1	2	3	4	5	5	6	6	7	7
2	0	-2	D	D	D	D	D	1	2	3	4	5	5	6	6	7
1	-1	-3	D	D	D	D	D	D	1	2	3	4	5	5	6	6
0	-2	-4	D	D	D	D	D	D	D	1	2	3	4	5	5	6
-1	-3		D	D	D	D	D	D	D	D	1	2	3	4	5	5
-2	-4		D	D	D	D	D	D	D	D	D	1	2	3	4	5
-3			D	D	D	D	D	D	D	D	D	D	1	2	3	4
-4			D	D	D	D	D	D	D	D	D	D	D	1	2	3

1. A unit's current morale is defined as its printed Morale Rating less one point for each Strength Point it has lost (may be a negative number).

2. Current morale is modified by terrain (see Case 10.4), engineers (see Case 18.41), and leaders (see Case 19.11). Also, a currently disrupted defender loses 3 morale points.

3. Units involved in a Close Action while in Travel Mode have the following values: 0 Effectiveness Rating; Current Strength; Current Morale. Units involved in a Close Action while Disrupted have the following values: 0 Effectiveness Rating; 0 Strength ; *3 less than* Current Morale. Units involved in a Close Action while Depleted have the following values: 0 Effectiveness Rating; 0 Stregth; Current Morale.

4. When executing a Close Action against a defender who occupies a Hilltop hex, shift *left* one column on the Effectiveness Differential line (attacks at less than -9 are treated as -9).

D = Attacker disrupted; cease Close Action
# = Close Action Value; index on 8.73
Attacks at 0-any value are treated as 1-3; attacks at any value-0 are treated as 4-1.

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Highway to the Reich: Allied conditional movement – Close Action(phase 4)

8.72] CLOSE ACTION VALUE TABLE

Morale Differential
(Attacker minus Defender)
When Defender is in...

Rough City, Entrenchment	Forest, Town	Open, Mixed, Woods, Broken	Effectiveness Differential (Attacker minus Defender)													
			–9 to –7	–6 to –4	–3 to –2	-1	0	1	2	3	4	5	6	7	8	9
		4	2	3	4	5	5	6	6	7	7	8	8	9	9	9
		3	1	2	3	4	5	5	6	6	7	7	8	8	9	9
	4	2	D	1	2	3	4	5	5	6	6	7	7	8	8	9
	3	1	D	D	1	2	3	4	5	5	6	6	7	7	8	8
4	2	0	D	D	D	1	2	3	4	5	5	6	6	7	7	8
3	1	-1	D	D	D	D	1	2	3	4	5	5	6	6	7	7
2	0	-2	D	D	D	D	D	1	2	3	4	5	5	6	6	7
1	-1	-3	D	D	D	D	D	D	1	2	3	4	5	5	6	6
0	-2	-4	D	D	D	D	D	D	D	1	2	3	4	5	5	6
-1	-3		D	D	D	D	D	D	D	D	1	2	3	4	5	5
-2	-4		D	D	D	D	D	D	D	D	D	1	2	3	4	5
-3			D	D	D	D	D	D	D	D	D	D	1	2	3	4
-4			D	D	D	D	D	D	D	D	D	D	D	1	2	3

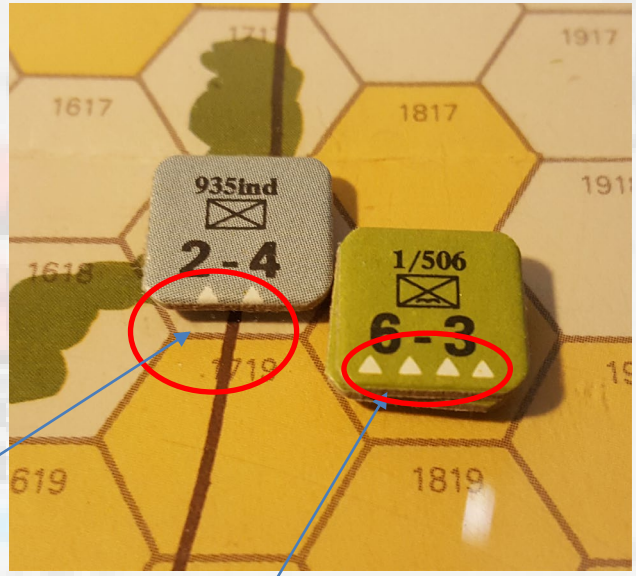
1. A unit's current morale is defined as its printed Morale Rating less one point for each Strength Point it has lost (may be a negative number).

