

MONTY'S GAMBLE: MARKET GARDEN



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MONTY'S GAMBLE: MARKET-GARDEN

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1.0 INTRODUCTION

Monty's Gamble: Market-Garden (MGMG) is a continuation of a game series featuring Area Movement and Impulses. Somewhat different than other series-style games, there are no series rules or specific rules per se. Rather, the entire rules set needed to play is included in a single booklet. Future games in the series may adopt the series/specific format.

In reading these rules, if any capitalized term or abbreviation confuses you, refer to the Index & Glossary (rules section 24). The numerical rule references found therein and throughout these rules should be ignored during the first reading and used only later to refer to related sections for greater clarity.

2.0 OBJECT

MONTY'S GAMBLE: MARKET-GARDEN is a two player game simulating the Allied airborne landings and battles in The Netherlands between September 17 and September 26, 1944. One player commands the German forces defending The Netherlands and the other controls the attacking American and British forces. The Allies win if they achieve a Breakthrough or Control sufficient Victory Point Areas by the end of the September 20th Game Turn. The Germans win by avoiding the Allied Victory Conditions.

3.0 THE MAP

3.1 SCALE

The mapsheet depicts portions of The Netherlands and the German frontier where the Market-Garden battles occurred. The map scale is approximately 1 inch = 1.5 miles.

3.2 AREAS

The mapsheet is divided into 65 numbered Areas separated by gray and blue boundary lines. Areas are adjacent to each other if they share a common boundary. *Note: Areas 15 and 17 are considered adjacent, as are 7 and 17. Areas 53 and 57, and 54 and 58, are not considered adjacent.*

3.21 ROAD NET

Roads are black lines and affect movement and supply. Two Areas are connected by road if their common boundary is crossed by a Road. All arrows to/from Zones contain roads. Gray lines with cross-hatching are railroads and have no effect on game play. *Note: the Ferry Crossings between Areas 15 and 16, and Areas 15 and 25, are considered connected Road Net for purposes of moving and regrouping Armored units, but not for moving Depots.*

3.22 IDENTIFIER

Each Area or Zone contains an Identifier, either a circle or a square, which is divided into two halves. The number in the top half (from 1 to 65) identifies that Area. Areas with a square Identifier contain Elevated Terrain. Areas 16 through 25, which have their circumference printed in blue, contain Polder (land reclaimed from the sea).



3.221 TEM

The white number in the lower half of the Identifier (ranging from +1 to +4) is that Area's Terrain Effects Modifier (TEM) that is used in resolving attacks against units in that Area (10.73B, 11.3A).

3.23 BOUNDARIES

Areas are separated from each other by one of three types of boundary lines:

Solid gray line: Open Ground.

Wide blue boundary with a white shoreline: River.

The rivers on the map are the: Maas, Waal, Rhine, and IJssel.

Narrow blue boundary with a dark blue shoreline: Canal.

Note: The Dommel River is also represented with a narrow blue boundary and is treated as a "canal" for all game purposes. Very thin blue lines without a white or gray shoreline are NOT boundaries, and have no effect on game play.

The type of boundary affects movement, supply, and combat between Areas.



3.24 BRIDGES

Bridge symbols crossing River and Canal boundaries represent road and railroad bridges between the Areas. Although some Area boundaries contain more than one bridge symbol, only Bridge symbols with a yellow circle beneath the bridge affect game mechanics – the others are merely decorative and have no effect on play.



3.25 VICTORY POINT AREAS

An Area whose name is printed in red plays a role in determining Victory Conditions (21). Areas 13 (Arnhem) and 63 (Eindhoven) have a "*" to indicate there are special rules applying only to those Areas. See 21.31 and 21.32.

3.26 AIRBORNE OPERATIONAL SECTORS

Each Allied Airborne division has an Operational Sector indicated on the map. Each Operational Sector contains IDs (Red Devils, Screaming Eagle, or All American) also printed on the counters of that Division's units. Airborne units may never enter an Area outside their Operational Sector (9.66).

3.261 AIRBORNE DROP AREAS

Only certain Areas may be the recipients of Allied Airborne Reinforcements (18.4). These Areas have their Identifier color coded to indicate those units legally entitled to be placed there: red for the British 1st Airborne Division and Polish Brigade, and green for the American 82nd Airborne Division and the American 101st Airborne Division.

3.262 AIRBORNE SUPPLY HEADS

Only certain Areas may be the recipients of Allied Airborne Depots (13.422). These Areas contain a black and white supply symbol.



3.3 ZONES

There are ten perimeter rectangular boxes with white Identifier circles lettered "A" through "J" which represent off-map approaches. These Zones are used to regulate strategic movement of units outside the immediate vicinity of the battle around the edges of the map (see 14).

3.4 UNITED KINGDOM BOX

The United Kingdom Box is where Allied Airborne reinforcements are initially placed. The United Kingdom box is also used to hold Allied Airborne units that did not land during the preceding Turn.

3.5 AIR UNIT DISPLAYS

These boxes hold each side's air markers. The Allies have two Air Bombardment markers and an Air Supply marker, and the Germans have two Air Interdiction markers.

3.6 TURN RECORD TRACK

The Turn Record Track is used to note the current Game Turn date and the current weather. The game begins with the Turn marker in the first space (September 17, 1944) of the Turn Record Track with the "Clear" side face up. At the end of each Turn, advance the Turn marker one space on the Turn Record Track.



3.7 IMPULSE TRACK

The Impulse Track is used to record the current Impulse of a Turn. The Advantage marker is placed in the space corresponding to the current Impulse, with the side of the marker that is face up indicating the holder of the Advantage (12).



3.8 SUPPLY TRACK

The Supply Track is used to record the amount of supply in reserve (13.7) for each player by moving his supply marker(s) along it. It is also used to keep track of Victory Points using the Victory Point markers.



3.9 CONSTRUCTION AVAILABILITY BOX

The Construction Availability Box is used to hold the construction markers until they are placed on the map (19.21) and to hold the used markers. Bridges may only be repaired if a Construct marker is available to be placed.

3.10 BOAT ASSAULT BOX

The Boat Assault Box is used to hold the Allied "Boat Assault!!" marker. Once the Allied player attempts Boat Assault movement (9.5), the marker is flipped to its "used" side.



3.11 FERRY CROSSING BOX

The location of a Ferry Crossing (9.63) is shown on the map by a white box with the word 'Ferry' printed in blue within the box.

4.0 THE PLAYING PIECES

4.1 OVERVIEW

Included in the game are die-cut playing pieces called units representing the various military formations that fought the battle, as well as several markers that assist in game play.

4.111 UNIT COLOR CODES

German units are gray (Wehrmacht and Luftwaffe), and black (SS). U.S. units are green. British units are tan (Polish units and the Dutch RN unit are considered British for game purposes).

4.112 UNIT TYPES

There are five types of units: Infantry, Armor, Field Artillery, FLAK, and FLAK Towers. Each unit has two printed sides. The front (colored) side represents a Fresh unit while the back (white) side represents a Spent unit.

4.113 INFANTRY

Infantry units comprise conventional ground infantry,

parachute infantry, glider infantry and British Glider Pilot (GP) units. These last three are also called Airborne units. Allied Airborne units have special movement capabilities and limitations (18.4, 20.4).



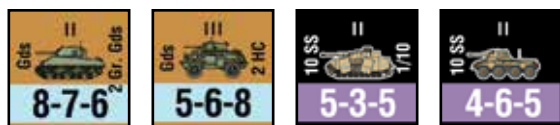
4.114 MECHANIZED INFANTRY

Mechanized infantry units are also considered infantry units in the game [Exception: 9.5]. Allied Mechanized Infantry are the only type of infantry that may use Road Movement (9.4).



4.115 ARMORED

Armored units comprise British tank and armored reconnaissance forces, and German panzer and armored reconnaissance forces.



4.116 FIELD ARTILLERY

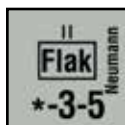
Field Artillery units comprise independent, divisional, and corps artillery. The Attack Factor of Field Artillery is underlined to indicate that Field Artillery:

- may not be used as a Point Unit (9.65) in an Assault Impulse
- may not enter an enemy-Controlled Area without Point Unit accompaniment
- may not contribute to the AV of an Assault while moving (10.72B)



4.117 FLAK

The Attack Factor of FLAK units is printed with an asterisk to indicate that FLAK units may not be used as the Point Unit in an Assault Impulse and cannot enter an enemy-Controlled Area without Point Unit accompaniment. Each Fresh FLAK unit in or adjacent to an Allied Airborne Drop Area adds one to the Interdiction of Allied Airborne Reinforcements, Airborne Depots, Air Supply (13.5, 18.44), and to the DV of its Area vs. an Air Bombardment (11.3B, 16.2).



4.118 FLAK TOWER

FLAK Towers represent fixed anti-aircraft emplacements designed to interdict Allied aircraft. They may not move, retreat, or attack. They interdict Allied airborne invasion forces, reinforcements, and supply. Their defense factor represents an assortment of prepared defenses, 20mm and/or 88mm anti-aircraft guns, and low-grade security forces. Each Fresh FLAK Tower adds one to the DV of its Area vs. an Air Bombardment (11.3B, 16.2). FLAK Towers may never move, Regroup, retreat, or attack. Each Fresh FLAK Tower in or adjacent to an Allied Drop Area adds one to the Interdiction of Allied Airborne Reinforcements, Airborne Depots, and Air Supply (13.5, 18.44).



4.2 UNIT INFORMATION

All units have the unit's size and organization, strength/movement factors, and time and location of arrival.

4.21 UNIT SIZE AND ORGANIZATION

One of the following symbols appears at the top center of each unit to identify the size of that unit:

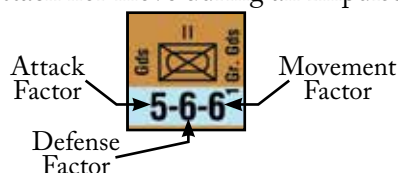
II	Battalion
III	Regiment
x	Brigade
xx	Division
xxx	Corps

Note: unit size has no impact on game play, with one exception: Corps Artillery. Only Corps Artillery may lead a Barrage (11.112).

In addition, each unit has an identifying number or name to the right of the unit's symbol. Some units also have their parent division listed on the left of the unit's type, which is used to determine Divisional Integrity (10.72D) and whether an artillery unit may support an Assault (15.12) (these units also have a colored stripe). Allied Airborne units contain a divisional ID in the upper left hand corner that matches the Areas within their Operational Sector (3.26).

4.22 STRENGTH/MOVEMENT FACTORS

On its Fresh side, most units have three numbers below their symbol. The first number is the unit's Attack Factor, followed by the Defense Factor, and the Movement Factor (MF). There is only one number (the Spent Defense Factor) on a unit's Spent side since a Spent unit can neither attack nor move during an Impulse.



4.23 TURN OF ENTRY AND SETUP AREA

Each unit has its Turn of Entry and/or its Setup Area on its Spent side. The Turn of Entry is the date in September the unit becomes available and is listed as a small number to the left of the Spent Defense Factor. These units are considered Reinforcements (18). Units with no date are placed on the mapsheet at the start of the game.

The Area in which a unit begins play is its Setup Area. The number of the Setup Area is printed in a circle to the right of the Spent Defense Factor. Those units that begin play in a Zone have the letter of that Zone in a box to the right of the Spent Defense Factor. Allied Airborne units that invade on D Day (September 17) have the number of the corresponding Drop Area to the right of the Spent Defense Factor.



4.3 AIR MARKERS

There are three different types of Air Markers: Bombardment, Supply, and Interdiction. These are not units; they do not move on the map nor can they control an Area.

4.31 AIR BOMBARDMENT MARKERS

Allied Air Bombardment markers are kept in their respective display boxes printed on the map and flipped to their "used" side after use. An Air Bombardment marker (16.2) only has an Attack Factor that is used in a Bombardment Impulse. The reverse side indicates that it has been used and is not available for another Bombardment in the current Turn.



4.32 AIR SUPPLY MARKER

The Air Supply marker is an Allied Depot with special placement capabilities (13.424). The Allied player also has three Airborne Supply Depots (see 13.422).



4.33 AIR INTERDICTION MARKERS

The German Air Interdiction markers may each be placed in an Allied Airborne Drop Area or Supply Head (16.4, 18.2, 18.44).



4.4 DISRUPTION MARKERS

These markers are used to show levels of disorganization of a unit as a result of combat. The face-up side of the Disruption marker shows the level of Disruption of the marked unit (level 1 or 2).



4.5 CONTROL MARKERS

Control markers are placed in Areas Controlled by the Allies; the Germans Control Areas without a Control marker. When a unit belonging to XXX Corps enters an Area controlled by Allied Airborne units (Linkup, see 7.21), flip the control marker from its Airborne to its XXX Corps side.



4.6 BRIDGE AND HELD MARKERS

Place a Blown Bridge marker on a bridge symbol when that bridge is destroyed (19.4). Remove it when the bridge is repaired (19.2). Place an Allied Bridge marker on any bridge seized (8.21, 19.3) or repaired by the Allies, or both adjoining Areas become Allied-Controlled. Place a "Held!" marker on an unbridged Allied-Controlled canal or river boundary.



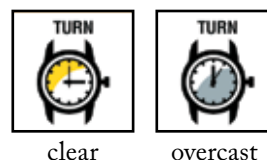
4.7 FERRY CROSSING MARKERS

These markers are placed in the Ferry Crossing Boxes to indicate where limited movement over rivers is possible. When a unit uses a Ferry Crossing to move across a river, the marker is flipped to the "Do Not Enter" side to indicate no other units may use that particular Ferry during that Daylight or Regroup Phase (9.63). If a Ferry Crossing marker takes an Attrition Point as a result of a Field Artillery Bombardment (11.4) it is destroyed and the marker is removed from the map. Once destroyed neither side may use that Ferry Crossing for the rest of the game.



4.8 TURN MARKER

The Turn marker indicates the current Turn on the Turn Record Track. The face up side indicates the Weather for the current Turn: Clear or Overcast.



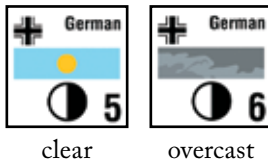
4.9 ADVANTAGE MARKER: (SEE 12)



4.10 SUNSET DRM MARKER: (SEE 12.41)



4.11 SUPPLY MARKERS: (SEE 13)



5.0 PREPARE FOR PLAY

5.1 PLACE MARKERS

Place the Turn marker on the September 17 space of the Turn Record Track, with the “Clear” side face up. Place the Advantage marker on the “0” space of the Impulse Track with the star/roundel side face up (to show Allied Control of the Advantage). Place the Sunset DRM marker in the “Sunset DRM” box next to the Impulse Track ready to move onto the Track if earned. Place the four “Supply x 1” and “Supply x 10” markers on the “0” space of the Supply Track. Place the “x 1 VP” marker on the “1” space of the Supply Track and the “x 10 VP” marker on the “0” space of the Supply Track. Place the Allied Air Bombardment markers in their respective Display Boxes on the map with their colored sides face up. Place the three Ferry Crossing markers in their boxes on the map.

Note: the Allies begin the game with one Victory Point for Control of the Advantage (12.1, 21.3).

5.2 SETUP

Each player places his initial units on the map in the Area or Zone shown on his Setup Card. All units begin the game with their Fresh sides face up. Place any units designated as reinforcements in the corresponding locations of each player’s Setup Card to await entry. Ignore all units entering after September 20 unless playing the Extended Game (22).

5.3 START OF PLAY

The game is now ready to begin with the Allied airborne invasion on D-Day, September 17, 1944.

6.0 SEQUENCE OF PLAY

6.1 OVERVIEW

A game has four Turns (unless playing the Extended Game; 22). Each Turn represents 24 hours and comprises four Phases and a variable number of “mini-turns” or Impulses. After all the Turn’s Impulses end, both players are able to Refit and Regroup their surviving units. At the end of the September 20th Game Turn, Victory

Conditions are checked to decide the winner. Each Turn has the following phases:

- Dawn Phase (place Reinforcements, reset markers, and make a Weather Die Roll if it is the September 19th or 20th Turn)
- Daylight Phase (players choose Assault, Bombardment, Infiltration, or Pass Impulses)
- Refit Phase (Refit and place Supply Depots)
- Regroup Phase (move any units into adjacent Free Area).

