

WESTWALL

STANDARD RULES

for the games

ARNHEM, HURTGEN FOREST, BASTOGNE, REMAGEN

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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.

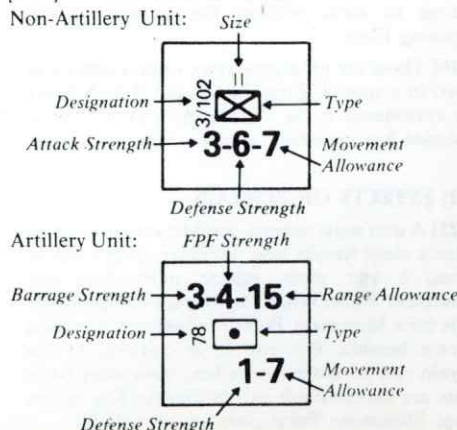
[2.2] GAME CHARTS AND TABLES

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



[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

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: 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 subsequence, 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 $\frac{1}{2}$ 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.

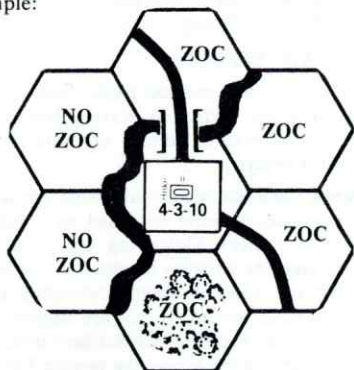
[6.3] EFFECTS OF TERRAIN

[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.

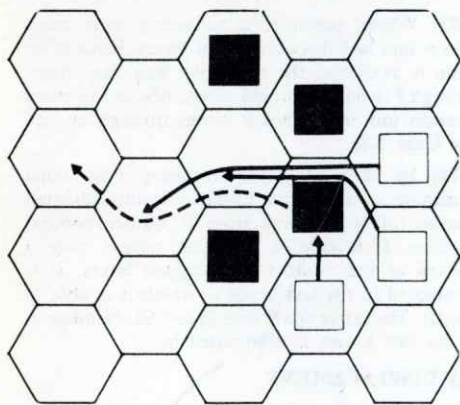
[7.93] Advancing victorious units may ignore Enemy Zones of Control.

[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.

WESTWALL

Arnhem

Operation Market-Garden

September 1944

EXCLUSIVE RULES

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[10.0] INTRODUCTION

Arnhem is a simulation on the operational level of combat between German and Allied forces during Operation Market-Garden in September of 1944. Three Allied airborne divisions were dropped up to sixty miles behind German lines in an attempt to establish a bridgehead over the Neder Rijn at Arnhem.

[11.0] CITY HEXES

GENERAL RULE:

Certain hexes on the map are designated City hexes. These hexes are treated exactly like Town hexes with the following exceptions.

[11.1] EFFECTS ON COMBAT

Units occupying, entering or retreating into City hexes may reduce all remaining retreat results by two hexes. Thus a remaining retreat of **D1**, **D2** or **Br** may, at the Owning Player's option, become "no effect" results; **A1** or **A2** may also be treated as "no effect" results. All "elimination" results are treated normally. A **D3** must result in a retreat of at least one hex, and a **D4** must result in a retreat

of at least two hexes. In all other ways, units in City hexes are treated as though they were in normal Town hexes. [Airborne artillery receive no reduction.]

[11.2] NEGATION OF SPECIAL COMBAT EFFECTS

All units receive the above benefits, except when **surrounded** (with all six hexes adjacent to the unit occupied by Enemy units or Enemy Zones of Control). When surrounded, **only** Allied airborne and glider units receive the special benefit. In **all** cases, attacks against units in city hexes are resolved using the "Town" Differential Line on the Integrated Combat Results Table.

[12.0] CANAL AND RAIL BRIDGE DEMOLITION

GENERAL RULE:

All Canal and Rail Bridges on the map are "wired" for demolition. At the instant the first Allied unit moves into a hex of which one (or more) hexsides is a Canal or Railroad Bridge, the German Player, at his option, may attempt to demolish the bridge. A die is rolled to see if the bridge is demolished.

[12.1] DEMOLITION

[12.11] When Bridges Are Demolished

A die is rolled for demolition immediately, no matter what the Phase, whenever the first Allied unit moves into any hex of which the bridge forms a side.

