WESTWALL
Bastogne
The Desperate Defense, December 1944
EXCLUSIVE RULES

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[10.0] INTRODUCTION

The Siege of Bastogne is a battalion level simulation of the battles that took place in December 1944 near the town of Bastogne in southern Belgium during the Battle of the Bulge (the German Ardennes Offensive). The battle was divided into two disinct phases, and a scenario is provided that covers each phase as a self-contained game. Also included is a Campaign Game that allows the Players to refight the series of engagements as a single, continuous game. The first Scenario, Spearhead, treats the period from December 18-21, 1944. It presents the phase of the battle when the spearhead of the German 5th Panzer Army first approached the vital road and communication center at Bastogne. The second Scenario, the Relief of Bastogne, depicts the situation from December 21-26, the period of Patton's drive up from the south to relieve the siege of Bastogne and open a supply line to the defenders. Each Game-Turn represents one-half day of actual time, and the scale of the map is approximately 850 meters per hex.

[11.0] REINFORCEMENTS

GENERAL RULE:
Both Players receive Reinforcements as directed by the Reinforcement Schedule for each Scenario. These units appear during the Owning Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. The Reinforcement Schedule states the Game-Turn of appearance, the Strengths and designations, and the map edge on which they enter.

PROCEDURE:

During his Movement Phase, the Owning Player places each Reinforcing unit on any of the specified hexes on the map edge, as designated on the Rein-forcement Schedule. They may be brought into play in any order and at any time during the Owning Player's Movement Phase.

CASES:

[11.1] MOVEMENT OF REINFORCEMENTS

[11.11] The hex first entered by a Reinforcement unit must be one of those map edge hexes designated for that unit by the Reinforcement Schedule. All Reinforcement units must expend Movement Points according to the Terrain Key in order to enter that first hex. All terrain restrictions apply to entry hexes.

[11.12] When the entry hex contains a road (or trail) **leading off of the map**, Reinforcement units may enter that hex at the road (or trail) movement rate.

[11.13] Any number of units may enter through the same entry hex. There are no movement penalties or restrictions imposed on subsequent Reinforcement units entering through the same hex during a single Movement Phase. [Units may **never** end the Movement Phase stacked.]

[11.14] Once on the map, Reinforcements may be moved normally. The Owning Player may sequence the arrival of his Reinforcements with the movement of his already-present units in any order he sees fit.

[11.2] RESTRICTIONS

[11.21] Reinforcements may not enter a hex which is, at that point, occupied by an Enemy unit. A Reinforcing unit may enter an Enemy-controlled hex (but it must cease movement therein).

[11.22] A Player may deliberately withhold Rein-forcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Turn. Regardless of which Turn Reinforcements are brought in, they must appear in one of their scheduled hexes.

[11.23] Reinforcements that have not yet entered the map have no effect upon the movement of either Player's units.

[12.0] EXITING THE MAP

GENERAL RULE:

The German Player is required to exit units from the map. An exiting unit must expend Movement Points to enter an imaginary hex presumed to be adjacent to the map edge. The terrain in this imaginary hex is presumed to be similar to the terrain in the hex from which the unit exited. This includes the use of road and trail movement by exiting units moving off of the map through hexes that contain roads or trails **that lead off the map from the exit hex.**

CASES:

[12.1] RESTRICTIONS

[12.11] Once a unit exits the map, it may not return.

[12.12] A unit may not exit the map as a result of combat. If it does so, then it is eliminated. Units may only exit the map during the German Player's Movement Phase.

[13.0] AIRBORNE UNITS

GENERAL RULE:
The Airborne units on **both** sides are to be treated as infantry units. These units were employed strictly as infantry, even though the U.S. airborne troops were trained paratroopers. German airborne units were parachute in name only.

[14.0] ARTILLERY

GENERAL RULE:
Neither Player may add more Ground Support or Artillery Strength Points (either Barrage or FPF) to an individual combat situation than there are Friendly Ground Strength Points (Attack or Defense) participating. The maximum number of Artillery Strength Points allowed is determined by totalling the appropriate (Barrage or FPF) Strength of the participating Friendly non-Artillery units. Both adjacent and non-adjacent Artillery units count against this limit. Each unit's Strength is considered an integral whole, which may not be divided or reduced.

[15.0] SCENARIOS: HOW TO SET UP AND PLAY THE GAME

GENERAL RULE:
The instructions for each Scenario include: Historical Notes, detailing briefly the events and circumstances of the Scenario; each Player's Initial Order of Battle and the initial units' deployment hexes; the Reinforcement Schedule for each Player; Special Rules in effect for that particular Scenario; the length (in Game-Turns) of the Scenario; and the special Victory Conditions of that Scenario.

PROCEDURE:
Unit designations are listed first, followed by the unit type and quantity in parentheses. (No quantity is shown if there is only one unit of that type.) Units are deployed according to the instructions which precede each group of units. Unit designations are provided for reference only. Players may ignore them.

[15.1] SCENARIO I, SPEARHEAD

[15.11] HISTORICAL NOTES
This Scenario portrays the situation from December 18-21, 1944, when the spearhead of the German 5th Panzer Army, including the 2nd Panzer Division, Panzer Lehr and the 26th Volks Grenadier Division, approached the important communication center at Bastogne. This vital area was defended by improvised teams from the 9th and 10th Armored Divisions with the 101st Airborne Division being rushed in behind them. The Germans attempted to take Bastogne and establish a continuous east-west road link, while keeping to their timetable by moving the bulk of both Panzer Divisions on towards the Meuse River to the

west by December 23. The Americans were simply trying to hold Bastogne at all costs.