6.2 DAWN PHASE

Both players consult their Setup Cards for reinforcements. Any reinforcements scheduled to arrive that turn are placed as specified on the Setup Card. Allied Air Bombardment markers on the Bombardment Displays with their “Used” side facing up are returned to their Fresh side. Construct markers in the Construction Availability (Used) box are moved to the (Available) box. Flip the Boat Assault marker to its “available” side. Ferry Crossing markers flipped to their used “Do Not Enter” side during the previous Regroup Phase are flipped over.

6.21 WEATHER DIE ROLL

There is no Weather determination to begin either the D-Day special phases or the September 18th Dawn Phase; these Turns automatically begin with Clear Weather. Beginning with the September 19th Dawn Phase, the Allied player makes a dr to determine the starting weather for that Turn:

dr	Weather
1-3	Overcast
4-6	Clear

Flip the Weather marker to the appropriate side on the Turn Record Track, and flip the Allied Airborne Depots and German Depots so that their Weather conditions matches the Turn marker.

6.22 FIRST TURN

On the first Turn (September 17, 1944) the Dawn Phase is replaced with four Invasion Phases: the Air Bombardment, Artillery Bombardment, Airborne Landing, and XXX Corps Ground Assault Phases (see D-Day; 20).

6.3 DAYLIGHT PHASE

Each player may perform one Impulse before the Advantage marker is advanced to the next space on the Impulse Track (3.7, 8.1). The German player always goes first. The first Allied DR made for any purpose during an Allied Impulse also serves as the Sunset DR (if the Allied player does not make a DR during his Impulse, he makes

a Sunset DR at the end of his Impulse). If the Sunset DR is < the Impulse number, the Daylight Phase ends once the Allied player has finished his Impulse (he may still declare a Double Impulse, see 12.3). If the Sunset DR is = the current Impulse number, the Weather changes at the start of the next Impulse. If the Sunset DR is > the Impulse number, the Advantage marker advances to the next space on the Impulse Track. If the Advantage marker moves off the Impulse Track, the Daylight Phase ends. The Sunset DR may be modified by the position of the Sunset DRM marker on the Impulse Track (either plus or minus—depending on which side of the Sunset DRM marker is face up; 12.41).

Note: under certain circumstances the player may activate a second Area by declaring a Double Impulse (12.3) or by activating Zone F (14.5). The Advantage marker is moved only after both impulses of a Double Impulse are complete.

6.4 REFIT PHASE

Return the Advantage marker to the “0” space of the Impulse Track and return the Sunset DRM marker to the “Sunset DRM” box. Ferry Crossing markers flipped to their used “Do Not Enter” side during the Daylight Phase are returned to their available side. The German player places his supply depots and refits his units, and may then expend his available Reserves (13.7) (if any) to advance or retract the Advantage marker for the start of the next Turn by one Impulse for each ten points of Reserves he expends. The Allied player then places his supply depots, refits his units, and may then expend his available Reserves (if any) to advance or retract the Advantage marker for the start of the next day one Impulse space for each ten points of Reserves he expends. Each isolated German or Airborne unit may then be required to make a Surrender dr (13.9).

6.5 REGROUP PHASE

Each player may Regroup any or all of his units, even if Spent/Disrupted, by moving them one Area into any adjacent Free Area or Zone. The German player Regroups first, followed by the Allied player. After both players have regrouped, advance the Turn marker on the Turn Record Track.

6.51 REGROUP MOVEMENT RESTRICTIONS

Units may not Regroup in violation of movement restrictions present during the Daylight Phase. Specifically:

- FLAK Tower units may never Regroup.
- Non-infantry units and units in Polder may only regroup following the Road Net (9.4).
- Armored units must follow the Road Net, and must use a bridge or Ferry Crossing to cross a canal or river boundary.

- Units may not Regroup from Area 64 to Zone F.
- If two adjacent Areas each contain ten friendly units, units may not switch places.

Additionally, German armored units may not Regroup over a Ferry Crossing until the September 19th Regroup Phase.

7.0 STACKING AND CONTROL

7.1 STACKING

Each side may have a maximum of ten units per Area. Units may not move into, Assault into, Regroup into, or end a retreat in an Area already containing ten friendly units. There is no limit to the number of units that may occupy a Zone. Although some areas are large enough to display all of the units therein, stacking of all units of the same Division, or various levels of Spent/Disruption units in separate piles, is recommended to conserve space and markers. A player may freely examine stacks of enemy units at any time.

7.2 CONTROL

Each Area is always Controlled by either the Germans, the Allied Airborne, or XXX Corps. Initially all Areas are Controlled by the Germans. Control changes only when a side has a unit in a Vacant Area previously Controlled by the enemy. Control can be gained during movement without stopping to end an Impulse in an Area. However, the cost to enter a Vacant, enemy-Controlled Area remains two MF throughout the Impulse even though the first friendly unit to enter it gains Control of that Area. Control is shown by placing/removing an Allied Airborne/Corps Control marker in that Area. If a Mandatory Assault over an enemy-Controlled unbridged river or canal boundary (including a boundary with a blown bridge) is a success or Stalemate, place or remove a Held! Marker.

7.21 ALLIED LINKUP

An Airborne-Controlled Area becomes Corps-Controlled immediately when any unit of XXX Corps enters that Area (even if currently occupied by an Airborne unit). Areas controlled by XXX Corps remain so unless recaptured by the Germans. If both Allied types occupy an Area when Control is gained, the Area is considered Corps-Controlled. Only Areas controlled by XXX Corps count when the Allied player is determining Victory Points [Exception: 21.32].

7.3 CONTESTED

An Area is Contested if it contains units of both sides. Contesting an Area does not alter Control of that Area.

7.4 VACANT

An Area is Vacant if it contains no enemy units, regardless of the presence of friendly units or who currently Controls it.

7.5 FREE

An Area is Free if it is Vacant and under friendly Control. Regrouping units and most Supply Depots may only enter Free Areas.

8.0 IMPULSES

8.1 OVERVIEW

The majority of the game is played during the Daylight Phase in mini-turns called Impulses. The German player performs one Impulse and then the Allied player performs one Impulse. After both players have performed one Impulse, the Advantage marker is advanced one space on the Impulse Track printed on the map. In his Impulse, the German player activates a single Area or Zone. The Allied player then has the same opportunity in his Impulse, including the option to activate the United Kingdom Box. A player may take two consecutive Impulses only by forfeiting the Advantage to declare a Double Impulse (12.3) or, for the Allied player only, by activating Zone F (14.5). The active player during an Impulse is the Attacker; his opponent is the Defender.

8.2 TYPES OF IMPULSES

There are four types of Impulses: Assault, Infiltration (German player only), Bombardment, and Pass.

8.21 ASSAULT IMPULSE

The Attacker selects any one Area or Zone (or, for the Allied player, the United Kingdom Box) of his choice as the Active Area. An Assault Impulse has the following steps:

1. If the Active Area is under friendly Control, the Attacker may attempt to repair bridges on the Active Area's boundaries (19.2).
2. Any Fresh units that began the Impulse in that Area may move, attempt to seize bridges and/or Assault.
3. The Attacker may then attempt to destroy any/all friendly-Controlled bridges on the boundaries of the Active Area (19.4).

Note: a player may select an enemy-Controlled, non-contested Area as the Active Area. In this situation steps 1 and 2 are skipped, and the only actions the Attacker takes are bridge demolition attempts.

8.22 INFILTRATION IMPULSE

The German player (only) may activate a Free Area or Free Zone containing Fresh infantry or armor adjacent to an Allied-Controlled, non-Contested Area with

the intent of moving one or more Fresh infantry or armor units into that Allied-Controlled Area without conducting a Mandatory Assault (10.2). Attempting Infiltration uses all of a unit's Movement Factors.

8.221 RESTRICTIONS

Infiltration may only be attempted across an Open Ground boundary and the Area being Infiltrated may not contain either Elevated or Polder terrain. Infiltration may not be attempted in violation of normal movement restrictions (9.6).

8.222 PROCEDURE

Each unit attempting Infiltration must make a $dr <$ the entered Area's TEM in Clear weather or \leq the TEM in Overcast weather. If the unit succeeds in making the Infiltration dr , it becomes Spent. Units failing their Infiltration dr must Assault in one combined Mandatory Assault at the end of the Impulse. Units which pass their Infiltration dr are unaffected by any combat results occurring as a consequence of failed Infiltration. Infiltration attempts need not be pre-designated (i.e., the German player may see the results of each Infiltration attempt before attempting another).

8.23 BOMBARDMENT IMPULSE

The Attacker may activate any one Area to bombard with Field Artillery or Air Bombardment (11). This Area is considered the Target Area (11.1, see also 11.111).

8.24 PASS IMPULSE

The Attacker may elect to take no action during this Impulse (although the Allied Player must still make a Sunset DR to determine if the Daylight Phase ends or if the Weather changes). If both players declare a Pass Impulse consecutively, the Daylight Phase immediately ends.

8.3 EXHAUSTION

Only Fresh units may be used in an Impulse. Once a unit expends MF, Assaults, or conducts a Barrage and finishes its Impulse, it is flipped to its Spent side. Consequently, a unit may move and/or attack in only one Impulse of each Daylight Phase. [Exception: Artillery units conducting a non-Barrage Bombardment, or supporting an Assault (10.72C) do not become Spent].

8.4 NATIONALITIES

The Allied player may use both British and US units in the same Impulse without restriction [Exception: Bombardments, 11.2].

8.5 ENEMY UNITS

No unit may move during an Enemy Impulse except to retreat from an Assault.

8.6 LEGALITIES AND ERRORS

A player may not change his move once a DR/dr has been made, or his opponent has declared any action (including a Pass Impulse) he will take during his Impulse. An illegal move/attack's results are valid if the opposing player does not challenge them prior to completing his own next Impulse.

9.0 MOVEMENT

9.1 MECHANICS OF MOVEMENT

During an Assault or Infiltration Impulse the Attacker may move all, some, or none of his Fresh units from the Active Area. Units move one at a time. A unit may move into an adjacent Area or along an arrow to or from a Zone. At any point in an Assault Impulse (only), Fresh units that began this Impulse in the Active Area may Assault enemy units within the same Area. Each Area may be assaulted only once per Impulse. If an Assault results in an Overrun (10.5), Assaulting units with unused MF may continue to move/Assault. When a unit completes either an Assault or Infiltration Impulse, it is flipped to its Spent side. Other Fresh units in the Active Area may then also move and/or Assault. This continues until there are no Fresh units in the Active Area with which the Attacker desires to perform actions.

Note: an Airborne reinforcement that fails an Interdiction dr (16.4) could block the movement of other Airborne Reinforcements if it causes the Area to become fully-stacked.

9.2 MF COSTS

Movement requires the expenditure of Movement Factors (MF) during an Impulse. A unit may continue to move into adjacent Areas until it either lacks enough MF to enter another Area, or it enters an Area occupied by an enemy unit. Movement into an Area incurs the following MF costs:

½ MF	Non-Infantry Road Movement
1 MF	Enter a Free Area
2 MF	Enter an enemy-Controlled Vacant Area (see 7.2)
3 MF	Enter an Area containing only Spent and/or Disrupted enemy units
4 MF	Enter an Area containing a Fresh enemy unit
	Cross a canal without using a bridge (Infantry only)
All MF	Cross a river using the Allied Boat Assault marker (Infantry only)
	Cross a river at a Ferry Crossing
	Exiting a Contested Area (if Infantry) to a Free Area/zone
All MF	Exiting a Contested Area containing an enemy Armor unit (if Armor) to a Free Area/Zone (see following note)
	Infiltration attempt (German units only)
	Enter a Zone

Note: Armor in a Contested Area containing no enemy Armor may exit at normal MF costs, so long as the next Area/Zone entered is Free.

These cases are not cumulative; i.e., only the most severe case applies when entering an Area.

9.21 MINIMUM MOVE

If a unit has not yet expended MF in the Impulse, and lacks sufficient MF to enter an Adjacent Area that it is not otherwise prohibited from entering, it may enter that Area by expending all of its MF (including Infiltration attempts).

9.22 SEIZING BRIDGES

Any Fresh Armor/Infantry unit which began the Impulse in the Active Area may attempt to take an enemy-held bridge bordering the Free Area that it currently occupies by spending one MF and making a $dr \geq 4$. The seizing unit need not attack across the bridge into the next Area. See 19.3 for the applicable drm. Only one bridge seizure attempt may be made per bridge per Impulse or D-Day Airborne Landing Phase. All other units crossing a bridge successfully seized in the same Impulse by this method must pay the one extra MF expended for the seizure attempt. Destroyed bridges, river boundaries, and canal boundaries may not be seized. River and canal boundaries must be crossed to gain Control of them.

No bridge seizure roll or expenditure of extra MF is required to cross an enemy-Controlled bridge. The units simply expend the necessary MF to enter the enemy-Controlled Area. Unless the units lose the Mandatory Assault and must retreat, the bridge becomes friendly-Controlled automatically.

9.3 MULTIPLE AREA DESTINATIONS

Units starting in an Active Area may move to and/or Assault different Areas in the same Impulse. Assaults into different Areas do not have to be predestinated. The Attacker may wait for the results of a move/Assault before announcing a later move/Assault into another Area in the same Impulse by other Fresh units starting in the Active Area. Once an Area is assaulted, additional units may not move into that Area during the same Impulse. Units that just assaulted and Overran an Area, and have sufficient MF remaining, may continue moving. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all moving units have to move simultaneously.

9.4 ROAD MOVEMENT

Non-Infantry units must use a road to enter or exit a Polder Area. Armored units must use a road to enter or exit any Area. Allied armored, mechanized, and artillery units that move along the Road Net traveling through nothing but

Free Areas for the entire Impulse spend only ½ MF per Area entered.

Note: a unit starting its Impulse in an Area may leave by any road, regardless of the road used to enter the Area the previous Turn. For example, an Armored unit could follow the Road Net from Area 33 to Area 34 on September 19th, and then follow the Road Net from Area 34 to Area 28 on September 20th. A unit may not "switch" roads in mid-Impulse. Similarly, a unit starting its Regroup Phase in an Area may also leave by any road, regardless of the road used to enter the Area during the Daylight Phase.

9.5 BOAT ASSAULTS

If the "Boat Assault!" marker is available, the Allied player may move any one not Mechanized Infantry unit across an unbridged River boundary (including a River boundary where the bridge has been destroyed). The unit making the Boat Assault must occupy a Free Area with a XXX Corps control marker at the start of the Impulse, and must be able to trace a Supply Line back to Zone F (13.82). If the Area entered is enemy-Controlled/Contested, and/or the river boundary does not have a "Held!" marker, the unit must make a Mandatory Assault (10.2). Boat Assault movement always uses all the MF of the moving unit. Once the Allied player declares Boat Assault movement, the "Boat Assault!" marker is flipped to its "Used" side.

9.6 MOVEMENT RESTRICTIONS

The following six other situations restrict movement.

9.61 OVERSTACKING

Units may not move into a fully stacked Area (See 7.1).

9.62 CROSSING BOUNDARIES

All canal boundaries, Ferry Crossings, river boundaries, and bridges are German held at the start of the game. A maximum of five units may use a single bridge to cross a canal or river boundary during a single Impulse or Regroup Phase. Units may cross in both directions up to the limit of five and a unit that crosses in both directions in the same Impulse counts as two units [Exception: units that fail a Mandatory Assault may retreat without exceeding bridge limits]. A unit may cross a river boundary only by using a bridge, Boat Assault, or Ferry Crossing.