[12.12] How Bridges Are Demolished

A die roll of "1" or "2" by the German Player, if he chooses to attempt demolition, is considered to demolish the bridge. Note that demolition is entirely at the option of the German Player; he is never forced to attempt demolition.

[12.13] If Demolition Succeeds

If demolition of a bridge succeeds, note is immediately made of the fact that the bridge no longer exists. The hexside is treated as if it were a normal Canal or River hexside, subject to all considerations. This change in the status of the hexside is effective immediately.

[12.14] If Demolition Does Not Succeed

If demolition of a Bridge does not succeed, the Bridge is considered to be intact for the remainder of the game. No attempt may be made to destroy the bridge at any other point in the game.

[12.15] What Bridges Are Subject to Demolition Only Canal and Railroad Bridges are subject to

demolition. Highway Bridges over Rivers are never subject to demolition at any point (see Terrain Key). All Bridges' effects on Movement are identical.

[12.16] How Bridges Are Repaired

Only Canal Bridges may be repaired. They may only be repaired by the Allied Engineer unit (see Section 13.0). Railroad Bridges may **not** be repaired.

[12.17] Players must record on a separate piece of paper which Bridges are considered destroyed and which intact.

[13.0] ALLIED ENGINEER UNIT

GENERAL RULE:

The Allied Engineer unit is an abstracted unit which represents the various Engineer organizations available to the Allied ground forces in the game. The Engineer unit is able to perform certain special functions: 1) It may repair previously demolished Canal Bridges. 2) It may assist Allied airborne infantry units (only) in crossing River hexsides. It may perform either of these functions any number of times.

CASES:

[13.1] REPAIR OF PREVIOUSLY DEMOLISHED CANAL BRIDGES

To repair a previously demolished Canal Bridge, the Engineer unit must remain stationary in a hex adjacent to the demolished Canal Bridge hexside free of Enemy Zones of Control for an entire German Player-Turn. If the above conditions are met, the Bridge is considered to have been repaired and functions as a normal Bridge for the remainder of the game.

The Engineer unit may repair as many Bridges as it is adjacent to in one German Player-Turn.

[13.2] ASSISTING IN RIVER CROSSING AND ASSAULT

[13.21] When, during any Allied Movement Phase, the Engineer unit is adjacent to a River hexside the Allied Player may use it to allow airborne and glider units to cross the River in that or subsequent Movement Phases. This is done provided the Engineer expends no additional Movement Points during that Allied Player-Turn, and is free of Enemy Zones of Control.

[13.22] In order for an airborne or glider unit to use the Engineer unit in crossing the River, it must pass through the Engineer unit's hex and then into the hex on the other side of the River (or vice-versa), paying the appropriate cost for the terrain in the hex. The crossing unit does **not** pay any additional MP's for the River hexside.

[13.23] Airborne and glider units may pass through all hexsides adjacent to the Engineer unit. They may cross the River with aid of the Engineer unit into an Enemy-controlled hex. [Airborne artillery units may not make such crossings.]

[13.24] One airborne or glider unit may end the Movement Phase stacked with the Engineer unit. The unit must attack one adjacent Enemy unit through a River hexside to which it is adjacent. This is a special exception to the rules prohibiting stacking and attack through River hexsides. The attack is resolved on the "Stream" line of the Combat Results Table. If it is unable to advance after combat through the River hexside, it is immediately eliminated.

[13.25] Allied units may never retreat after combat through any River hexside, or out of the hex containing the Engineer unit (they are eliminated instead). German units may never advance after combat across a River hexside.

[13.3] REPLACEMENT OF ENGINEER UNIT

If the Engineer unit is eliminated, it re-enters the

game map on the following Allied Movement Phase at hex 0105 or 0106. This represents a replacement unit and the destroyed unit **does** count towards Victory Points.

[14.0] ARTILLERY AND GROUND SUPPORT POINTS

GENERAL RULE:

Restrictions are placed on the use of Ground Support Points and the use of Artillery units and their ability to function in the game. These restrictions reflect the poor coordination of Artillery and Allied Tactical Air Support.

[14.1] RESTRICTIONS

[14.11] Ground Support Point Restrictions

Only the Allied Player receives Ground Support Points; these points may only be applied as FPF or Barrage Strength Points within **three** hexes of any Allied **non-airborne** unit.