[15.12] U.S. INITIAL DEPLOYMENT
Deploy in any hex, except hexrows 2800 and 2900:
52(4-4-12), 2(4-3-12), 811(5-4-12), 73 and 58(two 1-2-12/2-12's).
Deploy in any hex within two hexes of Bastogne hexes (inclusive):
20(4-4-12), 3(4-3-12), 90(1-3-12), 420(1-2-12/2-12).

[15.13] GERMAN INITIAL DEPLOYMENT
No German units begin the game on the map.

[15.14] U.S. REINFORCEMENT SCHEDULE
Arriving on Game-Turn Two, on any hex on western mapedge:
1/501, 2/501, 3/501, 1/502, 2/502, 3/502, 1/506, 2/506, 3/506, 1/327, 2/327 and 3/327 (twelve 2-4-7's); 101(1-2-12/2-7).
Arriving on Game-Turn Three, on any hex on western or southern mapedges:
705(5-4-12), 755 and 969 (two 3-2-18/1-7's).

[15.15] GERMAN REINFORCEMENT SCHEDULE
Arriving on Game-Turn One, on hex 2913:
1/3 and 2/3 (two 6-4-12's), 1/304, 2/304, 1/902 and 2/902 (four 5-5-12's), 2(2-3-14).
Arriving on Game-Turn Two, in any hex on eastern mapedge, between hexes 2908 and 2915, inclusive:
✳ 1/2(5-5-12), 1/903 and 2/903 (two 4-4-12's), 2/2(4-4-7), Lehr(2-3-14), 1/77, 2/77, 3/77, 1/78, 2/78, 3/78 (six 3-3-7's), 2(3-2-18/1-12), 2(4-2-12/2-12).
Arriving on Game-Turn Four, in any mapedge hex between 2908 and 2921, inclusive:
✗ 1/901, 2/901 (two 5-5-12's), 1/39, 2/39, 3/39 (three 3-3-7's), 26(1-3-12), 26(3-2-18/1-7), 26 (4-2-12/1-7), Lehr(3-2-18/2-12), Lehr(4-2-12/2-12).
Arriving on Game-Turn Seven, in any hex on eastern mapedge south of 2918, inclusive:
○ 1/13, 2/13, 1/14 and 2/14 (four 3-3-7's), 1/15 and 2/15 (two 3-3-12's), 5(3-2-18/1-7), 5(4-2-12/1-7).

[15.16] SPECIAL RULES
1. The **German Player** is the First Player. His Player-Turn is first in every Game-Turn.
2. The Scenario Length is **seven** Game-Turns.

[15.17] VICTORY CONDITIONS
The **German Player** receives one Victory Point for each unit of the 3rd Panzer Regiment (1/3 and 2/3 armor battalions) and of the Panzer Lehr Division (1/901, 2/901, 1/902, 2/902, 1/903, 2/903 mechanized battalions, Lehr reconnaissance battalions and two Lehr self-propelled artillery battalions) which exit off the western mapedge (only). These units have divisional designations to the right of the unit type symbol for easier identification. Additionally, the German Player receives ten Victory Points for the control of Bastogne. A Player controls Bastogne if his units occupy or were the last to pass through both hexes of Bastogne (1317 and 1416). Enemy Zones of Control have no effect upon Victory Conditions. Exited units need not have a Line of Communication.

The **U.S. Player** receives three Victory Points for each of the specified German Reinforcements which fails to exit the map. Additionally, the U.S. Player receives twelve Victory Points if he was the last to occupy Bastogne. He also receives six Victory Points if neither Player controls Bastogne.

[15.2] SCENARIO II, THE RELIEF OF BASTOGNE

[15.21] HISTORICAL NOTES
Patton began moving elements of his Third Army northwards towards the "Bulge" as early as

December 18. By the time the assault units were assembled, the siege of Bastogne had begun, and the main objective of Patton's attack became the relief of the 101st Airborne Division. The main burden of the relief fell on the seasoned veterans of the U.S. 4th Armored Division. The way to Bastogne was blocked by the German 5th Parachute Division, whose tenacious defensive battling ranks among the finest.

[15.22] U.S. INITIAL DEPLOYMENT
No U.S. units begin the game on the map.

[15.23] GERMAN INITIAL DEPLOYMENT
Deploy in any hex more than two hexes from the southern mapedge, and more than four hexes from both Bastogne hexes (1317 and 1416).
1/13, 2/13, 1/14 and 2/14 (four 3-3-7's), 1/15, 2/15 (two 3-3-12's), 5(4-2-12/1-7), 5(3-2-18/1-7).

[15.24] U.S. REINFORCEMENT SCHEDULE
Arriving on Game-Turn Nine, in any hex on the southern mapedge:
8 and 35 (two 4-3-12's), 37(5-3-12), 10, 51 and 53 (three 5-5-12's), 25(1-3-12), 704(5-4-12), 22, 94 and 253 (three 1-2-12/2-12's), 177 and 776 (two 3-2-18/1-7's).
Arriving on Game-Turn Fourteen, in any hex on the southern mapedge:
1/318 and 2/318 (two 2-3-7's).
Arriving on Game-Turn Sixteen, in any hex on the southern mapedge:
6(1-3-12).

[15.25] GERMAN REINFORCEMENT SCHEDULE
Arriving on Game-Turn Ten, in any hex on the eastern mapedge:
11(3-2-12).
Arriving on Game-Turn Twelve, in any hex on the eastern mapedge north of 2918, inclusive:
1/115, 2/115, 3/115 (three 4-4-12's).
Arriving on Game-Turn Sixteen, in any hex on the eastern mapedge, north of hex 2915, inclusive, or in any hex on the northern mapedge east of hex 2001, inclusive:
1/104, 2/104, 3/104 (three 4-4-12's), 15(4-2-12/1-7), 15(3-2-18/1-7).

