

WESTWALL

Remagen

Bridgehead on the Rhine, March 1945

EXCLUSIVE RULES

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[10.0] INTRODUCTION

Remagen is a simulation on the battalion/regimental level of the operations from 7 March to 17 March 1945 that saw the U.S. Army cross the Rhine River in force at the town of Remagen. An optional Scenario is provided to show what might have happened if the Germans had reacted quicker to the U.S. seizure of the Ludendorff Bridge.

[11.0] BRIDGES

GENERAL RULE:

There are two types of Bridges in the game: the Ludendorff railroad Bridge (which is printed on the mapsheet) and two Float Bridges. The Ludendorff Bridge is semi-permanent in that it need not be built, but can be destroyed. Once destroyed, it cannot be rebuilt. The Float Bridges are placed on the map at the U.S. Player's discretion and may be destroyed. Unlike the Ludendorff Bridge, Float Bridges **can** be replaced once destroyed. Only the U.S. Player has the capacity to place Float Bridges; only the German Player has the capacity to destroy Bridges.



CASES:

[11.1] BUILDING FLOAT BRIDGES

[11.1] There are two Float Bridges in the game. They may be placed in any Rhine River hex which is not adjacent to Enemy units or Zones of Control.

One Bridge is placed on Game-Turn Thirteen, the other on Game-Turn Fourteen.

[11.12] Once emplaced, units may enter the Bridge hex from adjacent hexes to which the Bridge Symbol points. Units may not make attacks from Bridge hexes; however, Zones of Control **do** extend into Bridge hexes. Units in Bridge hexes may be attacked normally.

[11.2] DESTRUCTION AND DAMAGE OF BRIDGES

[11.21] German infantry, mechanized and armored units destroy Bridges (both Float and the Ludendorff Bridge) by moving onto the Bridge. All hexes adjacent to the Bridge's western exit hex must be free of U.S. units. The German unit on the Bridge may not have been engaged in combat during the Game-Turn it seeks to destroy the Bridge. If all of these conditions have been fulfilled, the German Player may, at the end of his Player-Turn, declare the Bridge destroyed and move his unit on the Bridge to the east side hex of the Bridge. If the Bridge destroyed is a Float Bridge, remove it from play; if the Bridge destroyed is the Ludendorff Bridge, simply note its destruction.

[11.22] Destroyed Float Bridges may be replaced in any Rhine River hexes three Game-Turns after their destruction following the procedure outlined in Case 11.1.

[12.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive Reinforcements. These 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 designation of units, the Strength and Movement Value, and the Lettered hexes which they enter into.

PROCEDURE:

During his Movement Phase, the Owning Player places a Reinforcing unit in one of the scheduled lettered hexes. The Owning Player may place them at any time during his Movement Phase.

CASES:

[12.1] MOVEMENT OF REINFORCEMENTS

[12.11] Reinforcements are presumed to be poised adjacent to the map. When placed on the map, a Reinforcing unit expends Movement Points to enter the entry hex, according to the Terrain Key. In almost all cases, the Reinforcements can enter onto a hex which has a road leading off the map; these

units expend Movement Points at the road movement rate to enter the map.

[12.12] Once on the map, Reinforcements may be moved normally. The Owning Player may begin the arrival of his Reinforcements at any time during his Movement Phase.

[12.13] Any number of units may enter into the same hex in the same Movement Phase. These units pay the Movement Point cost for the entry hex, and pay no additional Points for imaginary hexes off map.

[12.2] RESTRICTIONS

[12.21] Reinforcements may not enter a hex which is, at that point, occupied by an Enemy unit or in an Enemy Zone of Control.

[12.21] Reinforcements may not enter a hex which is at that point occupied by an Enemy unit or in an Enemy Zone of Control.

[12.22] If, and only if, all of the lettered entry hexes designated are occupied by Enemy units or Enemy Zones of Control, units scheduled to arrive there may arrive in the next entry area in alphabetical order. Example: German Reinforcements which could not enter in area "C," would be able to enter in area "D," or if area "D" was also blocked, area "E."

[12.23] A Player may never withhold Reinforcements from Game-Turn to Game-Turn.

[13.0] NIGHT GAME-TURNS

GENERAL RULE:

During Night Game-Turns, units may enter or leave Enemy Zones of Control; however, they may not both enter and leave in a single Night Game-Turn and may not move from one Enemy-controlled hex to another. No combat of any type is permitted during Night Game-Turns.