[14.12] Artillery Restrictions

Neither Player may use more than two Artillery units in any single combat in any Phase for either Barrage or FPF. There is no such restriction for Ground Support Points.

[15.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive Reinforcements. These appear during the Owing Player's Movement Phase on the Game-Turn indicated on the Reinforcement Schedule. The Reinforcement Schedule states the Game-Turn of appearance, the number of units, the Strength and Movement Value and specific hex or map edge on which they enter.

PROCEDURE:

During his Movement Phase, the Owing Player places a Reinforcing unit in the scheduled hex or on any mapedge hex between the specified hexes (inclusive). The Owing Player may place them at any time during his Movement Phase.

CASES:

[15.1] MOVEMENT OF GROUND REINFORCEMENTS

[15.11] 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 are entered 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.

[15.12] In several cases, more than one unit is scheduled to appear in the same hex on the same Game-Turn. These units are deployed **off map**, one behind the other, with the lead unit poised adjacent to the map entry hex itself. If the entry hex is a road hex, a hypothetical road may be presumed to stretch off the map, away from the entry hex.

[15.13] As each unit enters the map, it will pay the cost for entering the entry hex, plus any additional cost for any hypothetical clear terrain hexes that it would have to traverse to reach the entry hex. If units are entering on a road hex, they are considered to be moving through hypothetical road hexes until they reach the map. Example: The lead unit in the column would pay $\frac{1}{2}$ Movement Point to enter the map; the second unit would pay 1 Movement Point to enter the map; the third, $1\frac{1}{2}$ Movement Points, etc.

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

[15.2] RESTRICTIONS

[15.21] 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).

[15.22] If, and only if, a scheduled entry hex is occupied by an Enemy unit, or a Friendly unit in an Enemy Zone of Control, the Reinforcing unit may enter the nearest unblocked map edge hex to the scheduled hex, in the direction of the nearest Friendly unit.

[15.23] A Player may deliberately withhold Reinforcements from Game-Turn to Game-Turn, bringing them into play (if at all) on some later Turn.

[15.24] Regardless of whether a Reinforcement unit is brought into play on its scheduled Turn, it must appear in its scheduled hex or alternate (see Case 15.22).

[15.25] Until they enter the map, Reinforcements have **no** effect on play; they may in no fashion attack Enemy units or hinder their movement until they enter the map.

[15.3] AIRBORNE REINFORCEMENTS

Only the Allied Player receives airborne reinforcements. These reinforcements are treated differently from normal reinforcements, according to the following rules. (German reinforcements designated as airborne are treated as normal infantry units.)

[15.31] How Airborne Reinforcements Arrive

On the Reinforcement Schedule, airborne Reinforcements are listed as arriving within one hex of a specific hex. During his Movement Phase, the Allied Player may place the airborne Reinforcements anywhere within one hex of the specified hex. Only one unit may be placed per hex. Airborne Reinforcements may arrive in an Enemy Zone of Control; they may not arrive in an Enemy-occupied hex. If forced to arrive in an Enemy-occupied hex, they are immediately eliminated.

[15.32] **Movement Restrictions on the Turn of Arrival.** During the Turn on which airborne Reinforcements arrive on the map, they have a Movement Allowance of three. They are considered to have expended four Movement Points upon arrival. After their initial Game-Turn on the map, airborne units may use their full, printed Movement Allowance.

[15.33] Airborne units may not land in hexes occupied by Friendly or Enemy units. If airborne units are forced to land in any occupied hexes, they are eliminated instead.

[15.34] Delay of Airborne Reinforcements

Airborne Reinforcements may only be delayed if Weather Rules are being used. If the Allied Player chooses to delay his airborne Reinforcements, they may arrive on any subsequent fair weather Turn.



[15.35] **Airborne Supply Drop Zone (DZ) Counters** These counters are not units, but represent the "center" of the airborne division's operating areas. (It was necessary for command and control purposes, as well as supply to keep the division cohesive.) These counters do not have a Zone of Control or a Combat Strength. Both Players units may freely move through them, or end the Movement Phase stacked with them. They may never be destroyed, although they may be overrun by German units. See the rules relating to Lines of Communication (17.3).