[15.26] SPECIAL RULES
1. The **U.S. Player** is the First Player. His Player-Turn is first in every Game-Turn.
2. The Scenario Length is **nine** Game-Turns. It begins on Game-Turn Nine and continues through Game-Turn Seventeen.
3. The **German Player** may not move any of his units into any hex that is within four hexes of either Bastogne hex. Any German unit forced into one of these hexes is eliminated.
4. Beginning on Game-Turn Ten, the **U.S. Player** receives five Ground Support Points per Game-Turn. These are subject to the limitations of Sections 8.0, 9.0 and 14.0. Left-over Ground Support Strength Points are **not** accumuable from Game-Turn to Game-Turn. The total of five Ground Support Points may be used in either Combat Phase of a Game-Turn, but not both. The U.S. Player must keep track of Ground Support Points expended during the Game-Turn on a separate piece of paper.

[15.27] VICTORY CONDITIONS
The **U.S. Player** wins by establishing a Line of Communication from either hex 0431 or 1231 to either hex 1119 or 1419 at the end of any Game-Turn. The game ends upon completion of this condition. If this condition is not met, however, by Game-Turn Seventeen, the **German Player** wins.

A Line of Communication is defined as a series of contiguous **road** hexes, all of which are connected by road hexsides, not occupied by Enemy units or their Zones of Control.

[15.3] CAMPAIGN GAME

[15.31] HISTORICAL NOTES
The Campaign Game presents the entire campaign and spans the Scenarios in a continuous fashion.

[15.32] U.S. INITIAL ORDER OF BATTLE
Same as in Case 15.12.

[15.33] GERMAN INITIAL ORDER OF BATTLE
Same as in Case 15.13.

[15.34] U.S. REINFORCEMENT SCHEDULE
Arriving on Game-Turns Two and Three:
(Identical to Case 15.14.)
Arriving on Game-Turns Nine, Fourteen and Sixteen:
(Identical to Case 15.24.)
Arriving on Game-Turn Eighteen, on any hex on the southern mapedge:
1/134, 2/134, 3/134, 1/137, 2/137, 3/137, 1/320, 2/320, 3/320 (nine 2-3-7's), 19(4-3-12), 60(5-5-12).

[15.35] GERMAN REINFORCEMENT SCHEDULE
Arriving on Game-Turns One, Two, Four and Seven:
(Identical to Case 15.15.)
Arriving on Game-Turns Ten, Twelve and Sixteen:
(Identical to Case 15.25.)

[15.36] SPECIAL RULES
1. The **German Player is the First Player.** His Player-Turn is first in every Game-Turn.
2. The Campaign Game Length is **eighteen** Game-Turns.
3. Beginning on Game-Turn Ten, the **U.S. Player** receives five Ground Support Points per Game-Turn. (See Case 15.26, nr. 4.)

[15.37] VICTORY CONDITIONS
Same as in Case 15.17. However, the specified German Reinforcements must be exited before the end of Game-Turn Eight in order for the German Player to receive Points for them. The U.S. Player receives three Points for each of the specified German units which fails to exit the map before the end of Game-Turn Eight.

[16.0] GAME NOTES

[16.1] PLAYERS' NOTES

The **Spearhead** Scenario places the burden squarely on the German Player's shoulders. He must continually attack towards Bastogne with every unit under his command. He should easily be able to envelop the town to both the north and south, and subsequently maintain strong concentric pressure. Since the bulk of the German armored punch must be withdrawn during the last Turn, those units must be effectively disengaged the Turn before. This implies that the objective must be within reach by the end of the Fifth Turn. To accomplish this, the German Player must eliminate U.S. units at every opportunity early in the game, and pin down U.S. maneuver forces by advancing after combat with infantry into contact with the U.S. units. Be wary of U.S. attempts to pin straggling German panzers that need to be withdrawn on the last Turn, and do not give him the opportunity to eliminate enough of the withdrawing panzers to gain an automatic victory.

The U.S. Player has two routes to follow. He can commit everything to the defense of Bastogne or he can lure the German forward, allowing him to take Bastogne and thus either snip off enough of the withdrawing units or tangle and pin them down so that they are unable to withdraw. If the defense of Bastogne is chosen, it must be tenacious. Time is on the U.S. Player's side. Trade

units for time and space. This usually means sacrificing both armored combat commands early and holding on with the battered 101st to the bitter end.

In the **Relief** Scenario, the U.S. Player must push continually. The paucity of German units means a very thin line indeed. Try to spring as many holes as possible. Any shot to eliminate a German unit should be taken, but do not advance after retreating German attackers, because this pins down units during the U.S. Movement Phase. A broad front advance is best.

The German Player is faced with a seemingly impossible task, but by using the terrain, giving it up as often as is needed, the U.S. advance can be slowed and the game won. Do not hold strong positions if doing so means weakening the rest of the line. Accept retreats and never expose units in positions where they may be surrounded. If the U.S. Player achieves a breakthrough, you can always maneuver your units to cut the Line of Communication behind him.

In the **Campaign Game**, it is the German Player who will have difficulty in the long run. He should press his early advantage while it lasts and then hang on.