9.621 CONTESTED AREA

A unit may not cross an enemy-held bridge or an enemy held river or canal boundary from a Contested Area unless it is an attacking unit retreating to the Area from which it entered after losing a Mandatory Assault.

9.63 FERRY CROSSINGS

A maximum of one unit may use a Ferry Crossing to move across a river boundary in any Daylight Phase and a maximum of one unit may use a Ferry Crossing during a Regroup Phase. To keep track of this, flip the Ferry Crossing marker to its used "Do Not Enter" side once a unit moves over the Ferry Crossing. Since the MF cost for using a Ferry Crossing is "All," a unit may not otherwise move and use a Ferry Crossing in the same Impulse. German Armor may not use a Ferry Crossing until September 19. The one-unit limit for using a Ferry Crossing is regardless of the direction traversed.

9.64 FLAK TOWERS

FLAK Towers may never move, retreat, or Regroup.

9.65 POINT UNITS

Only Infantry and Armor units may serve as Point Units. Only Point Units may enter an Uncontested, Enemy-Controlled Area (whether Vacant or not). Once a Point Unit in an Impulse has entered an Area, any type of unit may enter that Area for the duration of that Impulse. Artillery and FLAK units may not enter a Contested Area across a boundary requiring a Mandatory Assault (10.2) unless preceded by a Point Unit.

9.66 AIRBORNE OPERATIONAL SECTORS

Airborne units may only enter an Area containing the symbol of that particular Airborne Division (3.26). Airborne Artillery may bombard Areas outside their Operational Sector.

9.67 POLDER

Infantry units that enter a Polder Area without using a Road must immediately stop.

10.0 ASSAULTS

10.1 RESOLVING ASSAULTS

Only Fresh units that begin an Impulse in the Active Area may Assault. An Assault incurs no additional MF cost beyond that for entering an enemy-occupied Area unless the Active Area is contested. In this case, the Assault costs one MF if the assaulted Area contains only Spent/Disrupted units, or two MF otherwise. Units of the Attacker not participating in the Assault never become Spent or Disrupted by the Assault, but they may have to expend MF (10.6). All Defending units in an Area being assaulted can potentially be affected by that Assault. An Assault is resolved only after all units have entered the assaulted Area in that Impulse. Other Fresh units starting in the Active Area not involved in the Assault may move, but no additional units may enter the assaulted Area during the current Impulse once the Assault is resolved.

10.2 MANDATORY ASSAULTS

An attacking unit must make a Mandatory Assault whenever it:

- enters an enemy-occupied Area that was not Contested at the beginning of the current Impulse (unless it is a German unit that passes an Infiltration dr; 8.22); or
- enters a Contested Area by moving across an enemy-Controlled canal or river boundary, using a Ferry Crossing, using Boat Assault (9.5) or moving across an enemy-Controlled bridge.

If a Mandatory Assault over an enemy-Controlled bridge is a success or a Stalemate (10.742) the bridge becomes friendly-Controlled. Place or remove an "Allied bridge" marker. If a Mandatory Assault over an enemy-Controlled unbridged river or canal boundary (including a boundary with a blown bridge) is a success or Stalemate, place or remove a Held! Marker.

10.3 OPTIONAL ASSAULTS

Unless required to conduct a Mandatory Assault, the Attacker may Assault with all, some, or none of the units that entered the Area. If the Attacker chooses to Assault, at least one Point Unit must Assault. Unactivated units starting in the Defending Area may not participate in the Assault and are unaffected by any results generated by the Assault. Units entering the Area without Assaulting become Spent when they finish their move. Units which Assault become Spent and/or Disrupted after their Assault is resolved. Units making an Optional Assault while entering an Area may retreat or remain in the Defending Area if the Assault fails.

10.4 RIVER ASSAULTS

Units may only Assault across a river without a bridge by using a Ferry Crossing or, in the case of the Allied player, by declaring a Boat Assault (9.5). The first Assault over a river boundary is a Mandatory Assault. If the Mandatory Assault succeeds or ends in a Stalemate (10.742) the river boundary becomes friendly-Controlled and is marked with a "Held!" marker in the same manner as a successful crossing of a canal boundary.

10.5 OVERRUNS

If an Assault requires the Defender to take more Casualty Points (10.8) than can be absorbed by the Defending units that are in the assaulted Area, the Attacker may continue moving the assaulting units with any remaining MF (and any supporting Artillery may continue to support other assaults). Units in Elevated Terrain or Polder, or that crossed an unbridged canal boundary or Ferry Crossing

this Impulse, or that are making a Boat Assault, may not Overrun and must stop following resolution of their Assault. If Overruns are not allowed, the attacking unit's Impulse ends after its attack; it may not use any remaining MF to seize bridges or move elsewhere. Overruns are also not allowed during the Airborne Landing Phase (20.4A).

10.6 ACTIVE CONTESTED AREA

If the Active Area is Contested at the start of the Impulse, all, some, or none of the Fresh units starting in that Area may Assault before they begin movement. If the Defenders are Overrun, the assaulting units may continue moving. If no defending units remain in the Area but the Defenders are not Overrun, the assaulting units are Spent but other Fresh units in that Area may move without Contested Area Exit restrictions (9.2). If any defending unit remains in that Area after the Assault has been resolved, the Assaulting units become Spent, and Contested Area Exit restrictions apply to all other Fresh units moving in that Impulse. If the Attacker loses the Assault, the assaulting units do not retreat and must remain in that Area. All units in the Active Area (regardless of involvement in the Assault) moving after the Assault resolution have already used 1 MF if only Spent defenders were in that Area, or 2 MF if any Fresh defender was in the Area prior to the Assault.

Note: if an Assault in the Active Area fails to eliminate or retreat all enemy units, Infantry units may not exit the Area that Impulse, nor may Armor units if the enemy units include Armor.

10.7 ASSAULT RESOLUTION

Assaults are resolved by comparing the Attack Value of the Attacking unit(s) plus a DR (the Attack Total; AT) against the Defense Value of the Defending unit(s) plus a DR (Defense Total; DT). In an Assault, the Attacker selects the Point Unit (10.72A) and all Assaulting units, and then the Defender selects the Forward Unit (10.73A).

10.71 DICE

When resolving combat, each player simultaneously rolls the dice. The German player uses the white dice; the Allied player uses the colored dice. It is suggested that each player roll both dice into a container, and if any dice end up outside the container only the errant die or dice be rerolled.

10.72 ATTACK VALUE (AV)

The AV is equal to the sum of:

A.	+x	Attack Factor of any one Assaulting Infantry/Armor unit (the Point Unit) of the Attacker's choice.
B.	+1	Each additional Assaulting Unit
C.	+1	Each supporting Field Artillery Unit (15.12)
D.	+1	Divisional Integrity bonus for each Division contributing three or more units to the attack (including Supporting Field Artillery)
E.	-1	SS and Wehrmacht units Assault together

Note: a moving artillery unit does not add +1 under 10.72B if entering an Area as part of an Assault.

10.73 DEFENSE VALUE (DV)

The DV is equal to the sum of:

A.	+x	The Defense Factor of any one Defending unit (the Forward Unit) of the Defender's choice in the Area being Assaulted. Reduce this unit's Defense Factor by its Disruption Level (x may be negative due to Disruption).
B.	+?	TEM of the Area being Assaulted.
C.	+1	If the attacking unit crossed a bridge while making a Mandatory Assault (10.2), an additional +1 if that bridge is Controlled by the defender, and/or an additional +1 if the bridge spans a river boundary.
D.	+2	If the attacking unit crossed a canal without using a bridge, or crossed a River using a Ferry Crossing, or made a Boat Assault. If another attacking unit crosses a bridge, use the higher applicable modifier of cases C and D, but not both.
E.	+1	For each additional Fresh Defending unit other than the Forward Unit. Allied Airborne units that do not have a valid Supply Line to Zone F at the moment of attack do not count towards this modifier.

10.74 COMPUTING RESULTS

The result of the Assault depends on the difference between the Attack Total (AT) and the Defense Total (DT).

10.741 FAILURE

If $AT < DT$, the Attacker has been repulsed and there is no effect on the Defender's units. All Assaulting units other than supporting Field Artillery become "Disrupt 1." Assaulting units in a Mandatory Assault must retreat [Exception: newly-landed Airborne units assaulting a German-Controlled, non-Contested Drop

Area (18.43)]. Assaulting units in an Optional Assault may retreat unless they started the Impulse in the Assaulted Area, or entered the Area from the United Kingdom Box. Assaulting Allied units in Zone F do not retreat in the XXX Corps Ground Assault Phase of D-Day or any subsequent Impulse. Assaulting units that retreat must do so into the Area/Zone from which they entered.

10.742 STALEMATE

If $AT = DT$, the Assaulting units become Spent and may retreat at the owning player's option. The Point Unit becomes "Disrupt 1." Supporting Field Artillery remain Fresh. There is no effect on any Defending units.

10.743 SUCCESS

If $AT > DT$ the Defender must remove Casualty Points (10.8) equal to the difference between the AT and the DT. All Assaulting units become Spent at the end of the Impulse (unless an Overrun occurs; 10.5). Supporting Field Artillery remain Fresh.

10.8 CASUALTY POINTS (CP)

In order to satisfy losses, the Defender removes CP from his units in the Defending Area. CP may be taken in any combination, except that the Forward Unit must suffer the first CP loss. Casualty Points may be removed as follows:

- Each Fresh unit that becomes Spent absorbs one CP.
- Each Spent unit that becomes "Disrupt 1" absorbs one CP.
- Each "Disrupt 1" unit that increases its Disruption to "Disrupt 2" absorbs one CP.
- Each "Disrupt 2" unit that is eliminated absorbs one CP.
- Each Spent/Disrupted Defending unit that Retreats (10.91) absorbs one CP.

The same unit may absorb more than one CP in an Assault until it is eliminated, but a unit cannot absorb CPs by both retreat and elimination. If a unit must absorb more CP than it can fulfill by becoming "Disrupt 2" and retreating then it must be eliminated without retreating. If the results of any attack require the Defender to take more CP than his units in the Area can sustain, additional casualties are ignored, but an Overrun may result.

10.81 DEFENSIVE TERRAIN

Defending units in Elevated Terrain and Polder Areas always suffer one less CP than the difference between the Attack Total and the Defense Total.

10.9 RETREATS

The Attacker or Defender may be called upon to retreat as a result of combat. Attacking units may only retreat into the Area/Zone from which they entered the attacked Area [Exception: Fully-stacked Areas; see 10.91]. Defending units must follow a list of Retreat Priorities (10.92) to determine which Area/Zone they retreat to.

10.91 RETREAT PROCEDURE

Units must retreat one unit at a time to determine if the Area becomes fully-stacked. If it does, subsequent units must continue their retreat to another Area that is not fully stacked. In this event, both Attackers and Defenders must follow the Retreat Priorities to determine the second (or more) Areas to which they must retreat. An Airborne unit forced to retreat outside its Operational Sector (9.66) is eliminated instead.

10.92 RETREAT PRIORITIES

If there is more than one Area to which units may retreat, the units must retreat based on the following priorities:

- 1. Free Area adjacent to the least number of enemy-Controlled Areas
- 2. Friendly-Controlled, Contested Area
- 3. Enemy-Controlled, Contested Area
- 4. Fully-stacked Area (10.91)

Units unable to retreat are eliminated instead. Multiple units may retreat into different Areas so long as the above priorities are observed. If two Areas share the same priority the retreating player may select which Area to retreat into. Airborne units may always retreat to an Area within their Operational Sector, even if it means violating retreat priority. German units may always retreat into an adjacent German-Controlled Zone, even if it means violating retreat priority.

10.93 VOLUNTARY RETREAT

Some or all of the defenders in an Area being Assaulted may voluntarily retreat after the Assault is resolved, even if the Attacker loses. The Forward Unit does not have to be among the units that retreat. Fresh units that voluntarily retreat become Spent.

11.0 BOMBARDMENT

11.1 BOMBARDMENT IMPULSE

In a Bombardment Impulse, the Attacker activates an Area to be the Target Area. Unlike an Assault Impulse, neither movement nor Bridge Repair/Demolition are allowed.

11.11 BOMBARDMENT DECLARATION

The Allied player may bombard with Fresh Field Artillery

units or Air Bombardment markers (16.2). The German player may bombard with Fresh Field Artillery units.

11.111 ARTILLERY RANGE

Attacking Field Artillery must occupy or be adjacent to the Active Area. [Exception: Corps artillery units may be two spaces away from the Target Area]. Field Artillery remain Fresh after bombardment unless a Barrage (11.112) is declared.

11.112 BARRAGE

Only Corps Artillery (15.13) may lead a Barrage. In a Barrage the AV of the Lead Artillery unit (11.2) is doubled. After resolving a bombardment where a Barrage was declared, the Lead Artillery unit and all supporting Artillery are flipped to their Spent side.

11.12 PRIMARY TARGET

The Attacker chooses one unit in the Target Area as the Primary Target. A Disrupt 2 unit may be chosen as the Primary Target. Field Artillery may not be selected as the Primary Target if there are other Defending types in the Target Area. A Construct marker or Ferry Crossing can be chosen as the Primary Target of Field Artillery Bombardment only if the Bridge or Ferry Crossing occupies a boundary of the Area containing the Lead Artillery unit (11.2).

11.2 ATTACK VALUE (AV)

In an Air Bombardment, the AV is the Attack Factor of the Attacking Air Bombardment marker. In a Field Artillery Bombardment, the AV is the Attack Factor of one Field Artillery unit of the Attacker's choice (the "Lead Artillery unit") plus one for each additional Field Artillery supporting the Bombardment. If Corps Artillery is leading a Barrage (11.112), the Attack Factor of the lead artillery unit is doubled. British artillery may not support U.S. artillery or vice versa. If SS and Wehrmacht artillery participate in the same Bombardment, the Attack Value is reduced by one.

11.3 DEFENSE VALUE (DV)

The DV is the sum of:

A.	2x	Double the TEM of the Target Area
B.	+1	Each Fresh enemy FLAK unit or FLAK Tower in the Target Area (vs. Air Bombardment only)
C.	+1	Each Fresh enemy Field Artillery unit in the Target Area (vs Field Artillery Bombardment only)

Note: The Defense Factor of the Defending unit(s) is not relevant to Bombardment resolution.

11.4 BOMBARDMENT RESOLUTION

To resolve a Bombardment, the Attacker makes a DR, which is added to the AV to form the Attack Total (AT), and the defender makes a DR, which is added to the DV to form the Defense Total (DT). If the Attack Total > the Defense Total, the Defender must remove Attrition Points (AP) equal to the difference between the Attack Total and the Defense Total. The Primary Target must take the first Attrition Point inflicted, if any. If the Primary Target is already Disrupt 2 any Attrition Points inflicted "slide off" and must be applied to other units in the Area that are not yet Disrupt 2. Bombarding Field Artillery neither retreat nor do they become Spent. Barraging Field Artillery units suffer neither retreat nor Disruption.

11.41 ATTRITION POINTS

The Defender removes AP as follows:

3 AP	Fresh Armored Unit becomes Spent
2 AP	Spent Armored Unit becomes "Disrupt 1"
2 AP	Armored Unit at "Disrupt 1" becomes "Disrupt 2"
2 AP	Fresh non-Armored Unit becomes Spent
1 AP	Spent non-Armored Unit becomes "Disrupt 1"
1 AP	Non-Armored Unit at "Disrupt 1" becomes "Disrupt 2"
1 AP	Construct marker reduced one level (19.22) or Ferry Crossing destroyed only if designated as the Primary Target (11.12)

AP are applied to the Primary Target until it becomes Spent/Disrupted and then no more AP can be applied to it. Any additional AP are then assigned by the Defender to cause additional units to become Spent/Disrupted. If possible, all AP must be used to cause units to become Spent/Disrupted. Unlike an Assault, each Defending unit in a Bombardment can only be reduced a maximum of one level per Impulse. A unit can absorb fewer than its listed AP without being affected. Excess AP are ignored. Units that are already D2 are unaffected by Attrition Points; units may never be eliminated by a bombardment.