[15.36] Placement of DZ Counters

In Scenario 18.1, DZ counters must be placed in the specified hexes. In Scenario 18.2, they may be placed in any hex at the Allied Player's discretion. Before play begins, the Allied Player secretly notes the numbers of the hexes in which he wishes to deploy his DZ counters. The German Player then places his initial forces. After the German units are in place, the Allied Player places the DZ counters as he has noted them. Play of the game then begins.

[15.37] The Allied Player may deploy his DZ counters anywhere on the map, within the following restrictions:

- 1.) The hex of placement must be at least three hexes away from the nearest City hex or Bridged hexside.
- 2.) DZ counters must be placed at least 14 hexes away from each other.

[15.38] It is possible for DZ counters to be placed in a hex occupied by German units. This has no effect on the combat value of the Allied units scheduled to drop around that Drop Zone counter.

[15.39] Optionally, the Allied Player may delay placement of any or all DZ counters until later Game-Turns. The placement of these DZ counters is noted at the beginning of the game, but placement may be delayed until after the first Game-Turn. The Turn on which it is to be placed must also be noted at the beginning of the game. The airborne units of the division bearing the number of the delayed DZ counter(s) may not be dropped until the DZ counter is placed on the map. The DZ counter may not be placed during any Poor Weather Game-Turn (see Case 16.11).

[15.4] EXITING THE MAP

Only the German Player may exit his 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.

[15.41] Where German Units Are Exited

German units may only exit the map in certain areas. They may exit the west side of the map between hexes 0601 and 2301, inclusive. They may exit the east side of the map between hexes 0126 and 2726, inclusive. German units may not voluntarily exit from any other map edges.

[15.42] Effects on Exited German Units

German units which exit the map are available as reinforcements. They may be taken as reinforcements on any subsequent Game-Turn. Units which exited the west side of the map are available as reinforcements only on the west side of the map between hexes 0601 and 2301, inclusive. Units which exited from the east side of the map are available as reinforcements only on the east side of the map between hexes 0126 and 0726, inclusive.

[15.43] When Units May Exit

German units may only exit the map during the Movement Phase of the German Player-Turn. A unit may not exit the map as a result of combat. If it does so, then it is eliminated.

[16.0] WEATHER

[Optional in the Historical Scenario,
Mandatory in the Alternate Plan Scenario]

COMMENTARY:

The weather throughout Operation Market-Garden was of considerable importance. The last three days of the operation, for example, made it impossible for Allied aircraft to operate effectively.

Some [Montgomery, for example] contend that, had the weather been better, the Allies would have won the battle decisively. September weather around the North Sea is variable, at best, but the Allies did not have particularly good "luck."

GENERAL RULE:

There are three grades of weather: Good, Fair and Poor. Weather on the First Game-Turn is considered to be Good in all Scenarios. Beginning on the Second and all subsequent Game-Turns, the Allied Player rolls a die to determine the weather for the entire Game-Turn.

PROCEDURE:

Immediately preceding the Allied Movement Phase, a die is rolled. A die roll of "1" means that the weather remains the same as it was on the previous Game-Turn. A die roll of "2" means that the weather is Good. A die roll of "3" or "4" means that the weather is Fair. A die roll of "5" or "6" means that the weather is Poor.

CASES:

[16.1] EFFECTS OF WEATHER ON AIRBORNE REINFORCEMENTS

[16.11] When using the weather rules, Allied Airborne Reinforcements must arrive within seven hexes of the Drop Zone Counter which matches their divisional designation. They may not arrive in any City hex or any hex adjacent to a City hex. [When not using this rule, Airborne Reinforcements arrive in the hexes specified in Case 18.13.]

[16.12] Allied Airborne Reinforcements arrive only during Good and Fair Weather Game-Turns, as follows:

On the first and all subsequent Good Weather Game-Turns — 25 Airborne units of the Allied Player's choice.

On the first and all subsequent Fair Weather Game-Turns — 5 Airborne units of the Allied Player's choice.

On the first and all subsequent Poor Weather Game-Turns — No Airborne Reinforcements may be taken.

[16.2] EFFECTS OF WEATHER ON ALLIED GROUND SUPPORT POINTS

The availability of Allied Ground Support Points is contingent upon Good or Fair weather in the Game-Turn and they are available as follows:

On Good Weather Game-Turns — The Allied Player receives seven Ground Support Points.

On Fair Weather Game-Turns — The Allied Player receives three Ground Support Points.