[16.2] DESIGNER'S NOTES
The Ardennes Offensive was a desperate battle for the troops on both sides. The German soldiers knew that the end was near, but in their last great offensive they still held a glimmer of hope. In order to achieve any success at all, the offensive would have to go very well. For the Americans, the tables had been turned. Used to fighting a war of overwhelming logistics, American units found themselves cut-off, unsupplied and outnumbered. The situation was even more psychologically devastating because of the level of surprise the German attack had achieved, and general feeling among the U.S. troops prior to the attack that the Germans were beaten and the war was almost over. Even though the region around the peaceful Belgian village of Bastogne represented a small corner of the campaign, the action there typified the entire battle.

The game has a semi-tactical flavor that makes it unique among the myriad of games dealing with the "Bulge." It captures the situation that tottered around the now historic town for the most important days of the battle. The counter limitations prevented carrying the scenarios out to include the major attacks that occurred in the area through early January; however, these scenarios tended to be less interesting than those provided.

[7.61] INTEGRATED COMBAT RESULTS TABLE

Terrain Type: **Combat Differential** (Attacking Strength minus Defending Strength)

Terrain Type	−2	−1	0	+1	+2,3	+4,5	+6-8	+9-11	+12			
Rough	−2	−1	0	+1	+2,3	+4,5	+6-8	+9-11	+12			
Broken, Town Woods, Stream	−3	−2	−1	0	+1	+2,3	+4,5	+6-8	+9-11	+12		
Grove, Bridge	−5	−4,3	−2	−1	0	+1	+2,3	+4,5	+6-8	+9-11	+12	
Clear, Mixed	−7	−6,5	−4,3	−2	−1	0	+1	+2,3	+4,5	+6-8	+9-11	+12
Die Roll: 1	A1	A1	A1	Br	D1	D2	D2	D2	D2	D3	D4	De
2	A1	A1	A1	A1	Br	D1	D2	D2	D2	D2	D3	D4
3	A1	A1	A1	A1	A1	Br	D1	D2	D2	D2	D2	D3
4	A2	A1	A1	A1	A1	Br	Br	D1	D2	D2	D2	D2
5	A2	A2	A1	A1	A1	A1	Br	Br	D1	D2	D2	D2
6	Ae	Ae	A2	A1	A1	A1	A1	Br	Br	Br	D2	D2

Attacks at less than the lowest differential are resolved at the lowest differential.
Attacks at greater than +12 are resolved as +12 attacks.

EXPLANATION OF RESULTS: Ae = Attacker Eliminated; **A1, 2** = Attacker retreats the indicated number of hexes; **Br** = Attacker and defender retreat one hex, defender first; **D1,2,3,4** = Defender retreats the indicated number of hexes; **De** = Defender eliminated.

WESTWALL
STANDARD RULES
for the games

ARNHEM, HURTGEN FOREST, BASTOGNE, REMAGEN

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[1.0] INTRODUCTION

The **WestWall** game system is an operational simulation of the battles on the frontiers of the Reich in 1944-45. Each game in the system represents a clash between the German Army and the American and British Armies, which had pursued it across France to the barrier of the WestWall fortifications. The Playing Pieces represent the actual units which participated in the battles and the maps represent the actual terrain over which those units fought. Two rules folders are provided. The first contains **Standard Rules**, which are common to all the games in the **WestWall** system. The second folder contains **Exclusive Rules** for each game in the system and the Initial Deployment and Reinforcement Rules.

The game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games (the standardization generally takes care of any playability problems).

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP
Each of the 22" x 17" mapsheets portrays the battle area. A hexagonal grid is superimposed over the terrain features on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

[2.2] GAME CHARTS AND TABLES
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Combat Results Table, the Terrain Effects Chart and the Reinforcement Charts.

[2.3] THE PLAYING PIECES
The cardboard pieces represent the actual military units that took part in the historical battles. The numbers and symbols on the pieces represent strength, movement capability and type of unit represented by the piece. These playing pieces will hereafter be referred to as "units."

[2.31] How to Read the Units
Non-Artillery Unit:
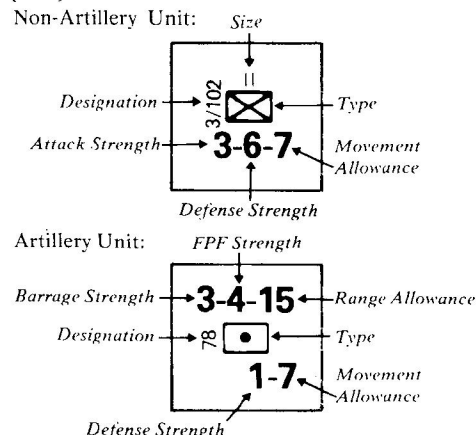
Artillery Unit:

Unit Types

Unit Sizes
I = company; II = battalion; III = regiment; X = brigade.

Unit Designations
Units may be identified by a single number or by a multi-part designation. In multi-part designations, the number to the right is the unit's superior formation. This may be either a division, regiment or brigade. Battalion-sized units are numbered consecutively within the regiment. As a general rule, there are three battalions per regiment, and three brigades or regiments per division. Numbers to the right of the unit type symbol denote divisional identity.

[2.32] Definition of Terms
Attack Strength is the relative strength of a non-artillery unit with regard to attacking other units, expressed in terms of Attack Strength Points.

Defense Strength is the relative strength of a unit with regard to defending against the attacks of Enemy units, and is expressed in terms of Defense Strength Points.

Barrage Strength is the relative strength of an artillery unit when attacking Enemy units, and is expressed in terms of Barrage Strength Points.

Final Protective Fire (FPF) Strength is the relative ability of an artillery unit to add to the Defense Strength of Friendly units, and is expressed in terms of FPF Strength Points.