11.5 RETREAT

Units are not allowed to retreat as a result of Bombardment.

12.0 THE ADVANTAGE CHIT



12.1 OVERVIEW

The Advantage abstractly reflects an edge that one side will temporarily have based on weather, morale, position,

surprise, leadership, intercepted communication, or fate. At the start of each Impulse one player always has possession of the Advantage as symbolized by placement of the Advantage marker with the side of the controlling player face-up on the Impulse Track. The Allies start the game controlling the Advantage. The Advantage is worth one Victory Point (21.3). Control of the Advantage can change in one of two ways: voluntary use, or involuntary loss.

12.2 VOLUNTARY USE

The Advantage can be used to force a reroll of any DR/dr. If used to reroll a combat resolution, all four dice are rerolled. Whenever the Controlling player uses the Advantage, it shifts to the opponent at the end of the current Impulse (or Phase, during the D-Day preliminary Phases). Flip the Advantage marker to its other side on the Impulse Track whenever the Advantage changes possession. If the Advantage is used to reroll any DR that had served as the Allied Sunset DR, the rerolled DR becomes the effective Sunset DR.

12.3 DOUBLE IMPULSE

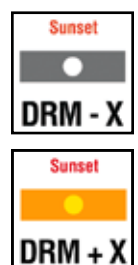
The Advantage may be spent by the Attacker to declare two active Areas during his Impulse instead of one, or to activate the same Area twice. All normal rules apply (the Attacker may still not enter an Area previously attacked in the same Impulse). A Double Impulse counts as only one Impulse on the Impulse Track. A player may observe the results of his first Impulse before deciding to declare a Double Impulse, or he may declare them simultaneously so as to combine forces from two active Areas into the same Assault. The second Impulse of a Double Impulse has no Sunset DR.

12.4 INVOLUNTARY LOSS

If three or more German units are eliminated in a single Impulse, the German player loses the Advantage if he has it, and it will belong to the Allied player at the end of the current Impulse. He may use the Advantage to reroll the combat where the losses occurred in hopes of reducing the loss, but the Advantage will be lost in any case. If the Allied player loses a single unit he loses the Advantage if he has it, with the same reroll option.

12.41 SUNSET DICE ROLL MODIFIER

If the German player loses four or more units in a single Impulse and the Allied player may also move the Sunset DICE Roll Modifier (DRM) marker one space for each unit above three that the German player loses. If the German player does not have the Advantage, the Allied player may move the marker one space for each unit above two that are lost. Similarly, if the Allied player loses two or



more units in a single Impulse, he not only loses the Advantage if he has it, the German player may move the Sunset DRM marker one space for each additional unit lost. If the Allied player does not have the Advantage, the German player may move the marker one space for each unit that is lost. Whenever the Sunset DRM marker is moved onto the Impulse Track, it modifies all subsequent Allied player Sunset DR (for Sunset Purposes only) by an amount corresponding to the number of the space it occupies. The "Sun +" side is placed face up when the marker has been advanced past zero and the amount will be added to the Sunset DR. The "Moon -" side is placed face up when the marker has been retracted below zero and that amount will be subtracted from the Sunset DR. The Sunset DRM does not affect Weather Changes. *Note: if the Sunset DRM is negative, no weather change is possible, since any roll that would normally change the Weather ends the Daylight Phase because of the negative modifier.*

12.5 ADVANTAGE SHIFT

Each player gets to take an action during an Impulse, but each action is considered "his" Impulse. So the Advantage can change hands during the "German" half of the impulse and then change hands during the "Allied" half of the impulse. After the Advantage is used for a reroll or Double Impulse, it belongs to neither player until the end of the current player's Impulse, at which time it becomes the property of the player who did not use it. Thus, if a DR or dr is rerolled, it may not be rerolled again since neither player has the Advantage. Similarly, a player may not use the Advantage and regain it immediately by eliminating enemy units, since the player whose units have been eliminated does not yet possess it. A player who is faced with involuntary loss of the Advantage and uses the Advantage to force a reroll does not have the Advantage for purposes of determining any Sunset DRM marker movement after the reroll is resolved.

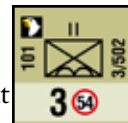
13.0 DISRUPTION AND SUPPLY

13.1 OVERVIEW

Only units that begin the Impulse with their Fresh side face up may move, Assault, Bombard/Barrage, or provide Artillery support. Units participating in those activities are flipped to their Spent side at the end of the current Impulse. [Exception: Artillery supporting an Assault (10.72C, 15.12), or making or supporting a Bombardment (11.2)]. Units can become Disrupted through combat results. They are flipped to their Spent side and marked with an appropriate Disrupt (1 or 2) marker. During the Refit Phase units recover from the exhaustion of movement and combat.

13.2 BECOMING SPENT/DISRUPTED

Fresh units that move become Spent. German units that successfully Infiltrate (8.22) become Spent. Units that make an Assault become Spent if $AT > DT$ (see Overruns, 10.5), or "Disrupt 1" and spent if $AT < DT$, or if $AT = DT$, the Point Unit (only) suffers "Disrupt 1" and the remaining Assaulting units become Spent. Bombarding units become Spent after their Bombardment is resolved only if a Barrage was declared. A Fresh Defending unit that takes Casualty Points must become Spent for its first CP. A unit can absorb CP/AP by becoming Spent and/or increasing its Disruption level.



13.3 REFIT PHASE

The Germans conduct their Refit Phase first, followed by the Allies. A Refit Phase has the following steps:

1. Supply Depots are placed and move to eligible Areas on the map.
2. Units use supply points to Refit. After all units have finished refitting Impulse advances/retractions may be purchased with Reserve Supply.
3. Isolated units may have to make a Surrender dr.

13.4 SUPPLY DEPOTS

Supply Depots are placed on the map during each player's Refit Phase and removed once the player is finished using their supply points to Refit units. There is no limit to the number of Supply Depots allowed in an Area.

13.41 GERMAN DEPOT PLACEMENT

Five German Depots may be placed in any Zone. If the Zone is Controlled by the Germans and Uncontested, its Depots may be moved from the Zone over the Road Net through Free Areas to any German Controlled Free Area. Each German Depot is worth five Supply Points if the Turn began with Clear Weather or six Supply Points if the Turn began with Overcast Weather (17.1, see also 6.21).



13.411 GERMAN ZONE I SPECIAL REFIT

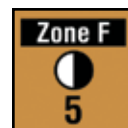
German units in Zone I (Oss) may automatically refit without using a Supply Depot, so long as Zone I is German-Controlled.

13.42 ALLIED DEPOT PLACEMENT

The Allied player has five depots that supply XXX Corps, three depots that supply Airborne units, and an Air Supply marker.

13.421 ZONE F DEPOTS

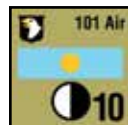
Five Allied Depots marked "Zone F" must be placed in that Zone. If Zone F is



Contested (regardless of who Controls it), its Depots may only supply Allied units in that Zone. If Zone F is Controlled by the Allies and Uncontested, its Depots may be moved from Zone F over the Road Net through Free Areas to any Allied Controlled Free Area. Zone F Depots are always worth five Supply Points each, regardless of Weather. Zone F Depots may only supply units of XXX Corps.

13.422 AIRBORNE DEPOTS

Three Airborne Depots marked "1st Air," "82nd Air," and "101st Airb" must be placed in the UK Box. An Airborne Supply Depot may be moved to an Allied-Controlled or Contested Airborne Supply Head (3.262) of the appropriate division. If none are available that Depot may not be placed and all its Supply Points are lost. Airborne Depots may not move once placed in a Supply Head. Each Airborne Depot is worth ten Supply Points if the Turn began with Clear Weather or five Supply Points if the Turn began with Overcast Weather (17.1, see also 6.21). Both FLAK and Air Interdiction (13.5) modify these values. Airborne depots may only be used to supply units of that Airborne Division.



13.423 ALLIED ZONE I SPECIAL REFIT

Allied units in Zone I (Oss) may automatically refit without using a Supply Depot, even if Zone I is German Controlled. If Zone I is Allied-Controlled and Uncontested, the Allied player receives an additional Supply Depot marked "Oss". The Oss Supply Depot may be moved from Zone I over the Road Net through Free Areas to any Allied Controlled Free Area. The Oss Depot is always worth ten Supply Points, regardless of Weather. The Oss Depot may supply any Allied unit.



13.424 AIR SUPPLY

The Allies have a single Air Supply marker. The marker may be moved from its holding box to any Allied-Controlled Area or Zone with a TEM of +1 or +2. The Air Supply marker is worth five Supply Points. If the Turn begins Clear, the Air Supply marker is available during the Refit Phase; otherwise it is not available that Turn. The value of the Air Supply marker is modified by FLAK and Air Interdiction (16.4). The Air Supply marker may supply any Allied unit.



Supply marker is reduced by one for each Fresh FLAK unit or FLAK Tower in or adjacent to the Area that the Depot marker was placed in. Since the Germans refit first, they may restore Spent FLAK Towers and FLAK units in time to interdict depots placed during the Allied player's Refit Phase. The supply value of Allied Airborne Depots and the Air Supply marker is further reduced by one for each German Air Interdiction marker in or adjacent to the Area the Depot was placed in.

13.6 REFIT COSTS

To refit, a unit must "draw supply" from a Supply Depot. A refit requires the following number of Supply Points:

- +1 point per refitting unit in the same Area as the Depot
- +1 additional point for a Disrupted unit
- +1 additional point for each boundary crossed by the path between the refitting unit and the Depot
- +1 additional point for each friendly-Controlled, Contested Area between the refitting unit and the Depot

Regardless of available supply, a Disrupted unit may not refit more than one level per Turn (i.e., Disrupt 2 can only refit to a Disrupt 1; Disrupt 1 can only refit to Spent).

The Depot owner chooses his most advantageous supply route. Units in an enemy Controlled Area may trace supply at no additional cost. However, supply may not be traced through or into an enemy-Controlled Area. A unit drawing supply from more than one Depot must pay a total supply cost equal to that of the furthest Supply Depot from which it will draw supply.

Note: Players will often lack sufficient supply to Refit all of their units.

13.61 CONTESTED SUPPLY

A Depot placed in a Contested Area may not be used to refit units outside that Area or to add excess supply to its reserves on the Supply Track. Any surplus from that Depot is lost.

13.7 RESERVES

All unused Supply Points of a Depot in a Free Area (including the Allied Air Supply marker) are added to that player's Reserves by moving his supply markers on the Supply Track. Each space on the Supply Track occupied by the x10 Supply marker is worth 10 Supply Points times the value of that space. Each space on the Supply Track occupied by the "x1" Supply marker is worth 1 Supply Point times the value of that space. Either player may expend his Supply Reserves to buy Impulse Advances or Retractions for the following Turn at a cost of ten points each at the end of his current Refit Phase. The maximum

13.5 INTERDICTION

The supply value of Allied Airborne Depots and the Air

daily Impulse Advance or Retraction purchase is three per player. Therefore, if the German player were to purchase an Impulse Advance to set the Impulse marker at "1", the most the Allies could do is purchase three Impulse Retractions and reset the Impulse marker to "B". Neither player may use reserves to augment the value of his on-map Supply Depots [Exception: 23.4].

13.8 ISOLATION

Supply Lines are traced from a Supply Source to a unit's Area (13.81, 13.82). A valid Supply Line is a contiguous route of any length through any friendly-Controlled (Free or Contested) Areas. A supply line may not cross an unbridged river boundary unless it contains an intact Ferry Crossing. It may not cross an unbridged canal boundary unless it is the last boundary crossed by the supply line. Units without a valid Supply Line are Isolated. [Exception: Allied units during the 17th and September 18th Game Turns are never Isolated].

13.81 GERMAN SUPPLY SOURCES

German Controlled Zones are German Supply Sources.

13.82 ALLIED SUPPLY SOURCES

Zone F is the Supply Source of ALL Allied units.

13.9 SURRENDER

Players must make a dr for each Isolated unit at the end of the Refit Phase. There are four levels of Isolation: Fresh units are Isolation Level 1; Spent units are Isolation Level 2; Disrupt 1 units are Isolation Level 3; Disrupt 2 units are Isolation Level 4. If the dr is less than the current Isolation Level of the unit, the unit is eliminated. If the dr equals the Isolation Level of the unit, the unit's Isolation Level is increased by one (or the unit is eliminated if the unit is already Disrupt 2). If the dr is greater than the unit's Isolation Level, the unit is unaffected.

14.0 ZONES

14.1 OVERVIEW

A Zone represents much more terrain than an Area. All rules for Areas apply equally to Zones unless otherwise stated.

14.2 ASSAULT IMPULSE MOVEMENT

A Zone can only be entered by a unit that begins its Impulse in an adjacent Zone or Area, and the unit must end its movement upon entering that Zone. A unit beginning an Impulse in a Zone may move to an adjacent Area by paying the entrance costs of that Area and may continue movement normally to other Areas using its available MF. There are no movement restrictions due to beginning an Impulse in a Contested Zone (9.2).

Note: Movement into and out of Zones is restricted by the arrows printed on the map – no other options exist. For example, units in Zone F may only enter Area 64, not Areas 56 or 63.

14.3 OCCUPATION LIMITS

An unlimited number of units of both sides may occupy a Zone.

14.4 COMBAT

Artillery units occupying a Zone may only attack enemy units in that Zone. A Zone may not be attacked by Field Artillery outside the Zone. This applies to making or supporting a Bombardment as well as to supporting an Assault. Otherwise, an Assault can be conducted in a Zone normally. Allied Air Bombardment markers may attack any Zone adjacent to Allied units, or adjacent to an Area Controlled by the Allies.

14.5 ZONE F

Zone F may be activated every Allied Impulse as in a Double Impulse. The only restrictions are that it must come after the Allied player has activated any other Area, Zone, or the UK Box, and after all actions have been completed for the first activation, including the Sunset DR (6.3). Zone F units activated under this rule may not combine forces with other units in an Assault. All other Double Impulse rules are in effect (12.3). The Advantage need not be spent, or even possessed, to activate this Zone. If Zone F is activated in this manner during an Impulse, the Allied player may not use the Advantage to activate a third Area. Zone F may be activated simultaneously with another Area, Zone, or the UK Box by spending the Advantage to declare a Double Impulse. [Exception: Air Bombardment (16.2)]. If the Allied player chooses any Area on the map, including Zone F, as the Target Area of an Air Bombardment, that is the only action he may take that Impulse.

14.51 REENTRY

Once units have exited Zone F into Area 64 they may not reenter Zone F except when Retreating (10.9). They may not move or Regroup back into Zone F.

15.0 ARTILLERY

15.1 FIELD ARTILLERY

Field Artillery may make or support a Bombardment or support an Assault. Defending Field Artillery in an Area being attacked absorbs losses like any other unit except that it may not be designated as the Primary Target or Forward Unit in any Area that has other Defending unit types.

15.11 BOMBARDMENT

Field Artillery may Bombard enemy units in the same or adjacent Area as the sole action of an Impulse. Field Artillery in a Contested Area may only make a Bombardment in its own Area. Field Artillery in a Free Area may Bombard any adjacent Area. There is one "Lead Artillery unit," with each additional participating Artillery unit adding one to the Attack Value. Each Fresh Defending Field Artillery unit in the Target Area adds one to the DV (11.3).

15.12 ASSAULT SUPPORT

Each Fresh Field Artillery unit can add one to the AV of an Assault it is Supporting (10.72C). Artillery that supports an Assault per rule 10.72C does not become Spent. Field Artillery in a Contested Area may only Support an Assault in its own Area. Field Artillery in a Free Area may Support an Assault in any adjacent Area, even if it does not occupy the Active Area. Corps Artillery in a Free Area may Support an Assault up to two Areas away. Divisional Artillery may support an Assault only if the Assault includes at least one non-Artillery unit of its own division. If the attacker loses the Assault, the supporting Field Artillery does not become Disrupted or retreat. *Note: four German Artillery units do not belong to a Division. These are independent units and thus may never Support an Assault.*

15.13 CORPS ARTILLERY

To aid in recognition, the Corps ID is highlighted in an oval background. Corps Artillery occupying a Free Area may Bombard up to two Areas away, and may Support an Assault up to two Areas away. The XXX Corps Artillery may support an Assault only if at least one British unit originating from Zone F is participating in that Assault. Corps Artillery may also lead a Barrage (11.112).