On Poor Weather Game-Turns — The Allied Player receives **no** Ground Support Points.

[16.3] OTHER EFFECTS

Weather has no effect on movement, or any other aspects of play, except those in 16.1 and 16.2.

[17.0] VICTORY CONDITIONS

COMMENTARY:

It is important for the Allied Player to realize that he has available two distinct types of combat units. One type is airborne (airborne, airborne artillery and glider), and the other is ground troops of the XXX Corps (essentially, all those units which enter the game on the southern mapedge). The Allied Player may only win decisively if he pushes his ground troops (at least the bulk of them) north of the Waal River, and uses his airborne units, with the aid of some ground units, to keep open a Line of Communication to those units north of the Waal.

GENERAL RULE:

Victory is judged at the end of a game on the basis of Victory Points scored by the Players during the

course of play and at the end of the game. Victory Points are awarded to the Allied Player primarily for the achievement of geographical objectives and secondarily for the elimination of German units. Victory Points are awarded to the German Player for eliminating Allied units and for Allied units which are unable to trace an appropriate Line of Communications.

PROCEDURE:

There is no Victory Point Record Chart. Players must keep track of Victory Points on a piece of scratch paper.

CASES:

[17.1] VICTORY POINT SCHEDULE

[17.11] Points Awarded the Allied Player

1. The Allied Player receives **one** Victory Point for every German unit eliminated.

2. The Allied Player receives **five** Victory Points for every **non-airborne, non-glider** unit north of the Waal River (2726-3005) at the end of **each Game-Turn**, if the unit in question can trace a Line of Communication (see Case 17.3).

3. The Allied Player receives **ten** Victory Points for every **non-airborne, non-glider** unit north of the Neder Rijn (between hexes 3706 and 3424) at the **end of the game**, if the unit in question can trace a Line of Communication off the map at the end of the game.

[17.12] Points Awarded the German Player

1. The German Player receives **five** Victory Points for every Allied unit destroyed.

2. The German Player receives **three** Victory Points at the end of **each Game-Turn** for every Allied unit which is unable to trace an appropriate Line of Communications.

[17.2] TERRITORIAL OBJECTIVES

Only the Allied Player receives Victory Points for the attainment of geographical objectives, as listed in the Victory Point Schedule. These Points are awarded to the Allied Player at the end of each Game-Turn for units of the appropriate type which have achieved the geographical objectives and can trace a Line of Communications.

[17.3] LINE OF COMMUNICATION

All Allied units in the game (except the Polish units) are subject to rules governing Lines of Communication. Lines of Communication are traced differently for Airborne and non-Airborne units [glider units are considered "airborne"].

[17.31] Non-airborne units must trace a Line of Communication off the southern map edge at hex 0105 or 0106. The Line of Communication is a series of contiguous hexes. Once the line is traced into a trail hex, all remaining hexes must be connected by road or trail hexsides. Once traced into a road hex, all remaining hexes must be connected by Road hexsides.

[17.32] Airborne units (all the units, except Polish units, which enter the game as Airborne Reinforcements) must trace a Line of Communication to the Airborne Supply Drop Zone counter which matches their divisional designation. The Line of Communication may be traced through any type of hexes, but may be no more than **seven** hexes in length.

[17.33] Lines of Communication may never be traced into or through Enemy units or Enemy Zones of Control. Friendly units, however, **do** negate Enemy Zones of Control for purposes of tracing a Line of Communication.

[17.34] Lines of Communication may never be traced through unbridged River or Stream hexsides.

[17.35] Lines of Communication are traced at the end of each German Player-Turn, and the German

Player is awarded three Victory Points for every Allied unit which is unable to trace an appropriate line for each Turn which it is unable to do so. [17.36] Polish units (which are controlled by the Allied Player), and all German units, are never subject to the rules governing Lines of Communication.

[17.4] LEVELS OF VICTORY

Victory is determined by comparing the total Victory Points won by each Player, stating the comparison as a ratio (German Player to Allied Player) and evaluating the ratio against the schedule below.

Ratio	Victory Level
3.0 or more to 1	German Strategic
between 2.01 and 2.99 to 1	German Tactical
2.0 to 1	Draw
between 1 and 1.99 to 1	Allied Tactical
1.0 or less to 1	Allied Strategic

[18.0] THE SCENARIOS

GENERAL RULE:

Each Scenario specifies each Player's Initial Order of Battle and Reinforcements. Units are identified by their Strength and Movement values, as well as by their historical designation. Units must be deployed in the map area or specific hexes listed.