[14.0] U.S. CONTINUOUS FRONT

CASES:

[14.1] EFFECTS OF THE CONTINUOUS FRONT

[14.11] The U.S. Player must establish a continuous Front at the end of the first U.S. Player-Turn in which the U.S. Player has three or more units on the east side of the Rhine River, and maintain it at the end of every U.S. Player-Turn thereafter to the end of the game.

[14.12] A Continuous Front is established by having a contiguous line of hexes either occupied by U.S. units or in the Zone of Control of a U.S. unit. Both ends of the Continuous Front must be anchored on the Rhine River, which is accomplished by having the hex adjacent to the River at each end of the U.S. Front either occupied by a U.S. unit or in a U.S. Zone of Control. For purposes of this rule, the presence of a German unit in one of the hexes forming the Continuous Front and/or a German Zone of Control extending into one of those hexes does **not** negate the continuity of the Front.

[14.13] No U.S. unit may be to the east of the Continuous Front at the end of a U.S. Player-Turn unless it is directly adjacent to a unit forming part of the Continuous Front. Any unit beyond the Continuous Front and not adjacent to a unit forming part of the Continuous Front is considered eliminated at the end of the U.S. Player-Turn.

[14.14] Determination of whether the Continuous Front exists is made at the end of the U.S. Player-Turn. Temporary disruption of the Continuous Front during the German Player-Turn

does not constitute a violation of this rule. If a gap in the Continuous Front does exist at the end of the U.S. Player-Turn, the German Player is awarded **five** Victory Points for each hex in the gap which is neither occupied by U.S. units or their Zones of Control. Terrain effects are immaterial in computing the number of hexes in a specific gap.

[15.0] U.S. LIMIT OF ADVANCE

GENERAL RULE:

In reality, the U.S. was anxious to establish a firm foothold on the east side of the Rhine, once the chance presented itself, but did not want to make too big an effort (nor could they afford the troops to do so at the time). Therefore, their advance was deliberately restricted. No U.S. unit may advance beyond the U.S. Limit of Advance Line. However, U.S. Zones of Control **do** extend across that Line and German units adjacent to the Line **may** be attacked, although the U.S. units may not advance after combat. This Line has no effect on the use of Artillery in any hex on the map which is within range of U.S. Artillery. Any U.S. unit that advances beyond the U.S. Limit of Advance Line is considered eliminated immediately upon doing so.

Note: This simulates the strictures under which the U.S. forces historically operated. To simulate optimum conditions for U.S. forces, Players may agree to ignore the restrictions in Section 15.0. In this case, the U.S. Limit of Advance Line is ignored.

[16.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is judged at the end of a Scenario on the basis of Victory Points scored by the Players. Victory Points are awarded to Players for the elimination of Enemy units and seizure of territorial objectives.

PROCEDURE:

There is no Victory Point Record Track. Players must keep track of Victory Points scored on a piece of scrap paper.

CASES:

[16.1] TOWN OBJECTIVES

[16.11] Case 16.12 lists Victory Points received for each town by each Player if that Player's units occupy that town. These Points are awarded to the Player at the end of the game on the condition that his units occupy the town. Occupation is defined as having a Friendly unit in every hex of the town (not just the identifying hex number listed below), **or** having a Friendly unit's Zone of Control in each hex of the town, with no Enemy units or Enemy Zones of Control in any of the town's hexes.

[16.12] VICTORY POINT VALUES FOR TERRITORIAL OBJECTIVES

| Objective | Ident. Hex Nr. | U.S. | German |
|----------------|-------------------|------|--------|
| Königswinter | 0803 | 10 | 10 |
| Honf | 0908 | 10 | 10 |
| Linz | 0919 | 5 | 20 |
| Honningen | 0928 | 10 | 10 |
| Rheinbreitbach | 0711 | 5 | 20 |

[16.2] TERRITORIAL OBJECTIVES

[16.21] In addition to Points received as per Case 16.1, the U.S. Player receives Points for each infantry unit in excess of ten on or to the east of the Autobahn (the road which runs from hex 1501 through 1908 and 2517 to 2926) at the end of the game, within the restrictions of Case 14.13.

[16.22] The U.S. Player receives **no** Victory Points for the Autobahn if he has ten or fewer infantry units on or to the east of the Autobahn at the end of the game. But for each infantry unit in excess of ten which is on or to the east of the Autobahn, the U.S. Player receives **five** Victory Points (see 16.41).

[16.23] If the U.S. Player has no infantry units on or to the east of the Autobahn at the end of the game, the German Player receives **twenty** Victory Points.

[16.24] The German Player receives 20 Victory Points for each unit (if any) of any type to the west of the Rhein (see Case 16.43).

