

This synopsis assumes at least one player is familiar with the rules.

1) TURN SEQUENCE: 1) Weather (Clear/Cloudy/Overcast); 2) Resupply (AM Only); 3) Allied turn; 4) German turn.

Allied/German Turn: a) Air strikes & Air Landings; b) Command (remove AD, assign Travel mode, start bridg/entrenching);
c) Move; d) Fire (declare attacks; defensive fire; offensive fire);
e) Communication (remove DD, chk communic's, complete stream bridges & prepared positions that had eng. help).

2) MOVEMENT: All units get 6 move points (consult TER for hex costs). Units either in *combat* OR *travel* mode entire turn.

3) STACKING: Max of 2 units or max of 5 steps (HQ's count only 1 step). NO overstacking (except during movement).

4) ZOCS: *Heavy ZOC* (unit that is "assault capable"): Stop on entering; +3 MP to exit (only at start of turn); No ZOC-to-ZOC; changes to light ZOC into city hexes or across rivers/canals (bridges & streams don't affect ZOCs).

Light ZOC (all others in combat mode): Stop on light-to-light movement; +2 to exit; no ZOC into city or rivers/canals.

No ZOC: Disrupted & travel mode units, light-ZOC flak, artillery, & HQ's.

5) ATTACKS:

- Not mandatory & must pre-specify ALL attacks; *attacks* go against all units in a single hex & can attack a hex only once.
- *Eligibility:* All units may fire who are adjacent to the target hex (if attacking) or adjacent to attackers (if defending).
- Every unit fires at most once in a combat phase;
- Defenders fire first, fire at *units* & must fire at as many as possible (i.e., fire at separate attacking units if possible).
- *Direct vs. Indirect Fire:* (Think of direct fire as a physical "assault" *into* the target hex, indirect fire as "supporting" fire.)
- For given target residing in a given terrain type, firing chart specifies D6 die modifier for direct / indirect fire.
- Direct Fire:
 - Defender: Unit in target hex always uses direct fire, except no fire is ever possible at an indirect firing attacker.
 - Others (defender's friends & all attackers): Must be adjacent to and able to combat move into target hex.
- Indirect Fire: If can't combat move into hex AND firer has "H" designation => may fire *indirect* (use indirect mods)
- Artillery: Must have a spotter; spotter must be adjacent to target (or on hill w/in 2 hexes), in same *formation* as arty, and spotter can trace to firer via the firer's HQ. Defensive arty fires to defender hex. Arty is disrupted after firing.
- No fire: a) Arty without spotter, or b) Unable to combat move into hex and also has no "H" designation on counter.
- If >= 50% of *units* utilize direct fire => use direct fire modifier for the combat roll; else use indirect fire mod.
- *Fire Mods:* Use terrain of target hex to determine basic die modifiers (from Fire Modifier Table); other mods may apply.
- *HQs:* If in range, HQ can provide engineering support (costs 1 supply) and/or AT support (no supply); unmodified die of six by the opponent gives opponent option of applying *losses/disruption to the HQ* instead of the combat unit.
- Min direct fire modifier is zero (indirect fire mod can go negative).
- *Retreat:* (Most) defenders can opt to save a step loss by retreating one hex (see 9.3 for details); attackers may advance in.
- *Supply:* Unmodified die roll of "6" forces expenditure of one supply point per firing unit; lose steps if no supply (one step per two supply, rounded down, min of one step loss). New supply points obtained each AM Resupply Phase.

6) SPECIAL UNITS

ARTILLERY: Doesn't have ZOCs; may only move via travel mode; uses ranged indirect fire and must have a spotter to fire (unless firing adjacent); is disrupted after firing; may not retreat.

AT: Units with AT capability have a +1 fire modifier against armor units. "Pure AT" only fires indirect at non-armor.

HQs: (May) have AT & eng capabilities and which may be lent without limit to units within range belonging to its formation.

- HQ's disrupted, out of supply, in travel mode, or unprotected in enemy ZOC precludes all HQ support functions.
- HQ's are NOT attackable; an HQ CAN have enemy occupy its hex (!) – HQ is 'frozen' in this case.
- HQ's down to their last step are NEVER eliminated (ignore step losses against them).
- HQ's lending support may suffer disruption or step loss if enemy rolls an unmodified 6 against attkr unit in HQ's formtn.
- Use of engineers in combat costs 1 supply point.