2. Current morale is modified by terrain (see Case 10.4), engineers (see Case 18.41), and leaders (see Case 19.11). Also, a currently disrupted defender loses 3 morale points.

3. Units involved in a Close Action while in Travel Mode have the following values: 0 Effectiveness Rating; Current Strength; Current Morale. Units involved in a Close Action while Disrupted have the following values: 0 Effectiveness Rating; 0 Strength ; *3 less than* Current Morale. Units involved in a Close Action while Depleted have the following values: 0 Effectiveness Rating; 0 Stregth; Current Morale.

4. When executing a Close Action against a defender who occupies a Hilltop hex, shift *left* one column on the Effectiveness Differential line (attacks at less than –9 are treated as –9).

D = Attacker disrupted; cease Close Action
# = Close Action Value; index on 8.73
Attacks at 0-any value are treated as 1-3; attacks at any value-0 are treated as 4-1.



- Subtract the Defender's modified Morale Rating (the two white triangles on the bottom of the unit) from the Attacker's rating (4) to determine the Morale Differential of the Close Action. The US 6-3 in the example has got a differential of 2 (4 minus 2). Cross-reference the Effectiveness Differential (3-4 = -1) with the Morale Differential to obtain the Close Action Value. In our example it's 3.

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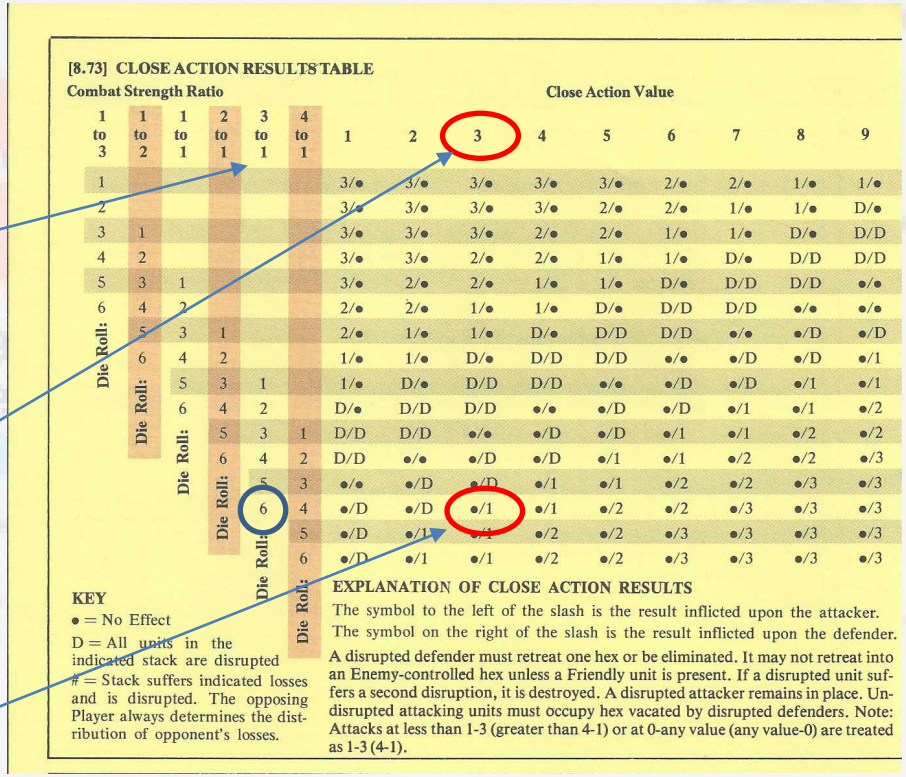
Highway to the Reich: Allied conditional movement – Close Action(phase 4)