Movement Allowance is the maximum number of clear terrain hexes through which a unit may be moved in a single Movement Phase; each such hex requires one Movement Point of the Movement Allowance. More than one Movement Point may be expended for some hexes.

Range Allowance is the maximum number of hexes from the hex of an artillery unit using its FPF or Barrage Strength (exclusive), to the defending unit's hex (inclusive).

[2.4] GAME SCALE
Each hexagon on the mapsheet represents from 500 to 2000 meters of real terrain from side to side. Each Game-Turn is the equivalent to twelve to 24 hours of real time.

[2.5] PARTS INVENTORY

	Folio Game:	QuadriGame:
Game Map	1	4
Die-Cut Counter Sheet	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die (or Randomizer)	1	1
Game Box	0	1
Folio (Folder)	1	0

If any parts are missing or damaged, please write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game (stated in a "yes" or "no" or multiple choice manner) will be answered, if accompanied by a stamped, self addressed envelope.

[3.0] SETTING UP THE GAME

The cardboard playing pieces should be punched out of the Unit Counter Sheet. The differently colored units represent forces of the opposing sides. The mapsheet should be unfolded and then back-folded against the creases to make it lie flat. Players should determine which side each will play. The Players then consult their respective Initial Deployment Charts. These charts tell the strengths of each unit which is in play (on the map) during the First Game-Turn. Unit values are listed as follows: Attack Strength - Defense Strength - Movement Allowance. For artillery units: Barrage Strength - Final Protective Fire Strength - Range Allowance/Defense Strength - Movement Allowance. Units may be assigned specific set-up hexes or Players may be instructed to choose the set-up hexes for their units, in which case, one Player or the other will be instructed to "deploy first." After all the units in the Initial Deployment have been set-up, all remaining units should be placed aside and brought into play according to the Reinforcement Schedule.

The Scenario Special Rules indicate which Player is the First Player. The Victory Conditions tell how the game is won. Play proceeds according to the Sequence of Play for the number of Game-Turns specified in the Scenario. The Turn Marker is placed on the Turn Record Track in the first space (unless otherwise specified).

[4.0] SEQUENCE OF PLAY

This game is played in successive Game-Turns, composed of alternate Player-Turns. During each Game-Turn, the Players maneuver their units and resolve combat in sequence, according to the following outline and within the limits provided by the rules which follow. At the conclusion of the last Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE

THE GAME-TURN

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the "Phasing Player." The activity which may take place during each Phase is outlined below.

1. FIRST PLAYER-TURN

A. **Movement Phase:** The Phasing Player may move all, some or none of his units as he desires, within the limits and restrictions of the rules of Movement, Zones of Control, Terrain Effects and Exclusive Rules of the game. The Phasing Player may bring Reinforcements onto the map as allowed by his Reinforcement Schedule and the Reinforcement Rules. The non-Phasing Player may not move his units.

B. **Combat Phase:** The Phasing Player uses his units to attack the non-Phasing Player's units. The Phasing Player may execute his attacks in any order he desires. Each attack follows this sub-sequence, where appropriate:

a. The Phasing Player states the number and strength of his attacking ground units.

b. The Phasing Player allocates Barrage Strength Points (if he wishes) from both Artillery units and Ground Support Points.

c. The non-Phasing Player allocates Final Protective Fire Strength (if he wishes) from non-adjacent Artillery units and Ground Support Points.

d. The Combat Differential (total attacking strength minus total defending strength) is calculated, the terrain type occupied by the defending unit is found and the combat differential column from that line is consulted. The die is rolled under that heading (see Combat

Results Table) and the indicated result is immediately applied.

During the Combat Phase, neither Player may move his units, except when called for as a result of combat.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and executes Movement and Combat in the sequence described above.

3. GAME-TURN RECORD INTERPHASE

The Turn Marker is advanced one space along the Turn Record Track, signaling the start of a new Game-Turn.

[5.0] MOVEMENT

GENERAL RULE:

During his Movement Phase, the Phasing Player may move as many or as few of his units as he desires. The units may be moved in any direction or combination of directions.

PROCEDURE:

Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex, the unit pays one or more Movement Points from its Movement Allowance.

CASES:

[5.1] MOVEMENT RESTRICTIONS AND PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved only during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after combat is resolved. During the Enemy Player's Movement Phase and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] A Friendly unit may never enter a hex containing an Enemy unit.

[5.13] A unit may never expend more Movement Points than its total Movement Allowance in any one Movement Phase. A unit may expend all, some or none of its Movement Points in any one Game-Turn, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.14] A unit may never exit an Enemy-controlled hex during any Movement Phase. An Enemy-controlled hex may be left only during a retreat or advance as a result of combat (unless otherwise noted in the Exclusive Rules).

[5.15] Once a unit has been moved and the Player's hand taken from the piece, it may not be moved any further during the Player-Turn nor may it change its move without the consent of the opposing Player.

[5.16] There are no supply rules (unless otherwise noted in a specific game's Exclusive Rules). Units are considered to be "in supply" at all times. Isolation has no effect on movement or combat.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of hexes, a unit must expend more than one Movement Point. When the Terrain Effects Chart calls for a Movement Point expenditure to cross a terrain hexside, this cost is in addition to the terrain cost for entering the hex. Movement Point costs are cumulative. Movement Point costs are summarized on the Terrain Key on the map.

[5.22] A unit which moves from one road hex directly to an adjacent road hex through a road hexside expends only ½ Movement Point, regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends one Movement Point, regardless of other terrain in the hex.