AIR ATTACKS: One Air Strike per TAC air point - must be within 10 hexes of a XXX Corps HQ – roll on Airstrike Table.

INTERDICTION: No German Travel Mode thru hex and +3 MP for other German units (can interdict w/in 20 hexes).

7) AIR LANDINGS: New airborne units may be placed in their designated drop zone hex or an adjacent hex subject to:

- Non-glider unit: Can land in clear, mixed or broken.
- Glider unit: Can only land in clear or mixed.
- Unit cannot land across a river or canal from its original drop zone hex.
- Roll on Air Landing Table for each unit with mods for Enemy ZOC (+1), flak (+?), or friendly Disrupted in hex (+1).
- Undisrupted units move and fight normally.

8) TURN ONE SETUP: Initial supply for all formations (p. 35). No German travel mode or movement between reserve boxes turn 1; Germans disrupted due to Air Strikes stay disrupted through turn 2; see 18.1 for which Germans start entrenched. XXX Corps: must start with 5th Gds reg (18.2); all Turn 1 reinforcements must enter before turn 2's; max of six reinforcement units per turn.

9) XXX Corps Breakout-Related Issues [19.0]:

Air Strikes [15.1]: Check Weather Table for number available each day. Airstruck Germans stay disrupted thru turn 2.

Engineers [11.2]: Costs 1 supply pt. Can either add +1/-1 to attack/defense fire OR cancel prepared/entrenchment effects.

XXX Corps: Must start with 5th Gds reg (18.2). All Turn 1 reinf. must enter before turn 2's; max of 6 reinf. units/turn.

Isolated Germans [8.6 & 12.0]: +2 Fire die mod if German defenders are surrounded/isolated at the instant of firing.

101st Airborne Division: Gets 50% of Air Landing Points listed in Weather Table (for XXX Corps Breakout Scenario).

10) Combat Die Modifiers

The Terrain Effects Chart (giving movement effects and combat die mods of terrain) may seem daunting at first, but in fact has a significant regularity helping the game play fluidly once you understand it. The chart below is a much compressed and simplified version of the game's. It shows the combat die modifiers applying to a particular target type (rows) located in a given terrain (columns). For example, *any* troop type firing at Armored Recon have a net +1 modifier when recon is in woods or rough (+4 direct fire value -3 due to woods/rough). Where the chart says "look up" for Artillery, HQ & AT, go look at the printed chart on the map as the details are too idiosyncratic for these troop types (fortunately fairly rare situations).

Following table summarizes Direct/Indirect Fire Die Mods when target is in Combat Mode (use game's table when in Travel Mode).

Target Unit		Direct Fire Base	TARGET TERRAIN						Indirect Fire *^		
			Clear	Mixed	Broken	Woods Rough	City Att	City Def		Prepared / Entrenched*	
			-0	-1	-2	-3	-3				
Infantry		+6	D6 combat die mod = (<u>Direct Fire Base</u>) + (<u>Target Terrain</u>) + (<u>Tactical Mods below</u>) + (*Prepared/Entrenched) + (*Indirect Fire) (Ex: Direct Fire at Armored Recon in Mixed = +3; Indirect Fire at Entrenched Infantry in Broken = +0)						-6	-1 / -2	-2
Motorized Inf.		+6							-6	-1 / -2	-2
Motorized Recon		+6							-6	n.a.	-2
Mech Infantry		+5							-5	n.a.	-3
Armored Recon		+4							-4	n.a.	-3
Armor		+3							-3	n.a.	-1
Artillery, HQ, AT		lookup							look up	look up	

* Add as applicable, e.g., target in prepared/entrenched or indirect fire. ^ All Indirect Fire Mods are -1 when Defending target is in a City hex.

Tactical Die Modifiers [8.6]

+2 Against isolated Germans at instant of firing ["isolated" ~="surrounded" - see Isolated Unit vs. Isolated Force - p. 26-27]

+1 Engineer combat support (costs 1 supply; modifier is not applicable against Prepared/Entrenched – Engineers *cancel P/E*)

+1 Direct fire *from* hilltop

+1 AT rating in use against armor, armored AT, or armored recon (max of +1 AT mod)

+1 Target is in Travel Mode if fired on by Indirect or fired on from non-road hex by Direct Fire.

-1 Against Prepared position (offensive engineer use just negates this mod)

-1 Against unit in a town (but not if target is also Entrenched)

-1 Direct or Indirect Fire *against* hilltop

-1 Attacker's units are from more than one Command (different shade or background color)