PROCEDURE:

Place a unit of the specified type on each of the hexes listed for that type. Hex numbers are shown in parentheses following each unit's designation. Unit designations are important for play of the game; Allied airborne, glider and airborne artillery units must be set-up according to their historical designations.

CASES:

[18.1] SCENARIO 1: Historical Scenario

[18.11] ALLIED INITIAL DEPLOYMENT

Airborne Supply Drop Zone Counters: 101(1007), 82(2323), 1(3919).

[18.12] GERMAN INITIAL DEPLOYMENT

Unit Type: 3-3-7. **Hex:** Krft (3722).

Unit Type: 4-4-7. **Hex:** 2/9S (3724).

Unit Type: 2-2-12. **Hexes:** 9S (3322), Grsn (0702).

Unit Type: 2-2-7. **Hexes:** 1/406 (2325), 2/406 (2025), BrDf (2621).

[18.13] ALLIED AIRBORNE REINFORCEMENTS

Airborne Reinforcements are placed within one hex of the hex for each group (see Case 16.11).

On Game-Turn One:

Unit Type: 2-2-7. **Hexes:** 1/502, 2/502, 3/502 (1004); 1/506, 2/506, 3/506 (0804); 1/501, 2/501, 3/501 (1308); 1/508, 2/508, 3/508 (2223); 1/505, 2/505, 3/505 (2023); 1/504, 2/504, 3/504 (2117); 1/1, 2/1, 3/1 (3719); 2S/1, 7K/1, 1B/1 (3718).

Unit Type: 2-1-4/1-7. **Hexes:** 1/82 (2223), 1/Lt (3718).

On Game-Turn Two:

Unit Type: 2-2-7. **Hexes:** 10/4, 11/4, 156/4 (3817).

Unit Type: 2-1-4/1-7. **Hexes:** 2/Lt (3817).

On Game-Turn Three:

Unit Type: 2-3-7. **Hexes:** 1/327, 2/327 (1007).

Unit Type: 2-1-4/1-7. **Hexes:** 1/101, 2/101 (1007) 2/82 (2223).

On Game-Turn Five:

Unit Type: 2-2-7. **Hexes:** 1/Pol, 2/Pol (3220).

On Game-Turn Seven:

Unit Type: 2-3-7. **Hexes:** 1/325, 2/235 (2223).

Unit Type: 2-2-7. **Hex:** 3/Pol (2118).

**[18.14] ALLIED GROUND
REINFORCEMENT SCHEDULE**

Ground Reinforcements enter the map on hex 0106 or 0105 (see Case 15.1).

On Game-Turn Two:

Unit Type: 4-3-10. **Designation:** 21/5.

Unit Type: 3-3-7. **Designations:** 31/32, 2D/231.

Unit Type: 4-2-7/3-10. **Designation:** 55.

Unit Type: 3-3-10. **Designation:** Engineer.

On Game-Turn Three:

Unit Type: 2-1-4/3-10. **Designations:** 15/19, 44.

Unit Type: 4-3-10. **Designations:** 1C/5, 2G/5.

Unit Type: 5-5-7. **Designations:** 32, 129.

Unit Type: 4-2-7/2-6. **Designation:** 153.

On Game-Turn Four:

Unit Type: 5-5-7. **Designations:** 130, 214.

On Game-Turn Five:

Unit Type: 4-2-7/2-6. **Designations:** 94, 112, 179.

On Game-Turn Eight:

Unit Type: 4-3-10. **Designation:** 3/29.

[18.15] GERMAN

REINFORCEMENT SCHEDULE

German Reinforcements enter the map edge on or between the hexes listed for each group (see 15.1).

On Game-Turn One:

Unit Type: 3-3-7. **Hexes:** 1/vT, 2/vT (3907-3916).

Unit Type: 5-5-10. **Hex:** 1/9S (3925).

Unit Type: 4-4-7. **Hex:** 3/9S (3925).

Unit Type: 3-2-7/3-7. **Hex:** 1/10S (3326).

Unit Type: 2-2-12. **Hex:** 10S (3326).