[5.24] Armored, reconnaissance, mechanized and self-propelled artillery units may never enter a rough, broken or forest hex, or pass through a river or stream hexside, except through road or trail hexsides. If forced to retreat through a non-road, non-trail hexside into a rough, broken or forest hex or across a river or stream hexside, units of the type listed above are eliminated instead.

[5.25] A unit may not enter a hex if it does not have sufficient Movement Points remaining to pay the Movement Point cost to enter the hex itself and the hexside being crossed.

[5.3] EFFECTS OF OTHER FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units (at no extra Movement Point cost), but may not end the Movement or Combat Phases stacked in the same hex with another Friendly unit. Stacking is prohibited.

[5.32] There is no limit to the number of Friendly units that may pass through a single hex in a Game-Turn.

[5.33] Friendly-controlled hexes never interfere with Friendly movement.

[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control (ZOC) of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called **Controlled Hexes** and inhibit the movement of Enemy units: All units must cease movement when they enter an Enemy-controlled hex.

CASES:

[6.1] EFFECTS OF MOVEMENT

[6.11] All units exert a Zone of Control at all times, regardless of the Phase or Player-Turn, during the entire Game-Turn. The presence of Zones of Control is never affected by other units, Enemy or Friendly.

[6.12] Units do not pay any additional Movement Points to enter an Enemy-controlled hex.

[6.13] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.2] MULTIPLE ZONES

[6.21] If there are both Enemy and Friendly Zones of Control cast over a given hex, they have no affect on each other; both Zones co-exist and the hex is mutually controlled by both Players.

[6.22] There is no additional effect when more than one unit casts its Zone of Control onto a given hex.

[6.23] Obviously, if a given unit is in an Enemy-controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.3] EFFECTS OF TERRAIN

[6.31] Zones of Control extend into all types of terrain hexes and across all types of terrain hexsides, except those prohibited to all unit types.

[6.32] Zones of Control of armored, reconnaissance, mechanized and self-propelled artillery **do** extend into broken, rough and woods hexes, and these units may attack into these terrain types, even though they may not enter them.

[6.33] Zones of Control never extend through non-bridge river hexsides, and non-Artillery units may never attack across non-bridge river hexsides. All Zones of Control **do**, however, extend across non-bridge stream hexsides, and units may attack across them. (Ferry's are non-bridge hexsides.)

Example:
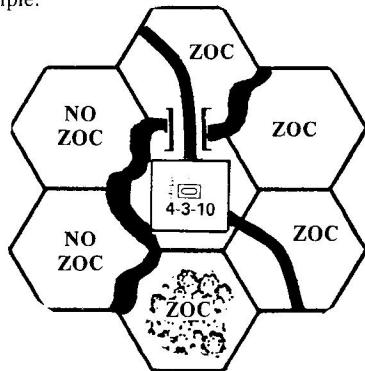
[7.0] COMBAT

GENERAL RULE:

Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. See also Ground Support Rules (9.0).

The Phasing Player is termed the attacker; the other Player, the defender, regardless of the overall strategic situation.

PROCEDURE:

Total the Attack Strength, Barrage Strength and Ground Support Strength of all attacking units involved in a specific attack; total the Defense Strength and the Final Protective Fire of all units which are the object of a specific attack. Subtract the total Strength of the defending units from the total Strength of the attacking units. The result is the Combat Differential expressed in Points. It may be either a positive or a negative number.

Consult the Combat Results Table, and find the terrain-type which the defending unit occupies. Directly across that line, find the appropriate Combat Differential Column. Roll the die under that column heading, and then apply any Combat Results immediately, before resolving any additional attacks that are being made in the same Combat Phase. Example: If thirteen Strength Points were attacking a unit with four Strength Points in a Town hex, the Combat Differential would be +9. The attack would be resolved at +9-11 on the line corresponding to Town terrain. (A die roll of five would result in a D-1.)

Having determined the proper column on the Combat Results Table (7.61), the attacker rolls the die. The result indicates a line which is cross-indexed with the proper column. The intersection of line and column yields a Combat Result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combats may be resolved in any order that the attacker wishes, so long as all combats are resolved during that Combat Phase.

CASES:

[7.1] WHICH UNITS ATTACK

[7.11] Every non-Phasing unit that has a Phasing unit adjacent to it must be attacked by some Phasing unit during that Combat Phase. The Phasing Player may resolve these attacks in any

fashion desired, as long as all adjacent units are attacked within the requirements of Case 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy-controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] A defending unit may be attacked by as many as six adjacent units, with possible additional Artillery Barrage Strength (see 8.0) and Ground Support (see 9.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Non-Artillery units may only attack if in a hex adjacent to the defending unit(s).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must attack all those adjacent Enemy units which are not engaged by some other attacking unit.

[7.22] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or within range of) the Enemy-occupied hex.

[7.23] Attacks may involve any number of attacking or defending units. For the attacks to be resolved as a single combat, however, **all the attacking units must be adjacent to all the defending units**, with the addition of Barraging Artillery units, which need not be adjacent.

[7.3] COMBAT STRENGTH UNITY

A given unit's Attack and Defense Strengths are always unitary. That is, a unit's Strength may not be divided among different combats, either for attack or defense.

[7.4] EFFECTS OF TERRAIN

[7.41] Defending units, only, benefit from the terrain in the hex they occupy and/or that hex's perimeter hexsides. Terrain in hexes occupied by attacking units has no effect on combat.

[7.42] Defending units do not benefit from Stream hexsides unless all units attacking that defending unit are attacking across Stream hexsides.

[7.43] The effect of terrain (on combat) has been integrated into the Combat Results Table. Simply find the terrain which the defending unit benefits from, trace over to the proper Combat Differential Column, and roll the die under that column heading.