16.0 AIRPOWER

16.1 OVERVIEW

The Allies have two markers for Air Bombardment: RAF 2 Group and RAF 83 Group. Each Air Bombardment marker is flipped when used and automatically becomes Fresh during the Dawn Phase. The Allies also have one Air Supply Marker (US 8th Air). The Germans have two markers for Air Interdiction.



16.2 AIR BOMBARDMENT

Each Air Bombardment marker can make an Air Bombardment during Clear Weather as the sole activity of an Allied Impulse. The marker should be placed in

the Target Area prior to resolving the bombardment. Air Bombardments are resolved in the same manner as Field Artillery Bombardments except that each Fresh FLAK Tower or FLAK unit in the Target Area adds one to the DV (instead of each Fresh Field Artillery Unit). After the Air Bombardment has been resolved the marker is flipped and returned to the bombardment display with the "used" side up to show that the marker cannot bombard again in the current turn. Unlike other Impulses/actions, Air Bombardment does not advance the Impulse marker, although the resolution DR is still a Sunset DR to determine if the Daylight Phase ends or the Weather changes.

16.21 RESTRICTIONS

During an Air Bombardment Impulse the Allied player may not take a Double Impulse either by activating Zone F (14.5) or surrendering the Advantage to declare a Double Impulse (12.4). An Air Bombardment may not be supported by Field Artillery or another Air Bombardment marker.

16.22 TARGET AREAS

Air Bombardment is permitted if an Allied unit is in or adjacent to the Target Area, or if the Target Area is adjacent to an Area controlled by the Allies.

16.23 MISTAKEN ATTACK

If the Target Area of an Air Bombardment is Contested, Allied casualties occur if the original (unmodified) Attacker and Defender DRs are equal. The Allied Attrition Points are half (fractions rounded up) of the Attacker's original DR. The German may select the unintentional Allied "Primary Target" after the attack is resolved. German losses are taken normally.

16.3 AIR SUPPLY

The Allied Air Supply marker can place its Supply Depot in any +1 or +2 TEM Area or Zone that is Allied-Controlled (13.424).

16.4 AIR INTERDICTION

A German Air Interdiction marker may be placed in any Area containing an Allied Airborne Drop Area or Airborne Supply Head. If an Air Interdiction marker is placed on the map, no other actions may be taken by the German player that Impulse (he may still declare a Double Impulse). The Interdiction Value (18.44) of the Area is raised by one if an Air Interdiction marker is present in it. Once placed, the Air Interdiction marker remains in the Area until the end of the Refit Phase, at which time it is placed Fresh side up in the German Air display box. If both Air Interdiction markers are available, two separate Impulses are required to place them both. There may never

be more than one Interdiction marker in the same Area.

17.0 WEATHER

17.1 DAWN

Beginning with the September 19th Turn, and each Turn thereafter, determine the Weather (6.21), flip the Weather marker to their appropriate side, and place it on that date. Flip German Depot markers and Allied Airborne markers to the side matching the current Weather. The September 17th and 18th Turns both begin with Clear Weather.

17.2 CLEAR WEATHER

Play proceeds normally. Air bombardment and Airborne Reinforcement are available only during Clear Weather Impulses. The Allied Air Supply marker is only available if the Turn begins with Clear Weather. If the Turn begins with Clear Weather, German depots are worth 5 points each during the Refit Phase, while Allied Airborne depots are worth 10 points each.

17.3 OVERCAST

German units have their MF increased by one during Overcast Impulses. Air Bombardment and Airborne Reinforcement are not available during Overcast Impulses. If the Turn begins with Overcast Weather, German depots are worth 6 points each during the Refit Phase, while Airborne depots are worth 5 points each.

Note: German Air Interdiction markers may always be placed, regardless of whether or not the Turn begins with Overcast Weather, or if there is a Weather Change to Overcast.

17.4 WEATHER CHANGES

If the Allied Player's Sunset DR (6.3) equals the current Impulse number, the Weather changes (from Clear to Overcast or vice versa) during the next German Impulse. Record the Weather Change by flipping the Turn marker on the Turn Record Track. The new Weather status remains in effect until the Dawn Phase of the next Turn, or until the Allied player's Sunset DR again equals the current Impulse number. In the latter case, record the Weather Change by flipping the Turn marker on the Turn Record Track. Should a Weather Change occur during an Air Bombardment Impulse, the Weather Change is recorded on the Turn Record Track even though the Advantage marker has not yet advanced on the Impulse Track.

Note: Weather Changes that occur as a result of the Sunset DR do not change the value of either player's Supply Depots or the availability of the Allied Air Supply marker during the Refit Phase.

17.41 SUPPLY CONSEQUENCES

See 13.41, 13.422, and 13.424.

18.0 REINFORCEMENTS

18.1 OVERVIEW

Reinforcements are placed during the Dawn Phase.

18.2 GERMAN

German Reinforcements are placed in the Zone(s) specified, Fresh Side up [Exception: 22.2]. Placement is made even if the Zone is Controlled by the Allies, and even if the Zone is Uncontested. German Air Interdiction markers are placed in one of the holding boxes printed on the map.

18.3 XXX CORPS UNITS

Units of the British XXX Corps are placed in Zone F, Fresh side up. Reinforcements scheduled to appear in Zone F on September 18th and September 20th are placed in Zone F at the instant the conditions printed on the Allied Reinforcement Card are fulfilled. These units are eligible for immediate activation under rule 14.5.

18.4 ALLIED AIRBORNE UNITS

Allied Airborne unit reinforcements are initially placed in the United Kingdom (UK) box. The United Kingdom box may be activated as part of a normal Assault Impulse except that no bridge repair/demolition attempts are possible.

18.41 RESTRICTIONS

Airborne units may initially land only in the Drop Areas indicated on the back of each individual unit (18.5). The number of landing reinforcements and Allied units already in the Drop Area may never exceed ten during each landing Impulse. A maximum of three units per Impulse may move from the UK Box to Areas on the map. Allied Artillery units may not land in a German Controlled, non-Contested Area unless accompanied by at least one Allied Point Unit.

18.42 PROCEDURE

The Allied player declares he is activating the UK box. Units may land in a single Drop Area, or multiple Drop Areas, so long as the limit of three units is not exceeded, and the units land in the Drop Areas specified on the Allied Setup Card. If there are Fresh German FLAK, FLAK Towers, or Air Interdiction markers in or adjacent to the Drop Area, the German player must roll for Interdiction (18.44). An Airborne unit not hit by Interdiction has one of two options:

- Remain Fresh in the Drop Area, available to be

activated in a future Impulse. No MF are expended moving from the UK to the map if choosing this option.

- Immediately move and/or Assault. The newly landing reinforcements may not combine to move and/or Assault with units in the Drop Area, unless the Allied player has used the Advantage to activate both the UK box and the Drop Area simultaneously. If the reinforcement chooses to move and/or Assault normal MF costs for entering the Drop Area must be paid.

18.43 MANDATORY ASSAULT

Airborne reinforcements landing in a German-Controlled, uncontested Drop Area containing at least one German unit must conduct a Mandatory Assault (10.2). If the Assault fails, those Airborne units do not retreat (10.741). They are instead treated as if they began their Impulse in the Assaulted Area (10.6).

18.44 INTERDICTION

Fresh German FLAK Towers, FLAK units, and Air Interdiction markers may Interdict Allied Airborne Reinforcements, Airborne Supply, and Invasion units. The Interdiction value of a Drop Area is equal to the number of Fresh German FLAK Towers, FLAK units, and Air Interdiction markers in/adjacent to the Drop Area. Each Allied Airborne unit landing in a Drop Area must be declared before any Interdiction is resolved. The German player then makes an Interdiction dr for each landing unit. If the dr is = to the Drop Area's Interdiction Value, the unit becomes Spent in the Drop Area in which it landed and cannot attack or move farther during that Turn. If the Interdiction dr is < than the Drop Area's Interdiction Value, the unit becomes Spent and Disrupt 1. If the Interdiction dr is > than the Drop Area's Interdiction Value, the unit is unaffected. If the Drop Area becomes fully stacked, no further units may land that Impulse. FLAK Towers and FLAK units do not become Spent as a result of Interdiction, and may interdict all adjacent Drop Areas during the same Impulse. Similarly Air Interdiction markers are unaffected by Interdiction.



18.5 SEPTEMBER 18 AND 19 REINFORCEMENTS

Allied Airborne Reinforcements moving from the UK Box to the map on September 18 or September 19 must be placed in the Drop Areas shown on the backs of the units. Reinforcement units entering after September 19, even if they were originally scheduled for September 18 or September 19, may land in any of their color-coded divisional Drop Areas (3.261).

19.0 BRIDGES

19.1 OVERVIEW

Bridges are always in one of three states: German-held, Allied-held (marked by a "Allied Bridge" marker), or Destroyed (indicated by a "Blown Bridge" marker). At the start of play, all bridges are German-held. Bridges can change hands in four different ways:

- Repair of a Destroyed Bridge (19.2)
- Successful seizure attempt during movement (9.22, 19.3)
- Crossed during a successful or Stalemated Mandatory Assault (10.742, 10.743)
- Both connecting Areas become friendly-Controlled (7.2)

A maximum of five units may use a bridge during an Impulse or Regroup Phase (although they may move across a bridge during an Impulse and retreat back across it in the same Impulse if the Assault is a Failure) regardless of the direction moved.

Note: if a unit has at least 2 MF remaining (or is moving during the Airborne Landing Phase) it may cross into an enemy-Controlled Vacant Area, automatically gaining control of the bridge without a seizure dr as it does so.

19.2 BRIDGE REPAIR

Destroyed Bridges can be repaired. If the Active Area is friendly-Controlled and not isolated, repair attempts may be made at the start of an Assault Impulse to any bridges on its boundaries. If the Allies are attempting bridge repair, the active Area must additionally contain a XXX Corps control marker and be able to trace a Supply Line to Zone F (13.82). Only one repair attempt per bridge per Impulse or Refit Phase may be made. The Attacker makes a dr and adds the appropriate drm (19.5) for each repair attempt. If the final Repair dr is ≥ 7 , the bridge is repaired and the Destroyed Bridge marker is removed or flipped to its Allied Bridge side. A maximum of two bridges may be repaired per Turn by the Allies and one by the Germans. Bridges may not be built across boundaries that did not have a bridge initially.

19.21 CONSTRUCTION

For each Bridge Repair attempt, a Construct marker belonging to that side must be available in the Construction Availability Box or already on the bridge to be repaired. If a player does not have a Construct marker available a Bridge Repair attempt cannot be made.

If the repair attempt is successful turn the Blown Bridge marker over to its Allied Bridge side if the Allied player was making the repair attempt. If the German player was making the repair attempt remove the Blown Bridge

marker from the map. The Construct marker is placed in the Construction Availability (Used) box.

Note: It is possible for both players to attempt to repair the same bridge simultaneously. As soon as one player successfully repairs the bridge, the construct markers of BOTH players are removed from the map, and placed in the Construction Availability (Used) box.

If the repair attempt is not successful place a Construct +1 marker on the Blown Bridge marker, or flip the Construct +1 marker on the bridge to its +2 side. If a Construct +2 marker is already on the bridge, the +2 modifier remains and does not increase. Once placed on the map, a Construct marker may not be removed until the bridge is repaired.



19.22 PRIMARY TARGET

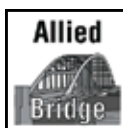
If a Construct marker is chosen as the Primary Target (11.12) of a Bombardment it will absorb one AP and be reduced one level (e.g., a +2 Construct Marker is flipped to a +1 Construct Marker; a +1 Construct Marker is removed from the map and placed in the Used Construction Availability box). Any additional AP inflicted will affect other units in the Target Area normally.

19.23 EVENING CONSTRUCTION

A player may attempt bridge repair roll during his Refit Phase by expending supply as if the bridge site were a Spent unit being refitted. In the case of the Allied player supply must be provided by a Zone F Depot, not an Air Supply marker or an Airborne supply depot. The newly repaired bridge may be used to aid the movement of other Allied depots during the same Refit Phase.

19.3 BRIDGE SEIZURE

A moving Armor/Infantry unit in a Free Area can attempt to seize an enemy-held bridge bordering its Area at any time during its movement. The attempt costs one MF and is successful on a $dr \geq 4$.



The dr is subject to the following modifications:

+1	Adjacent (bordering) Area is Vacant
-1	Per Fresh enemy unit in Adjacent (bordering) Area
-1	Bridge spans a River Boundary

Each bridge is subject to only one seizure attempt per Impulse or D-Day Airborne Landing Phase. If successful, all other units must pay one additional MF when crossing the seized bridge during the Impulse it was seized. *Note: After a failed bridge seizure attempt, any other unit besides the unit that attempted the seizure may cross the bridge without having to spend an extra MF.*

19.4 BRIDGE DEMOLITION

A demolition attempt for each bridge on any or all boundaries of the Active Area may be made at the end of an Assault Impulse by the side that Controls those bridges if the enemy Controls or Controls at least one of the bridge's two Areas. Contesting an Area momentarily during a failed Mandatory Assault is not sufficient to allow a Bridge Demolition attempt. The attempt is successful on a $dr \geq 7$ and is subject to Bridge Demolition/Repair Modifiers. If the attempt is successful, the bridge is covered with a Blown Bridge marker. A Bridge Demolition attempt may be made regardless of the presence or absence of friendly units in the Active Area.



19.5 BRIDGE DEMOLITION/REPAIR MODIFIERS

A Demolition/Repair dr is modified depending on the status of the two Areas on either side of the bridge, the nature of the water boundary (canal or river), and the nature of the action being attempted (demolition or repair).

	+3	Free
Areas:	+2	Contested, Friendly-Controlled
	+1	Contested, Enemy-Controlled
River:	-1	Bridge spans a River Boundary
	-1	Any Repair attempt
Repairs:	+1	Repair dr made with a "+1" Construct marker on the destroyed bridge OR
	+2	Repair dr made with a "+2" Construct marker on the destroyed bridge

Note: Total the drm for BOTH Areas. If the bridge is over a river boundary the modifier is always -1. The maximum modifier for a construct marker is +2, no matter how many repair attempts the player makes.

20.0 D-DAY

20.1 OVERVIEW

The Turn sequence for the first Turn is changed from the normal sequence by replacing the Dawn Phase with four specila D-Day Phases as follows:

1. Air Bombardment Phase
2. Artillery Bombardment Phase
3. Airborne Landing Phase
4. XXX Corps Ground Assault Phase

20.2 AIR BOMBARDMENT PHASE

The Allies make Air Bombardment attacks against every Area on the mapsheet containing a German FLAK Tower. If there are additional units in the Target Area, the FLAK Tower must be the Primary Target. These are resolved



normally with full Attack Strength (16.2) and then the American 8th Air marker is flipped, becoming the Allied Air Supply marker for the rest of the game. The British 2nd and 83rd TAC Air markers are not flipped.

20.3 ARTILLERY BOMBARDMENT PHASE

The British XXX Corps Artillery counter conducts a Barrage (11.112) in Zone F and is flipped to its Spent side. The Guards Division's artillery may not Support this Barrage.