[16.3] VALUE OF UNITS IN VICTORY POINTS

[16.31] Each U.S. unit has a numerical Victory Point value equivalent to its Attack Strength (or Barrage Strength). Each German unit has a numerical Victory Point value equivalent to twice its Attack Strength (or Barrage Strength).

[16.32] Victory Points are awarded to a Player when he eliminates Enemy units. For example, if the U.S. Player eliminated a German 2-1-17/1-7 unit, he would receive four Victory Points; if the German Player eliminated a U.S. 3-6-7 unit, he would receive three Victory Points.

[16.4] LINE OF COMMUNICATION

[16.41] U.S. units in order to receive Victory Points for being on or to the east of the Autobahn, must be able to trace a Line of Communication back to the west edge of the map.

[16.42] A Line of Communication is defined as a series of contiguous hexes not blocked by Enemy units or their Zones of Control. A Line of Communication may not enter or cross prohibited terrain.

[16.43] German units, in order to receive Victory Points for being west of the Rhein, must also be able to trace a Line of Communication back to the east edge of the map.

[16.5] LEVELS OF VICTORY

Victory is determined by comparing the total Victory Points won by each Player, subtracting the number of German Victory Points from the number of U.S. Victory Points and cross-referencing the difference on the chart below to determine the Victory Level.

Number of Excess

U.S. Points

50 or more
40 to 49
30 to 39
20 to 29
10 to 19
0 to 9
Less than 0

Victory Level

US Decisive
US Substantive
US Marginal
Draw
German Marginal
German Substantive
German Decisive

[17.0] THE SCENARIOS

GENERAL RULE:

There are two Scenarios in **Remagen**. The first is the Historical Scenario; the second represents the situation as it might have been if the German forces had reacted more quickly to the U.S. capture of the Ludendorff Bridge. The instructions for each Scenario include each Player's Initial Deployment, Reinforcements, Special Rules in effect for each particular Scenario, and the length in Game-Turns of the Scenario.

PROCEDURE:

Place a unit of the specified type on each of the hexes listed for that type. Lettered hexes are shown in parentheses following the group of units which arrive there. Unit designations are provided for reference only; Players may ignore them.

Reinforcements may be placed in any hexes which contain the letter code identical to that listed next to their designation (see Section 13.0).

CASES:

[17.1] SCENARIO I, HISTORICAL SCENARIO

[17.11] U.S. INITIAL DEPLOYMENT

Unit Type: 3-6-7. **Hex:** 27 (0517).

[17.12] GERMAN INITIAL DEPLOYMENT

Unit Type: 1-1-7. **Hex:** (0716). **RT**

[17.13] U.S. REINFORCEMENT SCHEDULE

All U.S. Reinforcements appear in Area A hexes.

On Game-Turn One:

Unit Type: 3-6-7. **Designations:** 1/47, 2/47, 3/47, 1/311, 2/311, 3/311, 1/310, 60, 52, 2/310, 3/310.

On Game-Turn Four:

Unit Type: 3-4-15/1-7. **Designation:** 9.

On Game-Turn Thirteen:

Unit Type: 3-6-7. **Designations:** 1/39, 2/39, 3/39.

On Game-Turn Sixteen:

Unit Type: 3-6-7. **Designations:** 1/393, 2/393, 1/394, 2/394, 3/394, 1/395, 2/395, 3/395, 1/396, 2/396, 3/396, 1/102, 2/102, 3/102, 3/393.

Unit Type: 3-4-15/1-7. **Designations:** 78, 99.

On Game-Turn Twenty-Two:

Unit Type: 3-6-7. **Designations:** 1/16, 2/16, 3/16, 1/26, 2/26, 3/26, 1/18, 2/18, 3/18.

Unit Type: 3-4-15/1-7. **Designation:** 1.

[17.14] GERMAN

REINFORCEMENT SCHEDULE

On Game-Turn Seven:

Unit Type: 2-4-7. **Designations:** 111, 110 (Area E).

Unit Type: 2-1-12. **Designation:** 15 (Area E).

Unit Type: 2-1-17/1-7. **Designation:** 11 (Area E).

Unit Type: 3-2-20/1-7. **Designation:** (Area D).

On Game-Turn Eight:

Unit Type: 1-1-12. **Designation:** 106 (Area E).

Unit Type: 1-2-7. **Designations:** 901, 902 (Area D).

Unit Type: 1-1-12. **Designation:** 130 (Area D).

Unit Type: 2-1-17/1-7. **Designation:** Lehr (Area D).

Unit Type: 1-1-12. **Designation:** 32 (Area D).

On Game-Turn Nine:

Unit Type: 1-2-7. **Designations:** 10, 11 (Area D).