Unit Type: 3-3-7. **Hexes:** 1/59, 2/59 (0701-0901).

On Game-Turn Two:

Unit Type: 3-3-7. **Hex:** 3/vT (3907-3916).

Unit Type: 5-3-10. **Hex:** 2107 (0726).

Unit Type: 4-4-10. **Hex:** 2107 (0726).

On Game-Turn Three:

Unit Type: 2-3-7. **Hexes:** 1/6PT, 2/6PT, 180 (0126-0825).

Unit Type: 3-2-7/3-7. **Hex:** 9S (3925).

Unit Type: 3-4-7. **Hex:** 2/10S (3326).

Unit Type: 4-3-10. **Hex:** Hnke (0126-0825).

Unit Type: 2-2-7/2-7. **Hex:** Wltr (0126-0825).

Unit Type: 2-2-7. **Hexes:** 1/1PT, 2/1PT (1726-2726).

On Game-Turn Four:

Unit Type: 4-4-10. **Hex:** 1/10S (3326).

Unit Type: 3-2-7/3-7. **Hex:** 2/10S (3326).

On Game-Turn Five:

Unit Type: 2-3-7. **Hexes:** 1/Hber, 2/Hber (0701-2301).

Unit Type: 5-5-10. **Hex:** Hber (0701-2301).

Unit Type: 2-2-7/2-7. **Hex:** Hber (0701-2301).

Unit Type: 3-4-7. **Hex:** 3/10s (3326).

On Game-Turn Seven:

Unit Type: 3-3-7. **Hexes:** 1/6, 2/6 (0901-2301).

Unit Type: 1-2-7. **Hex:** 1/2 (0901-2301).

On Game-Turn Eight:

Unit Type: 2-3-7. **Hex:** Jngw (0901-2301).

[18.16] ALLIED GROUND SUPPORT POINTS

Game-Turn One: none.

Game-Turn Two: three.

Game-Turn Three: seven.

Game-Turn Four: three.

Game-Turn Five: three.

Game-Turn Six: none.

Game-Turn Seven: three.

Game-Turn Eight, Nine and Ten: none.

[18.17] SPECIAL RULES

1. The Allied Player is the First Player. His Player-Turn is first in each Game-Turn.

2. If both Players agree to use the Weather Option, refer to the Airborne Reinforcement and Ground Support Point Procedure, as noted in the Weather Rules.

3. The Scenario Length is **ten** Game-Turns.

[18.2] SCENARIO II: Free Deployment Scenario

[18.21] ALLIED INITIAL PLACEMENT

Only the Allied Airborne Supply Drop Zone Counters begin the game on the map, and are placed at the discretion of the Allied Player (see Cases 15.36 - 15.39).

[18.22] GERMAN INITIAL DEPLOYMENT

Unit Type: 3-3-7. **Hex:** Any hex north of the Neder Rijn.

Unit Type: 4-4-7. **Hex:** Any hex north of the Neder Rijn.

Unit Type: 2-2-12. **Hex:** 9S (any hex north of the Waal), Grsn (in any Town hex south of the Maas River).

Unit Type: 2-2-7. **Hexes:** 1/406, 2/406 (any hex in Germany).

German units are placed by the German Player as noted, within the following restrictions:

1. All German units (except the BrDf unit) must be placed at least two hexes away from the nearest City hex on the map.

2. No German unit may be placed within five hexes of the southern map edge.

**[18.23] ALLIED AIRBORNE
REINFORCEMENT SCHEDULE**

Allied airborne Reinforcements arrive within seven hexes of the DZ Marker which matches their divisional designation **only**. They may not arrive in or adjacent to a City hex.

**[18.24] ALLIED GROUND
REINFORCEMENT SCHEDULE**

Allied ground Reinforcements are available as listed in the Historical Scenario.

**[18.25] GERMAN
REINFORCEMENT SCHEDULE**

German Reinforcements are available as listed in the Historical Scenario.

[18.26] SPECIAL RULES

1. The Allied Player is the First Player (see Cases 15.36 - 15.39).

2. All Weather Rules are in effect during the play of this Scenario. The Allied Airborne Reinforcements and all Ground Support Points are determined as outlined in the Weather Rules (16.0).

3. Scenario Length is **ten** Game-Turns.

DESIGN CREDITS

Game Design: **Jay Nelson**

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[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.