20.4 AIRBORNE LANDING PHASE

First, the Allied player places all the initial Allied Airborne units indicated on the Allied Setup Card in their Drop Areas, Fresh side up. Second, the German player resolves any Interdiction (18.44). Third, the Allied player may activate each Drop Area containing at least one Fresh Allied unit and do one of the following:

- A. **Assault:** The Drop Area must be Contested. One or more Allied Airborne units may perform one combined assault in the Drop Area. There is no retreat if the Assault is a Failure. Overruns are prohibited.
- B. **Seize Bridges:** The Drop Area must be Uncontested. A single unit may be activated to make bridge seizure attempts.
- C. **Move:** The Drop Area must be Uncontested. Units may expend ALL their MF to enter adjacent Vacant Area(s).
- D. **Do Nothing:** The unit(s) in the Area remain Fresh and are available for activation during future Impulses.

Any unit performing options A, B, or C becomes Spent regardless of the outcomes of those actions (or "Disrupt 1" if an Assault is a Failure).

20.5 XXX CORPS GROUND ASSAULT PHASE

At least one Guards Armor Division unit set up in Zone F must Assault the German units in that Zone.

20.6 DAYLIGHT IMPULSES

A normal Turn now starts with German Impulse 0.

20.61 D-DAY MOVEMENT RESTRICTIONS

German units are restricted as follows on the September 17th Turn:

- Impulse 0. German units may not move/attack, but an Area may be activated and Bridge Demolition attempts made.
- Thereafter, German units have only one

Movement Factor during any Clear Weather Impulses of September 17 (they may still attempt Infiltration).

During Overcast Weather Impulses they have their full Movement Factors, plus one additional MF as per 17.3.

Note: whenever the September 17th Weather conditions change to Overcast and then later changes back to Clear, the D-Day movement restrictions resume.

20.7 REFIT AND REGROUP PHASES

These Phases follow in the same manner as in a normal Turn.

21.0 VICTORY CONDITIONS

21.1 BREAKTHROUGH

The Allies win immediately if they achieve a Breakthrough by having a supplied Fresh unit in Apeldoorn (Zone A) at the end of the Daylight Phase of any Game Turn.

21.2 SEPTEMBER 20TH VICTORY CHECK

The Allies win by having ten or more Victory Points at the end of the September 20th turn. The Germans win by preventing the Allies from fulfilling their Victory Conditions.

21.3 VICTORY POINTS

The Germans do not receive Victory Points. Victory depends solely on the Allied Victory Point total unless a Breakthrough (21.1) is achieved. The Allies receive Victory Points for all Victory Point Areas Controlled by XXX Corps units and having a valid Supply Line to Zone F regardless of the presence of German units Contesting an Area [Exceptions: Eindhoven and Arnhem]. The Allies receive one Victory Point if they possess the Advantage (12).

21.31 EINDHOVEN

The Allies receive one additional Victory Point if any unit of XXX Corps Contests or Controls Eindhoven at the end of September 17th. They do not receive any VP for controlling it on September 20th.

21.32 ARNHEN

The Allies receive two VP if Arnhem is Controlled by 1st Airborne, regardless of the presence of a supply line. The Allies receive four VP if Arnhem is Controlled by XXX Corps and can trace a supply line to Zone F.

21.4 PENALTY FOR GERMAN-CONTESTED VICTORY POINT AREAS

The Allies forfeit one Victory Point if the German player Contests (not Controls) supplied, Allied-Controlled



Victory Point areas worth at least six Victory Points at game end. Arnhem counts as four Victory Points toward this total regardless of how many Victory Points it is worth to the Allies.

22.0 THE EXTENDED GAME

Those wishing to extend play beyond the September 20th Turn may agree beforehand to the following variations.

22.1 CONTINUING VICTORY CHECK

Check the Allied Victory Conditions at the end of each of the following Game Turns: September 20 (10 VP), 24 (15 VP), and 26 (21 VP). If the Allies exceed the required Victory Points for that date, they win. If they have less than the required Victory Points for that date, they lose. If they have exactly the required number of Victory Points, play continues until the next date. The required Victory Points are printed on the Turn Record Track for each date. Meeting the Breakthrough conditions (21.1) still ends the game with an immediate Allied Victory.

22.2 DEELEN AIRFIELD REINFORCEMENTS

The British 52nd Light Division (Air-Portable) becomes available as an Airborne Reinforcement during any Dawn Phase beginning September 21 in which Deelen (Area 9) is Allied-Controlled, non-Contested, and occupied by at least one Fresh Allied unit. Unlike other Airborne units, the 52nd Light Division must appear at Deelen. Otherwise it may not enter play. Similarly, the German Pioneer Lehr battalion must appear at Deelen, and only may do so if that Area is German-Controlled and non-Contested. Otherwise it may not enter play.

Note: Allied and German counters eligible to appear at Deelen have "Sp" printed on their Spent side instead of a numerical Turn of Entry (4.23).



23.0 OPTIONAL RULES

23.1 OVERVIEW

Up to this point, the game has been presented so as to create the most competitive format possible. These rules may be added only by the consent of both players.

23.2 OPTIONAL D-DAY LANDINGS

Instead of landing in the Areas indicated on the Allied Setup Card, Allied Airborne units may land in any of the Areas within that division's Operational Sector, subject to the following restrictions:

- The Area must have a +1 or +2 TEM, or be an Allied Supply Drop Zone.
- The Area must be able to trace a Supply Line to

an Allied Supply Drop Zone (Area 24 does not qualify).

- A maximum of four units may drop in any one Area, except Area 54 where a maximum of six units may drop.
- Areas containing Polder have an increased Interdiction value during the initial drop to reflect the difficulty landing in this terrain. The Interdiction value is increased by +2 for Glider and Glider Pilot units (all units that are normally placed in Area 5 on D-Day), and Artillery units. It is increased by +1 for all other units.

23.3 DOUBLE LIFTS

Instead of being available as indicated on the Allied Setup Card, Allied Reinforcements placed in the UK Box are available as follows:

- Reinforcements available on September 18 become available on Impulse 7 of D-Day.
- Reinforcements available on September 19 become available on Impulse 7 of September 18.

23.4 RESERVE DEPOT AUGMENTATION

During the Refit Phases when Allied Airborne Depots all have a value of less than 10, the Allied player may spend Reserves (13.7) to augment the value of each of his Airborne Depots by an equal amount (not to exceed 10 per Depot). The available Reserve must be split equally among all Airborne Depots. Any unspent Supply is again returned to Reserve.

23.5 SIDE DETERMINATION

If both players want to play the same side, this rule is used to decide which side each player commands and to compensate for either player's perceptions regarding the relative chances of each side.

23.51 BIDS

If both players want to play the same side, they bid for the right to play that side. Each player writes down a secret bid. The bids are revealed simultaneously and the player with the larger bid plays the preferred side. The other player puts Supply Points on the Supply Track equal to his opponent's bid. If both bids are the same, determine sides randomly, with the tie bid serving as the number of Reserve Supply points that is used. Reserve Supply points marked on the Supply Track may be spent to purchase Impulse Advances or Retractions for September 17 per the Reserve rule (13.7). German D-Day movement restrictions still apply; treat the first impulse as Impulse "0".

EXAMPLE: John and Bob both wish to play the Germans. John bids 10 and Bob bids 15. Bob is the high

bid and gets the Germans, while John gets the Allies and begins the game with 15 points of Reserve Supply marked on the Supply Track with his x10 and x1 markers.

23.6 REORGANIZATION

Only infantry, armor, and artillery may Reorganize. To be eligible for reorganization, two units of the same type (Infantry, Armor, or Artillery) must occupy the same Area (even if Isolated). Reorganization takes place at the end of the Refit Phase, after all refitting via supply depots and rolls for Surrender are complete. A Spent or D1 unit may recover a level by eliminating another D1 or D2 unit of the same type in that same Area. A unit may both Refit and Reorganize in the same Refit Phase. A unit could thusly recover two levels in a single Refit Phase, but only as the result of the elimination of a D1 or D2 unit.

23.7 ALTERNATE COMBAT RESOLUTION

Players who feel that the luck element is too strong may substitute cards for dice when resolving attacks. Although this does not eliminate the luck element, it does lessen it and ensures that both players will have an “average” DR of 7 for every 36 combat resolutions. Dice still must be used for all purposes other than combat resolution.

23.71 THE DECK

Four ordinary card decks are required, two each with the same decorative sides. Two special decks of 36 cards each are selected from those decks with each containing one 2, two 3's, three 4's, four 5's, five 6's, six 7's, five 8's, four 9's, three 10's, two Jacks, and one Queen. The Jacks are considered an 11 DR; the Queen is considered a 12 DR. Instead of rolling dice, both players turn over one card at a time from their respective decks to resolve attacks. Once all 36 cards have been used, the decks are reshuffled. Drawn cards negated by the use of the Advantage are not returned to their respective decks until both decks are exhausted and reshuffled. Players may wish to insert additional decks to make card counting more difficult.

24.0 INDEX AND GLOSSARY

Active Area: The Area or Zone which the attacker has specified from which he will use units in an Assault Impulse (8.21), or in which he will repair/destroy bridges (19.2/19.4), or which will be the target of a Bombardment Impulse (8.23).

Adjacent: Areas that share a common boundary are adjacent (3.2).

Advantage: The temporary advantage one side has over the other, yielding certain benefits to its owner. 12 (Victory Points: 21.3)

Air Bombardment: 16.2

Air Markers: 4.3

Air Supply: 13.424 (Placement: 16.3)

Airborne: Parachute, Glider, and Glider Pilot Infantry. 4.113

Air Unit Display: 3.5

Airborne Landing Phase: 20.4

Airborne Supply Heads: 3.262 (Depots: 13.422)

Alternate Combat Resolution: 23.7

Area: An irregular shaped space on the mapsheet, used to regulate movement and combat. 3.2

Armor: A type of unit, usually part of an armored or panzer division, equipped with tanks and other armored vehicles. 4.115. Armor is noteworthy for its ability to leave Contested Areas and continue movement (9.2) and for its resilience against bombardments. 11.41

Artillery: see Field Artillery 4.116 Artillery Bombardment Phase: 20.3 Artillery Support: 15.12

Assault Impulse: A declared impulse during which the attacker may move and attack with Fresh units, and repair, seize and destroy bridges. 8.21

Assault Resolution: 10.7

Attacker: The active player resolving the current Impulse, whether attacking or not. 8.1

Attack Factor: The first (leftmost) number below the unit symbol on the Fresh side of units, or the number on the Fresh side of an Air Bombardment marker. It is used when attacking as the Point Unit of a Ground Assault, or when making a Bombardment. 4.22

Attack Total: The sum of the Attack Value and a combat resolution DR. 10.7

Attack Value (AV): 10.72

Attrition Points (AP): 11.41

Barrage: 11.112

Bids: 23.5, 23.51

Boat Assault: 9.5

Boat Assault Box: 3.10

Bombardment Impulse: An attack made solely by Field Artillery or Aircraft. 11

Boundary: The gray lines, canals, or rivers separating two adjacent Areas. 3.23

Breakthrough: An immediate Allied victory achieved by having a supplied, Fresh Allied unit in Zone A at the end of any Daylight Phase. 21.1

Bridge: A symbol (enclosed within a yellow circle) on a canal or river boundary that permits units to either cross that boundary or to do so with fewer movement/combat penalties. 3.24 (Movement Limits: 9.62) (D-Day: 20.4) (Repair: 19.2) (Seizure 19.3) (Demolition: 19.4).

Casualty Points (CP): The difference between the Attack Total and the Defense Total in an Assault, which must be absorbed by defending units becoming Spent, increasing their level of disruption, retreating, or being eliminated. 10.8

Clear Weather: 17.2

Construction: 19.21 (during Refit Phase 19.23)

Construction Availability Box: 3.9

Contested: Any Area containing both friendly and enemy units. 7.3 (Contested Refit 13.61)

Control: The last side to be the sole occupant of an Area Controls it. The Germans Control all Areas at the start of play. 7.2 (VP for Control by XXX Corps after Linkup: 21.3)

Corps Artillery: 15.13

Dawn Phase: 6.2, 17.1

Daylight Phase: The alternating movement/combat impulses of each day. 6.3

D-Day: 6.22, 20 (Movement Restrictions: 20.61)

Defender: 8.1

Defense Factor: The second of the three numbers below the unit symbol on the Fresh side of a unit, or the only number on the Spent side of a unit beneath its symbol. When resolving an Assault, the Defense Factor of the Forward Unit serves as the basis for the Defense Value. 4.22

Defense Total: The sum of the Defense Value and a combat resolution DR. 10.7

Defense Value (DV): The total defensive strength of a defending group before the addition of a combat resolution DR. 10.73

Demolition: 19.4

Depots: Markers from which supply is drawn to Refit. 13.4

Disruption: An increased state of disorganization of a unit, suffered in combat and signified by a "Disrupt 1" or "Disrupt 2" marker. 4.4, 13.2

Divisional Artillery Support Limits: 15.12

Divisional Integrity: A +1 modifier added to the AV of any attack if three or more of the attacking units belong to the same division. 10.72D

Double Impulse: An impulse activated by the use of the Advantage so that the Attacker may declare two active Areas (or the same Area twice) in the current Impulse. 12.3

Double Lifts: 23.3

dr (die roll): A roll of one six-sided die.

DR (dice roll): A roll of two six-sided dice added together to form one combined result.

drm (die roll modifier): A number added to an original die roll to produce a final result.

DRM (Dice Roll Modifier): A number added to an original dice roll to produce a final result.

Drop Areas: The Areas where Allied Airborne units are initially placed during either the Airborne Landing Phase of D- Day (20.4) or during an Assault Impulse where the United Kingdom Box is activated. 3.4

Elevated Terrain: An Area whose terrain is dominated by a hill or hills. It has a square rather than a round Identifier symbol. 3.22 (Infiltration NA: 8.221) (Overrun NA: 10.5) (Assault CP: 10.81).

Entrance of Enemy-Controlled Area: 9.65

Errors: 8.6

Exhaustion: 8.3 (Refit Phase: 13.1)

Exit of Enemy-Occupied Area: 9.2, 10.6

Extended Game: 22

Ferry Crossings: 9.63 (Box: 3.11) (Marker: 4.7)

Field Artillery: A type of unit having mobile guns, howitzers, mortars, or rockets. 4.116 (Bombardment Declaration: 11.11)

First turn (D-Day): 6.22, 20

FLAK (Flieger Abwehr Kanonen, i.e. Anti-Aircraft guns): A German unit having 20mm and 88mm anti-aircraft weapons. 4.117, 16.2

FLAK Towers: A stationary unit consisting of fixed anti-aircraft guns, along with miscellaneous security units. 4.118, 16.2

Forward Unit: The defending unit chosen by the Defender whose Defense Factor is used in computing the DV of an Area against an Assault. 10.7, 10.73A

Free: An Uncontested, friendly-Controlled Area. 7.5

Fresh: The colored (front) side of a unit. 4.22 (Only Fresh units may move or attack except to Regroup or Retreat: 8.3)

Glider Pilot (GP): A type of Infantry/Airborne Unit. 4.113

Identifier: The circles or squares within each Area or Zone. 3.22

Impulse: One of the alternating move/attack "mini-turns" that make up the Daylight Phase of a turn. 8.1

Impulse Track: The seventeen-box display reading from "C" to "13" used to record the current Impulse for each day. 3.7

Infantry: All units not otherwise defined as Armor, Field Artillery, FLAK or FLAK Tower. 4.113

Infiltration: 8.22 (Restrictions: 8.221) (Procedure: 8.222)

Interdiction: 16.4 (Airborne Reinforcements: 18.44)

(supply 13.5)

Isolation: 13.8

Mandatory Assault: An Assault into a previously Uncontested Area or across an enemy-Controlled bridge, canal boundary, Ferry Crossing, or river boundary during a Boat Assault. 10.2 (Infiltration failure: 8.222)

Map (alt: Mapsheet): 3

Mechanized Infantry: 4.114

Minimum Move: 9.21

Mistaken Attack: 16.23

Movement Factor (MF): The third (rightmost) number below the unit symbol on the Fresh side of a unit. It is the number of movement points a unit may expend in one impulse. 4.22, 9.2 (Germans +1 if Overcast: 17.3)

Movement: 9

NA: Not allowed.