Unit Type: 2-1-17/1-7. **Designation:** 9 (Area D).

On Game-Turn Sixteen:

Unit Type: 4-7-7. **Designation:** 130 (Area F).

Unit Type: 1-2-7. **Designation:** 694, 695, 696 (Area F).

Unit Type: 2-1-17/1-7. **Designation:** 340 (Area F).

Unit Type: 3-2-20/1-7. **Designation:** (Area F).

On Game-Turn Twenty-Five:

Unit Type: 2-2-7. **Designations:** 39, 77, 78 (Area E or F); 751, 752 (Area F); 981, 982, 989, 990 (Area G); 164, 183, 190, 8, 29 (Area C); 5, 8, 9, 13, 14, 15 (Area C or D).

Unit Type: 2-1-17/1-7. **Designations:** 26 (Area E or F); 326 (Area F); 272, 277 (Area G); 62, 3 (Area C); 3, 5 (Area C or D).

Unit Type: 2-1-17/1-7. **Designations:** 26 (Area E or F); 326 (Area F); 272, 277 (Area G); 62, 3 (Area C); 3, 5 (Area C or D).

[17.15] 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 **thirty** Game-Turns.

3. Game-Turns 2, 5, 8, 11, 14, 17, 20, 23, 26 and 29 are Night Game-Turns.

[17.2] **SCENARIO II,
GERMAN OPTIMUM SCENARIO**

[17.21] **U.S. INITIAL DEPLOYMENT**
(Same as in Case 17.11.)

[17.22] **GERMAN INITIAL DEPLOYMENT**
(Same as in Case 17.12.)

[17.23] **U.S. REINFORCEMENT SCHEDULE**
(Same as in Case 17.13.)

[17.24] **GERMAN
REINFORCEMENT SCHEDULE**

One Game-Turn Two:

Unit Type: 2-4-7. **Designations:** 111, 110 (Area E).

Unit Type: 2-1-12. **Designation:** 15 (Area E).

Unit Type: 2-1-17/1-7. **Designation:** 11 (Area E).

On Game-Turn Three:

Unit Type: 2-2-7. **Designations:** 917, 918 (Area C).

Unit Type: 2-1-17/1-7. **Designation:** 340 (Area C).

Unit Type: 3-2-20/1-7. **Designation:** (Area C).

On Game-Turn Four:

Unit Type: 1-1-12. **Designation:** 106 (Area E).

Unit Type: 1-2-7. **Designations:** 901, 902 (Area D).

Unit Type: 1-1-12. **Designation:** 130 (Area D).

Unit Type: 2-1-17/1-7. **Designation:** Lehr (Area D).

On Game-Turn Five:

Unit Type: 1-2-7. **Designations:** 10, 11 (Area D).

Unit Type: 1-1-12. **Designation:** 32 (Area D).

Unit Type: 2-1-17/1-7. **Designation:** 9 (Area D).

On Game-Turn Ten:

Unit Type: 4-7-7. **Designation:** 130 (Area F).

On Game-Turn Fourteen:

Unit Type: 2-2-7. **Designations:** 39, 77, 78 (Area E or F); 751, 752 (Area F); 981, 982, 989, 990 (Area G); 164, 183, 190 (Area C); 5, 8, 9, 13, 14, 15 (Area C or D).

Unit Type: 2-1-17/1-7. **Designations:** 26 (Area E); 326 (Area F); 272, 277 (Area G); 62 (Area C); 3, 5 (Area C or D).

[17.25] **SPECIAL RULES**

(Same as in Case 17.15.)

[18.0] GAME NOTES

Translating the battle of the Remagen bridgehead into a game posed several problems. The Germans were caught completely off guard. Traffic jams on the east bank of the Rhine prevented reinforcements from being committed until the American bridgehead was secure and those units which were committed were so understrength as to be mere shadows of themselves. Once the Americans broke out of the immediate bridgehead area, they had a free run. The only thing holding them back was the caution of the corps commander (for which he was later relieved) and the desire to avoid converting this into the main thrust over the Rhine because the flanking armies were not ready to make their own crossings.

Given a fixed order of appearance, the Americans can defeat the Germans in detail in the game unless certain restrictions are imposed. The first was the continuous front line trace. Aside from being militarily valid, it prevents the Americans from throwing their entire force on the few German units on the map. The second was the limit of advance rule. Even with a continuous front line trace, the Americans can drive the Germans right off the map before German numbers are large enough to hold on. They can actually push the Germans so that they are driven right off the map and the Americans occupy each map edge hex, while keeping a continuous front line trace. The limit of advance is the historical line achieved by March 17.