[7.44] A defending unit always benefits from the most advantageous terrain to which it is entitled. Example: An attack against a unit in rough terrain behind a stream hexside would be resolved on the rough terrain line of the Combat Results Table.

[7.45] When two or more defending units are being attacked in a single combat and are on two different types of terrain, each having a different Combat Differential line, then all defending units benefit from the applicable terrain most favorable to the defender.

[7.5] DIVERSIONARY ATTACKS

[7.51] In making a series of attacks, a Player may allocate his attacking units so that some attacks are made at "poor" Differentials, so that adjacent attacks may be made at more advantageous Differentials (by allotting most of the attacking force to the major objectives). These attacks are known as diversionary or holding attacks.

[7.52] The Phasing Player may **never** voluntarily reduce the Differential of any given attack.

[7.6] COMBAT RESOLUTION

[7.61] **Combat Results Table** (See Exclusive Rules.)

[7.62] **Explanation of Combat Results**

D1, 2, 3 or 4 = **Defender Retreats** the indicated number of hexes (1, 2, 3, 4). Each Player retreats his own units. He must retreat his units in accordance with the Retreat Rules (See Case 7.7). Units may not retreat across prohibited hexsides (see Terrain Key).

A1 or 2 = **Attacker Retreats** the indicated number of hexes.

Br = **Both** the attacking and defending units must **retreat** one hex. The defender retreats first [Thus, if the defending unit is surrounded by units or Zones of Control, it is eliminated.] The attacking units then retreat.

Ae = **Attacker Eliminated.** All attacking units are eliminated. Defender may advance into the hex.

De = **Defender Eliminated.** All defending units are eliminated. Attacker may advance into the hex.

[7.7] HOW TO RETREAT

When the Combat Result requires a Player's units be retreated, the Owning Player must immediately move those units the indicated number of hexes away from their combat position. This movement is not normal movement and is subject to the following restrictions. If the unit is unable to retreat within these restrictions, it is eliminated instead.

[7.71] In retreating, a unit may initially leave an Enemy-controlled hex; thereafter, it may not enter an Enemy-controlled hex. Friendly units **do not** negate Enemy Zones of Control for purposes of retreat.

[7.72] A retreating unit may not cross a prohibited hexside (see Terrain Key and Case 5.24).

[7.73] Where possible, a retreating unit must retreat into and through vacant hexes. If no other route is available, the retreating unit may move through Friendly occupied hexes, displacing every Friendly unit whose hex it moves through or into (see Case 7.8).

[7.74] In all cases, the retreating unit must terminate its retreat the Combat Result-indicated number of hexes away from it former combat position. If it cannot, and can retreat only a portion of the number of obligated hexes, it is eliminated in the last hexes to which it is able to retreat. The retreat path (see Case 7.91) terminates in the hex a unit is eliminated in.

[7.8] DISPLACEMENT

[7.81] If Friendly units occupy hexes in the only possible retreat route available to a retreating unit, those Friendly units are displaced (moved out of their hexes) by the retreating unit. The displaced unit is moved one hex (by the Owning Player) as if it were itself retreating. Then, the retreating unit enters the vacated hex and, if necessary, continues its retreat. The retreating unit may displace as many units as necessary to retreat the indicated number of hexes.

[7.82] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is eliminated instead. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may **not** fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.82] If a retreating unit displaces a unit in a hex which the Phasing Player had intended to Barrage

Attack, the attack against that hex may not take place. Of course, the displaced unit may be Barrage Attacked in its new hex.

[7.9] ADVANCE AFTER COMBAT

[7.91] Whenever an Enemy unit is forced to retreat (or is eliminated) as a result of combat, it will leave a path of vacant hexes behind it called the Path of Retreat (this includes hexes vacated pursuant to Case 7.74). Any or all Friendly victorious units which participated in the combat and were adjacent to the retreated unit are allowed to advance along the Enemy Path of Retreat.

[7.92] The advancing victorious units may cease advancing at any hex along the Path of Retreat.

[7.93] Advancing victorious units may ignore Enemy Zones of Control.

[7.94] Only victorious units which were adjacent to the retreating unit during the combat and participated in that combat may advance. Non-adjacent Artillery units may not advance after combat.

[7.95] An advancing unit may not stray from the Path of Retreat.

[7.96] The option to advance must be exercised immediately, before any other combat resolution. Units are never forced to advance after combat. After advancing, units may neither attack nor be attacked in that Phase (see Case 7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in **cutting off** the retreat of Enemy units whose combat has not yet been resolved.

[7.97] Example: A defeated unit retreating three hexes may be followed by up to three victorious units in its Path of Retreat.
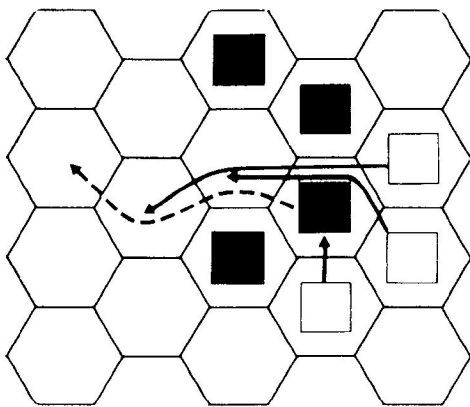
[8.0] ARTILLERY

GENERAL RULE:

Artillery units may participate in combat from adjacent and non-adjacent hexes. The artillery unit's Barrage Attack Strength may be used to attack Enemy units. The Artillery unit's Final Protective Fire Strength may be used to supplement the Defense Strengths of other Friendly defending units. In either case, Artillery units need not be adjacent to, but must be in range of the defending unit. An Artillery unit may use both its Barrage Strength and Final Protective Fire Strength in a single Game-Turn. When attacked, an Artillery unit defends itself with its own Defense Strength.