Optional Assault: 10.3

Optional D-Day Landings: 23.2

Operational Sectors: Areas (identified by a divisional ID) that may be entered by specific Allied Airborne divisions. 3.26, 9.66

Overcast: 17.3

Overrun: An Assault generating more Casualty Points than the Defender can absorb thereby allowing the Attacker to continue moving in/from the attacked Area. Overruns may not occur during the Airborne Landing Phase of D-Day (20.4) or within Elevated or Polder Areas (3.22). 10.5

Pass Impulse: An Impulse during which the Attacker performs no action. 8.24

Point Unit: 9.65

Polder: A tract of low land reclaimed from the sea. 3.22

Prepare to Play: 5

Primary Target: The Attacker's pre-selected choice of a defending unit that takes the first Attrition Point in a bombardment. 11.12 (Cannot be Field Artillery if other options exist).

Range: 11.111

Refit: 13.3 (Refit Phase: 6.4) (Refit within a Contested Area 13.61)

Reinforcements: 18

Reorganization: 23.6

Reserves: 13.7 (Reserve Depot Augmentation: 23.4)

Retreats: 10.9

Road Net: 3.21 (Allied bonus movement: 9.4)

Seizing Bridges: 9.22 (Modifiers: 19.3)

Sequence of Play: 6

Setup Area: 4.23

Spent: The first step of unit exhaustion caused by movement or combat. This is shown by flipping the unit to its white (back) side. 4.22, 13.1

Stacking: 7.1

Sunset DR: 6.3, 8.24 (Advantage: 12.2) (Modifier: 12.41)

Supply Line: The Areas traced from a Supply Source to a unit's Area. 13.8

Supply Source: German 13.81; Allied 13.82

Supply Track: 3.8

Support of Assaults: 15.12

Surrender: 13.9

Target Area: The Area selected by the Attacker during a Bombardment Impulse to attack with Field Artillery or an Air marker. 11.1, 11.12

TEM (Terrain Effects Modifier): The white number in the lower half of each Identifier. This is the defensive modifier added to the DV against all attacks in a given Area. 3.221, 10.73B, 11.3A

Turn: All the phases and impulses of a single date on the Turn Record Track. 3.6, 6.1

Turn of Entry: 4.23

Turn Record Track: 3.6

Unit: Any piece that can Control an Area. This includes Infantry, Armor, FLAK, Field Artillery, and FLAK Towers. It excludes Air Markers. 4.1

United Kingdom Box: 3.4, 8.1, 18.4

Vacant: An Area containing no enemy units. An Area can contain friendly units and still be considered Vacant. 7.4

Victory Conditions: 21

Weather: 17 (Change 17.4) (Dawn dr: 6.21)

XXX Corps Ground Assault Phase: 20.5

Zones: 3.3, 14 (Zone F Allied Activation: 14.5) (Zone F Allied Supply 13.421) (Zone I Allied Supply: 13.423) (Zone I German Supply: 13.411)

25.0 CREDITS

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26.0 EXAMPLES OF PLAY

1. AIR BOMBARDMENT PHASE

The game always begins with the Air Bombardment Phase of D-Day. The Allied player conducts an Air Bombardment against every Area on the mapsheet containing a German FLAK Tower, using the American VIII Air marker. In the example below the Son FLAK Tower is attacked. The VIII Air marker has an AV of 8 [the Attack Factor of the VIII Air marker]. The DV of the Target Area, St. Oedenrode, is 5 [4 (2x the +2 TEM of the Area) + 1 Son FLAK Tower = 5]. If the German DR is at least three more than the Allied DR, there will be no effect. If the German DR is two greater than the Allied DR, there will be one AP but since it takes two APs to render a Fresh FLAK Tower Spent, there will also be no effect. If the German DR is one greater than the Allied DR, the Germans take two APs, which must be absorbed by the Primary Target – rendering the Son FLAK Tower Spent. Any additional APs gained in this attack are ignored since a unit may not lose more than one step in a bombardment. Regardless of the result, the American VIII Air marker is flipped at the end of the Air Bombardment Phase and becomes the Allied Air Supply marker (13.424) for the rest of the game.



2. ARTILLERY BOMBARDMENT PHASE

The Allied player now conducts a Barrage Bombardment (11.112) with the XXX Corps Artillery unit in Zone F. Zone F is attacked with an AV of 14 [2x the Attack Factor of the XXX Corps Artillery] and the Target Area, Zone F, defends with a DV of 4 [2x the +2 TEM of the Zone = 4]. The Allied player chooses the 9SS 2/20 Panzer Grenadier Battalion as the Primary Target. The possible results depend on the difference between the Attack Total (AV + DR) and the Defense Total (DV + DR). If the German DR beats the Allied DR by ten, there is no effect. If the German DR beats the Allied DR by nine, the

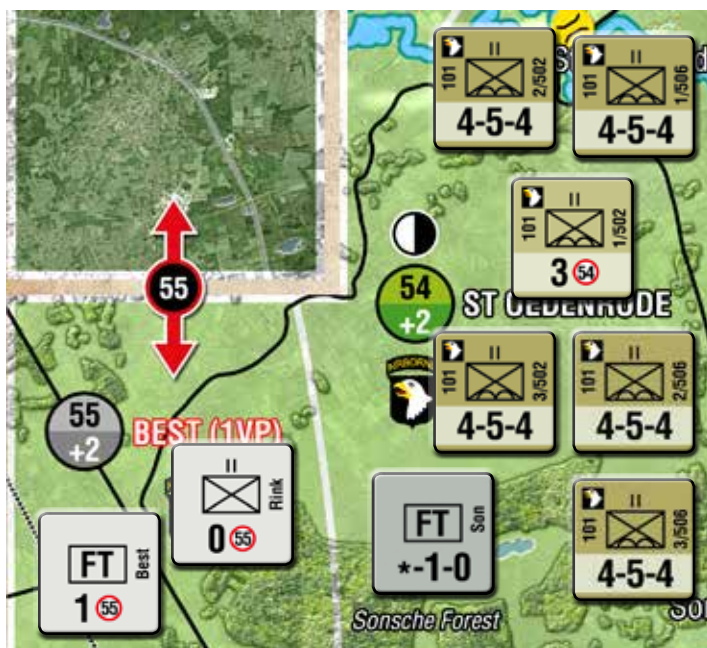
bombardment inflicts one AP. Since it takes two APs to render a Fresh Infantry unit Spent, there is also no effect. Otherwise, at least the Primary Target will become Spent, and if the Allied DR at least ties the German DR, all five German units will become Spent.



3. AIRBORNE LANDING PHASE

The Allied player places his Airborne units in their designated Drop Areas, Fresh side up. In the example below, the German player must make an Interdiction dr for each of the six American airborne battalions due to the Fresh FLAK Tower in Area 54 (St. Oedenrode). A "1" is rolled for the 1/502, so it immediately becomes Spent and is unable to do anything until it is Refit. Since the Drop Area is Contested, the Allied player has the option of either Assaulting with one or more Fresh units, or doing nothing and remaining Fresh for activation in future impulses. The Allied player decided to Assault with the 2/502 and 3/502. The AV is 5 [4 (Attack Value of the Point unit) +1 (one other attacking unit) = 5]. The German DV is 3 [1 (Defense Factor of the Son FLAK Tower) +2 (TEM of St. Oedenrode) = 3].

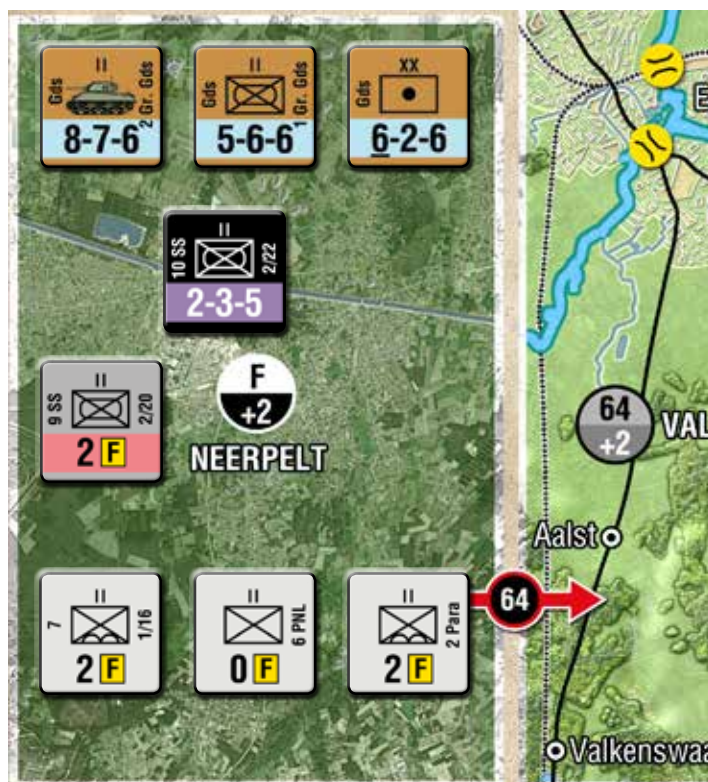
Assume the Allied DR is 3 more than the German DR. This generates five CPs which is more than the four CPs the Fresh Son FLAK Tower can absorb. The Son FLAK Tower is eliminated but there is no Overrun because it is the Airborne Landing Phase, not an Impulse. If the German DR beat the Allied DR by exactly two (Stalemate) the Point unit would become "Disrupt 1", but the second assaulting unit would be Spent and the other U.S. Airborne units in the Area would not be affected, nor would they have to retreat, because it is the Airborne



At least one unit belonging to the Guards Armored Division must Assault the German units in Zone F. In the example below, the Artillery Bombardment phase has succeeded in flipping four of the five German units to Spent. The Allied player chooses to Assault with the 1st and 2nd Grenadier Guards, supported by the Guards Divisional Artillery. His AV is 11 [8 (Attack Factor of the Point Unit) +1 (one other attacking unit) +1 (Supporting Field Artillery) +1 (Divisional Integrity Bonus) = 11]. The Germans choose the Fresh 10SS 2/22 as their Forward Unit and defend with a DV of 5 [3 (Defense Factor of the Forward Unit) +2 (TEM of Zone F) = 5].

Assume the respective DRs are equal. This generates six CPs. The first CP must be taken from the Forward Unit so the 10SS 2/22 becomes Spent. The German chooses to absorb the remainder of his losses with the 7 1/16 Parachute Battalion and the 6th Penal Battalion. Both units become "Disrupt 2" for a total of four CPs absorbed. The German then retreats the 7 1/16 to absorb the final CP. The only Area it may retreat to in this situation is Valkenswaard (Area 64).

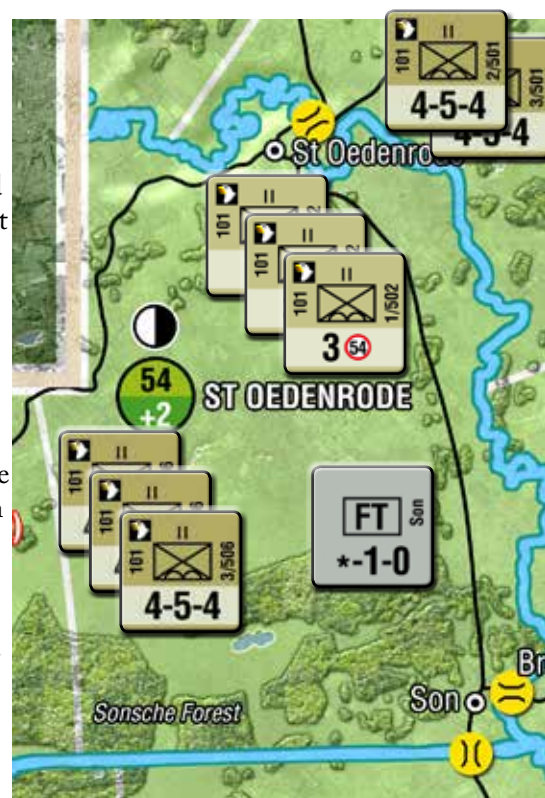
The German had several other choices to satisfy the six CPs required by the outcome of the assault. For instance, he could have simply eliminated the Fresh 10SS 2/22 for four CPs, and reduce one of the four Spent units to “Disrupt 2”. Alternately, he could have taken three CPs to render the 10SS 2/22 “Disrupt 2” and then retreat any three units to Valkenswaard.



The German player starts his impulse by declaring St. Oedenrode as the Active Area of an Assault Impulse and attempts to destroy the three bridges that border this Area (19.4). Each demolition attempt needs a final dr of at least 7 to succeed. The final drm for the bridge between St. Oedenrode and Eerde is +2 [+2 (one Contested Friendly Area) = +2]. Had this been a river boundary the modifier would have been +1 [+2 (one Contested Friendly Area)

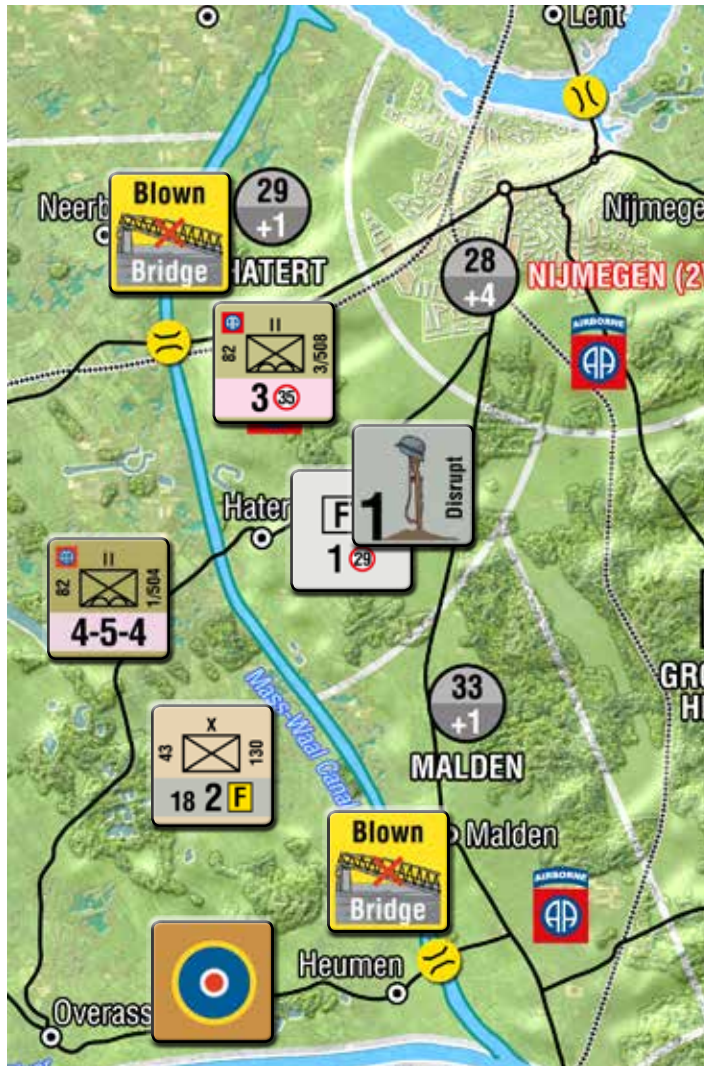
-1 (River Boundary) = +1]. The drm for the bridge between St. Oedenrode and Breugel attempt is +5 [+2 (one Contested Friendly Area) +3 (one Free adjacent Area) = +5].

The drdm for the bridge between St. Oedenrode and Woensel is also +5 [+2 (one Contested Friendly Area) +3 (one Free adjacent Area) = +5].