- Total the strengths of all the Attacking units (6), and then all the Defending units (2). Compare them as a ratio of Attacker to Defender, rounding off any fraction in favor of the Defender. Locate this odds ratio on the left hand side of Table 8.72.
- (3 to 1)
- Roll one die. Cross-reference the number rolled (under the appropriate odds column) with the Close Action Value (3). This will locate the results of the Close Action which are applied immediately. In our example the ratio is 3 to 1. the US player rolls 6 and the defender suffers 1 step loss



[8.73] CLOSE ACTION RESULTS TABLE

Combat Strength Ratio

Die Roll:	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1
1						
2						
3	1					
4	2					
5	3	1				
6	4	2				
5	3	1				
6	4	2				
5	3	1				
6	4	2				
5	3	1				
6	4	2				

Close Action Value

Die Roll:	1	2	3	4	5	6	7	8	9
1	3/●	3/●	3/●	3/●	3/●	2/●	2/●	1/●	1/●
2	3/●	3/●	3/●	3/●	2/●	2/●	1/●	1/●	D/●
3	3/●	3/●	3/●	2/●	2/●	1/●	1/●	D/●	D/D
4	3/●	3/●	2/●	2/●	1/●	1/●	D/●	D/D	D/D
5	3/●	2/●	2/●	1/●	1/●	D/●	D/D	D/D	●/●
6	2/●	2/●	1/●	1/●	D/●	D/D	D/D	●/●	●/●
5	2/●	1/●	1/●	D/●	D/D	D/D	●/●	●/D	●/D
6	1/●	1/●	D/●	D/D	D/D	●/●	●/D	●/D	●/1
5	1/●	D/●	D/D	D/D	●/●	●/D	●/D	●/1	●/1
6	D/●	D/D	D/D	●/●	●/D	●/D	●/1	●/1	●/2
5	D/D	D/D	●/●	●/D	●/D	●/1	●/1	●/2	●/2
6	D/D	●/●	●/D	●/D	●/1	●/1	●/2	●/2	●/3
5	●/●	●/D	●/D	●/1	●/1	●/2	●/2	●/3	●/3
6	●/D	●/D	●/1	●/1	●/2	●/2	●/3	●/3	●/3
5	●/D	●/1	●/1	●/2	●/2	●/3	●/3	●/3	●/3
6	●/D	●/1	●/1	●/2	●/2	●/3	●/3	●/3	●/3

KEY

● = No Effect

D = All units in the indicated stack are disrupted

= Stack suffers indicated losses and is disrupted. The opposing Player always determines the distribution of opponent's losses.

EXPLANATION OF CLOSE ACTION RESULTS

The symbol to the left of the slash is the result inflicted upon the attacker. The symbol on the right of the slash is the result inflicted upon the defender.

A disrupted defender must retreat one hex or be eliminated. It may not retreat into an Enemy-controlled hex unless a Friendly unit is present. If a disrupted unit suffers a second disruption, it is destroyed. A disrupted attacker remains in place. Undisrupted attacking units must occupy hex vacated by disrupted defenders. Note: Attacks at less than 1-3 (greater than 4-1) or at 0-any value (any value-0) are treated as 1-3 (4-1).

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Highway to the Reich: German conditional fire and movement (phase 5 and 6)

- These two phases are identical to the Allied ones. So the German player can fire in the phase 5 and move in the following phase the units that did not fire.

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Highway to the Reich: Allied free fire (7)

- The Allied Player may execute Fire Attacks with all eligible Allied units.

Highway to the Reich: phases 8-14

- Phases 8 -14 basically repeat Phases 1 -7;
- however, the Players' roles are now reversed, the German Player now executes the activities undertaken by the Allied Player during the earlier Phases and vice-versa

- 8. German Command Phase
- 9. Allied Organization Phase
- 10. German Conditional Fire Phase
- 11. German Conditional Movement Phase
- 12. Allied Conditional Fire Phase
- 13. Allied Conditional Movement Phase
- 14. German Fire Phase
- 15. Game Turn Record Phase: The Game Turn Marker should be advanced one space

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Highway to the Reich

- We have tried to explain the main rules of Highway to the Reich. Obviously it has not been possible to illustrate every single detail, but the players who want to start playing HttR can use these few slides to start immediately a scenario. I can suggest to play some other scenario but to appreciate completely the game players should try the whole campaign.

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