CASES:

[8.1] BARRAGE ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units up to the extent of their Range Allowance, but they are never forced to attack an Enemy unit merely because it is within range.

Artillery units are not subject to Line of Sight restrictions.

[8.12] Range from the Barraging Artillery unit to the defending unit is counted by including the target hex (defending unit's hex), but not the Barraging unit's hex.

[8.13] Artillery units may only attack a single Enemy-occupied hex when Barraging, except when making a Combined Attack with other units attacking from adjacent hexes (see Case 8.2).

[8.14] Barraging Artillery (Artillery attacking from non-adjacent hexes) suffer no Combat Results; they are never destroyed or retreated as a result of their own attacks. Of course, other units cooperating with the Barraging Artillery units from an adjacent position would be affected by Combat Results.

[8.15] In attacks made solely by Artillery and/or Ground Support Points, only Combat Results of D2, D3, D4 and De affect the defending unit.

[8.2] COMBINED ATTACKS

[8.21] Artillery units may attack alone, in concert with other Barraging Artillery and/or Ground Support, or in concert with any Friendly units making adjacent attacks, adding their bombarding Combat Strength to the attack. These attacks are called Combined Attacks.

[8.22] When Friendly units are attacking adjacent Enemy units in more than one hex, the Barraging Artillery units need be within range of only one of the defending units to add their Barrage Strength to the attack.

[8.3] ADJACENT ATTACK

[8.31] When adjacent to an Enemy unit, Artillery units **must** participate in an attack against **adjacent** Enemy units (exception: see Case 8.34). In making this attack, the Artillery unit uses its Barrage Strength.

[8.32] When attacking from an adjacent hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.33] Artillery units attacking from adjacent hexes must suffer all the Combat Results of their attacks.

[8.34] Friendly Artillery units that are adjacent only to Enemy units across river hexsides are **not** forced to attack adjacent units and may attack non-adjacent Enemy units. When attacking across a River hexside, Artillery units suffer no Combat Results.

[8.4] FINAL PROTECTIVE FIRE

[8.41] A non-Phasing Artillery unit, which has not yet been subject to a successful attack in the current Combat Phase, had suffered no adverse Combat Results in the previous Combat Phase, had not been displaced, and is not adjacent to an Enemy unit (except across a River hexside), may use its Final Protective Fire Strength (FPF) to supplement the Defense Strength of a Friendly unit which is under attack. If a non-Phasing Artillery unit has been displaced, had suffered a Combat Result in the current or previous Combat Phase, or is adjacent to an Enemy unit, it may not use its FPF during the current Enemy Combat Phase.

[8.42] The Friendly defending unit receiving Final Protective Fire must be in range of the Artillery unit providing the FPF. This range is computed to the hex occupied by the defending unit [the Friendly unit], **not** to the hex occupied by the attacking unit [the Enemy unit].

[8.43] FPF Strength Points are simply added to the Defense Strength of the unit receiving Final Protective Fire.

[8.44] When an Artillery unit supplies FPF, it neither benefits nor suffers from the Combat Result.

[8.45] FPF may not be used to supplement the Defense Strength of a Friendly unit which is under attack solely by Enemy Artillery (either adjacent or non-adjacent) and/or Ground Support.

[8.46] Each Artillery unit may use its Final Protective Fire only once per Game-Turn.

[8.5] DEFENSE

When an Artillery unit is attacked in any fashion, it uses its Defense Strength **not** its FPF.

[8.6] TERRAIN EFFECTS

[8.61] An Artillery unit may use its Barrage or FPF Strength anywhere within its Range Allowance, regardless of intervening terrain or units (either Friendly or Enemy).

[8.62] Defending units benefit fully from terrain in the hex they occupy when attacked by Artillery (regardless of range). Defending units do not receive any **hexside** benefits if attacked solely by artillery and/or Ground Support. Defending units **do** receive hexside benefits if they are subject to a Combined Attack involving non-Artillery units, all of which are attacking across the terrain hexside type in question.

[9.0] GROUND SUPPORT

GENERAL RULE:

Some Artillery and/or Air Power in the game are not represented by units, but rather by the allocation of Ground Support Points on a Game-Turn by Game-Turn basis. These Points are allotted in the Scenario. The Players must record (on scratch paper) the allocation and expenditure of Ground Support Points. Ground Support Points are presumed to come from off the playing area and do not have any range limitations (unless otherwise stated in the Exclusive Rules).

PROCEDURE:

Ground Support Points may be used during any Combat Phase, exactly as if they were Artillery, and can function as Barrage **and** FPF. Example: A Player has ten Ground Support Points allocated in a given Game-Turn. When he is the Phasing Player, he may use these Points as Barrage Strength Points. When he is the non-Phasing Player, he may use these same Points as FPF.

CASE:

[9.1] RESTRICTIONS AND PROHIBITIONS

[9.11] One Ground Support Point equals one Artillery Strength Point (both Barrage and FPF).

[9.12] A Player may assign all available Ground Support Points to one target unit, or he may split them up between as many targets as he sees fit.

[9.13] Ground Support Points have unlimited range. They may attack any Enemy unit on the map.

[9.14] Ground Support may **not** be accumulated from Game-Turn to Game-Turn. If they are not used in the Game-Turn allocated by the Scenario, they are lost.