As the main American objective was the autobahn, this was an obvious victory condition. To prevent an unrealistic, narrow drive to the autobahn, victory conditions were also assigned for the towns along the river. They were primarily assigned based on the German ability to regain them since the Americans can usually move into all of them at will and must be driven out, if possible.

Originally there were some rather ornate rules on building and destroying the bridges but in reality, by March 17 the Remagen bridge had been closed for 4 days for repairs and some eight float bridges were across. The Germans were never able to seriously interdict the American flow of supplies so rather than turn the game into a bridge building and repair exercise, these rules were deleted.

Several German divisions have only two regiments instead of three. This was a compromise forced in part by the counter mix and also by the German weakness. In many cases to assign an attack strength of "1" in comparison to the Americans is charitable. The elimination of a regiment, combined with the strength of the remaining regiments more nearly approximates the strength of the whole division.

In essence, the battle was one which the Americans could not lose and the problem was to come up with some conditions under which they could be made to lose in the game.

DESIGN CREDITS

Game Design: **Stephen Patrick**

Physical Systems and Graphics:

Redmond A. Simonsen

Game Development:

Christopher Allen, Stephen Patrick

Production: **Manfred F. Milkuhn, Larry Catalano, Kevin Zucker, Linda Mosca.**

[7.61] INTEGRATED COMBAT RESULTS TABLE

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

| 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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8.0 ARTILLERY

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9.0 GROUND SUPPORT

- 9.1 Restrictions and Prohibitions

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

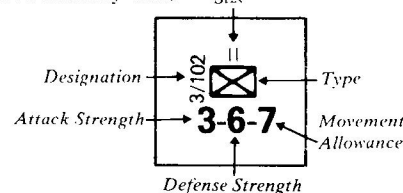
Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Combat Results Table, the Terrain Effects Chart and the Reinforcement Charts.

[2.3] THE PLAYING PIECES

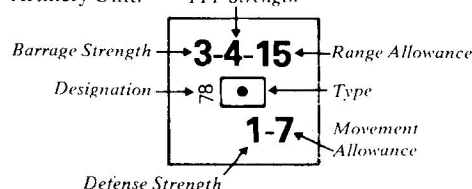
The cardboard pieces represent the actual military units that took part in the historical battles. The numbers and symbols on the pieces represent strength, movement capability and type of unit represented by the piece. These playing pieces will hereafter be referred to as "units."

[2.31] How to Read the Units

Non-Artillery Unit:



Artillery Unit:



Unit Types

| | | | |
|--|--------------------------|--|--------------------|
| | Armor | | Airborne Infantry |
| | Mechanized | | Artillery |
| | Reconnaissance | | Engineer |
| | Self-Propelled Artillery | | Glider (airborne) |
| | Infantry | | Airborne Artillery |

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:
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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.

[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

[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:

- The Phasing Player states the number and strength of his attacking ground units.
- The Phasing Player allocates Barrage Strength Points (if he wishes) from both Artillery units and Ground Support Points.
- The non-Phasing Player allocates Final Protective Fire Strength (if he wishes) from non-adjacent Artillery units and Ground Support Points.
- 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 summarized on the Terrain Key on the map. Movement Point costs are cumulative.

[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 effect 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.

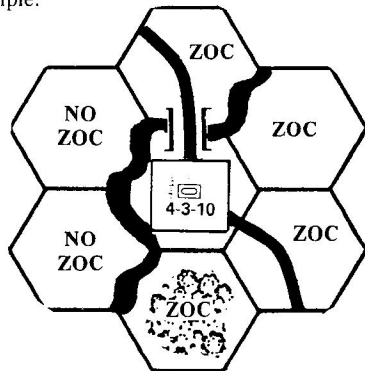
[6.3] EFFECTS OF TERRAIN

[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 its 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.

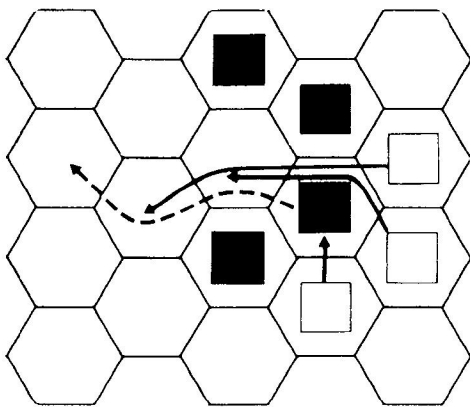
[7.93] Advancing victorious units may ignore Enemy Zones of Control.

[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.