6. BRIDGE REPAIR

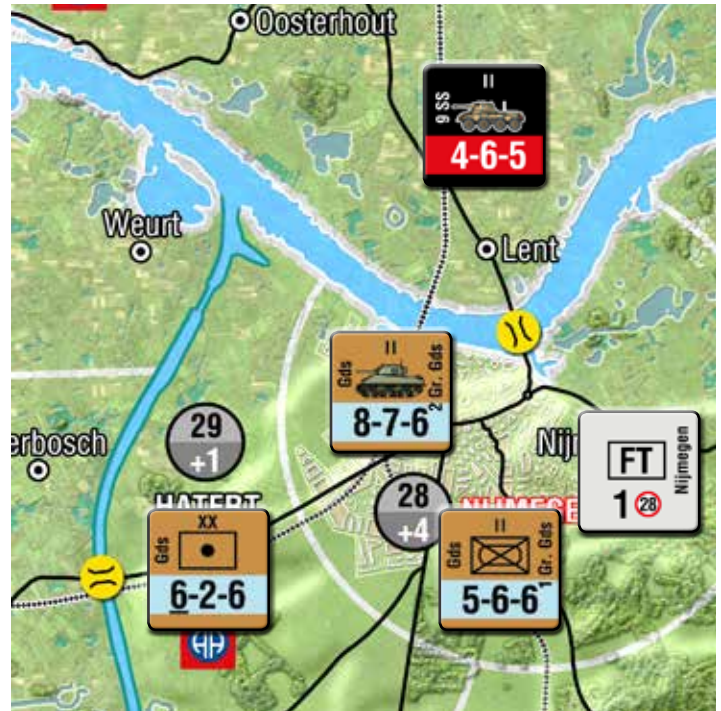
The Allied player starts his impulse by declaring Overasselt as the Active Area of an Assault Impulse. Both the Allied Construct markers are in the "Available" portion of the Construction Availability Box printed on the mapsheet, so he may attempt to repair one or both blown canal bridges (19.2). Each repair attempt needs a final dr of at least 7 to succeed. The final drm for the repair attempt of the blown bridge between Overasselt and Hatert is +3 [+3 (one Free Area) +1 (one Contested Enemy Area) - 1 (Repair attempt) = +3]. The final drm for the repair attempt of the blown bridge between Overasselt and Malden is +2 [+3 (one Free Area) -1 (Repair attempt) = +2].



7. OVERRUN AND BRIDGE SEIZURE

The Allied player activates Nijmegen for an Assault Impulse. Since Nijmegen is Allied-Contested, and since the Nijmegen FLAK Tower is Spent, only one Movement Factor is expended to make the attack. Had the Nijmegen FLAK Tower been Fresh, two Movement Factors would have been required to make the attack. The Assault in the example below is made with an AV of 11 against a German DV of 5. The DRs are equal and this results in six CPs which are three more than the Spent FLAK Tower

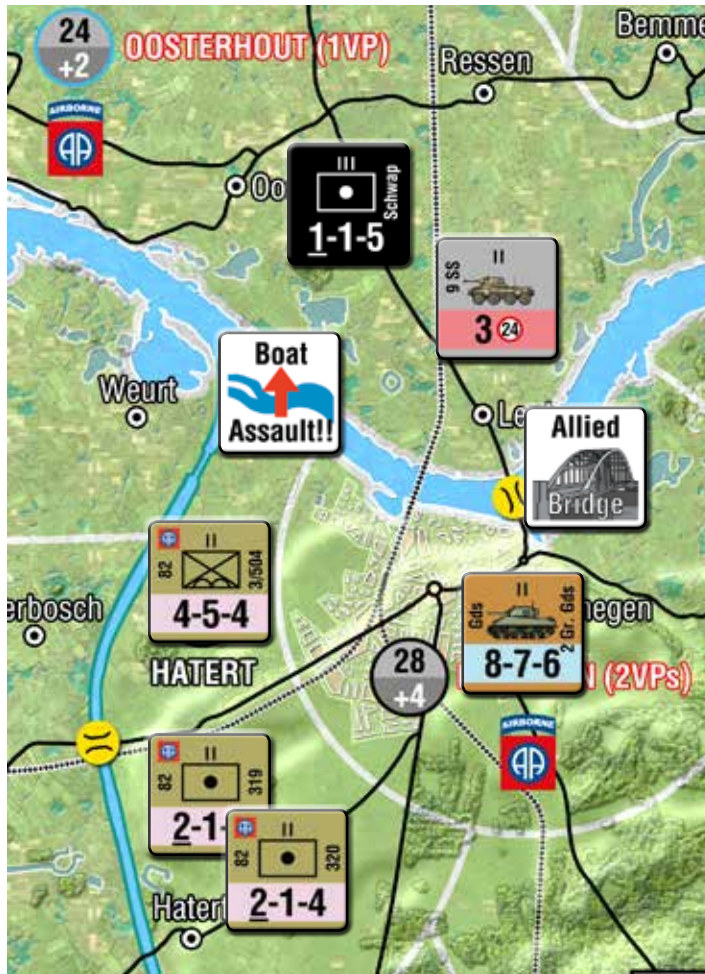
can absorb. Consequently the Nijmegen FLAK Tower is eliminated and an Overrun (10.5) has occurred. This allows the assaulting units to continue moving until they expend their remaining MFs. The Allied player attempts to seize the bridge between Nijmegen and Oosterhout, and will succeed on a final dr of at least 4. The drm for the attempt is -2 [-1 (River boundary) - 1 (one Fresh unit in Oosterhout) = -2].



8. MANDATORY ASSAULT/BOAT ASSAULT/DOUBLE IMPULSE

It is the Allied player's impulse. The Nijmegen bridge is already Allied-held. Nijmegen is activated and the Allied player declares it to be an Assault Impulse. In the example below the Allied player moves the 2nd Grenadier Guards over the Nijmegen bridge into Oosterhout. The AV of this assault is 8 [8 (Attack Factor of the Point Unit) = 8]. The DV is also 8 [3 (Defense Factor of the Forward Unit) +1 (one Fresh Defender other than the Forward Unit) +1 (unit crossing a bridge during a Mandatory Assault) +1 (bridge is over a River boundary) +2 (TEM of Oosterhout) = 8]. Not wishing to risk this assault, the Allied player declares a Double Impulse and flips the Advantage marker on the Impulse Track. He declares that both Nijmegen and Hatert will be activated simultaneously. The airborne unit in Hatert does not have the necessary MF to move through Nijmegen to assault Oosterhout. The "River Assault!!" marker, however, is unused so the Allied player declares a Boat Assault and flips the "Boat Assault!!" marker to its "Used" side in the mapsheet display box. The AV of the new, combined, assault is 12 [8 (Attack Factor of Point Unit) +1 (one additional assaulting unit) +2 (two supporting Field Artillery) +1 (one Divisional Integrity bonus) = 12]. The DV is unchanged. *Note: had the bridge between*

Nijmegen and Oosterhout been German-controlled when the Assault took place, the DV would have been increased by +1.



9. EXITING A CONTESTED AREA

The Weather is currently Overcast and the Germans have activated Arnhem and declared an Assault Impulse. The attack is carried out with all their SS units, including supporting fire from the II SS Corps Artillery in Lichtenbeek. The AV is 10 [4 (Attack Factor of the Point Unit) +4 (four additional units) +1 (Artillery support) +1 (Divisional Integrity Bonus) = 10]. The DV is 7 [3 (Defense Factor of the Forward Unit) +4 (TEM of Arnhem) = 7].

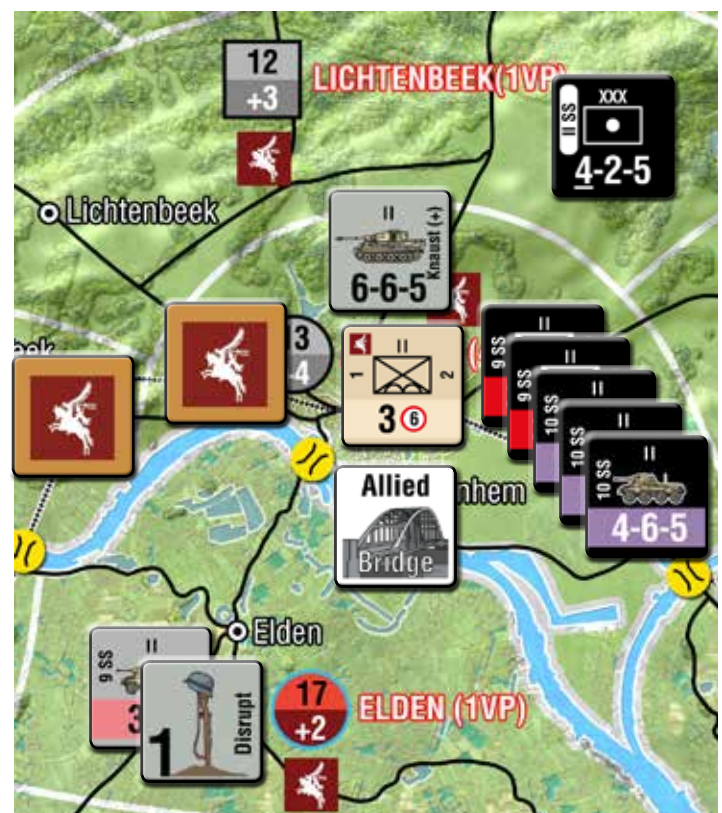
If the Allies win the battle, the five assaulting units become "Disrupt 1," but do not retreat since they started the impulse already contesting Arnhem. The II SS Corps Artillery would remain Fresh because it only supported the attack (15.12). The Panzer Battalion Knaust may still move in this impulse, but it cannot attack in Arnhem since that Area was already attacked during this impulse. It may not enter Elden to the south because the bridge between Arnhem and Elden is Allied Controlled. Knaust may not enter Oosterbeek to the west because this Area is Allied Controlled and a unit may not exit a contested Area directly into an enemy Controlled Area. The movement options open to Panzer Battalion Knaust are Lichtenbeek to the north, Velp to the northeast, and Pannerden to

the southeast. If there were an Allied Armored unit in Arnhem, any German Armored unit exiting Arnhem would have to immediately stop, Spent, in the first Area entered after exiting Arnhem. Since there are no Allied Armored units in Arnhem, however, any German Armored unit exiting Arnhem may continue moving, but would have used one MF in Arnhem before it left (10.6).

Suppose the Allies are forced to absorb two CPs. The British 2nd Parachute Battalion can either become Disrupt 2 and remain in Arnhem, or become Disrupt 1 and retreat. If the unit retreats, the retreat priority (10.92) dictates that the unit must retreat to Oosterbeek because it is the only Free Area adjacent to Arnhem.

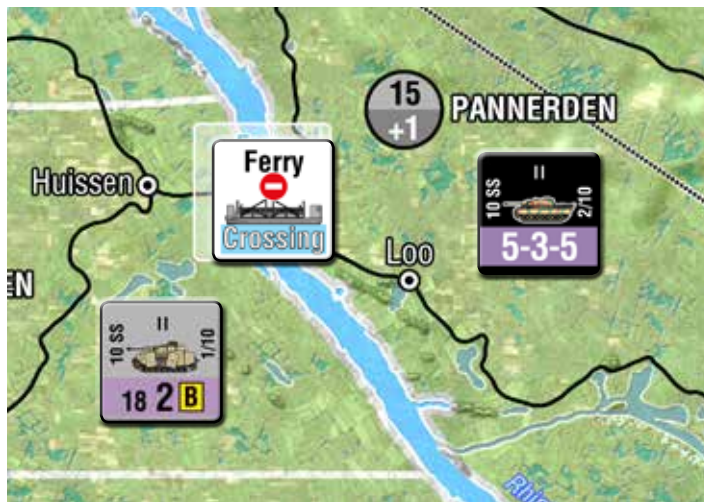
If the 2nd Battalion retreats (or is eliminated without an Overrun), the assaulting units become Spent and can move no further. The Panzer Battalion Knaust can move normally this impulse, but with one less MF due to the attack on the Spent unit in their Area. It could even enter Oosterbeek and attack the just-retreated British unit.

Suppose that the 2nd Battalion in Arnhem is required to take more than three CPs, eliminating the unit and resulting in an Overrun (10.5). All German units in Arnhem may continue moving normally, having already expended one MF to conduct the attack within Arnhem. The II SS Corps Artillery in Lichtenbeek that supported the Overrun in Arnhem can now support an assault in another Area in this impulse (15.12). Since Artillery remain Fresh unless they move, or conduct a Barrage Bombardment, the II SS Corps Artillery remains Fresh after the Overrun attack, and any later attacks.



10. FERRY CROSSING

The German player has activated Pannerden and declared an Assault Impulse. The 10SS 1/10 may use the Ferry between Pannerden and Huissen to cross the River boundary between these two Areas. The Ferry marker is flipped so that its “used” (red “Do Not Enter”) side is face up. The 10SS 1/10 must immediately stop and become Spent in Huissen because a unit must expend all its MF to use a Ferry Crossing. The 10SS 2/10 may not move to Huissen because a maximum of one unit may use a Ferry Crossing to move across a River boundary each Phase. The German player may move the 10SS 2/10 during the turn's Regroup Phase. Note: *German armor may not use a Ferry Crossing until the September 19th turn (9.62).*



11. BOMBARDMENT OF FERRY CROSSING

The Allies declare a Bombardment Impulse and designate Huissen as the Target Area. The Ferry Crossing bordering Huissen (Pannderden could also have been picked, and the DV would have been 2) is chosen as the Primary Target (11.12). The bombardment AV is a 6, while the DV is 4 (2x the TEM of Huissen). If the Germans win the DR by at least two, there will be no effect on the Ferry Crossing. If they do not, the Allies will inflict one Attrition Point on the Ferry Crossing, and the Ferry Crossing will be destroyed. The Ferry Crossing marker is lifted from the map and is permanently out of the game. Note that had there been other German units in the Target Area, Attrition Points after the first that destroyed the Ferry Crossing would be applied to those German units.



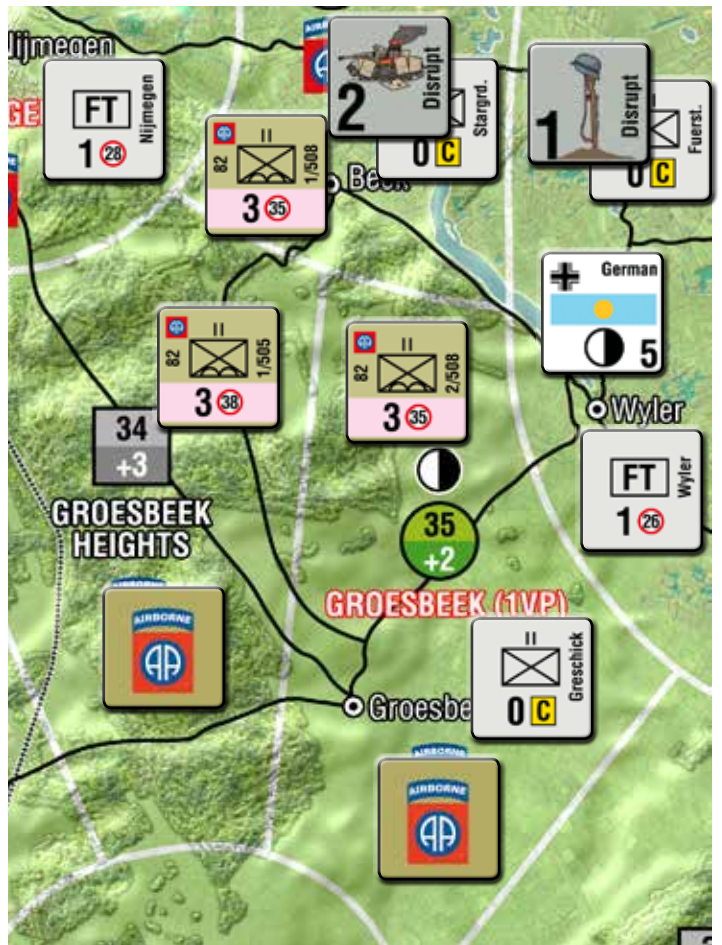
12. REFIT PHASE

Since the Weather as determined during the Dawn Phase was Clear the German Depot in Wyler is worth five supply points and is able to refit any of the Spent/Disrupted German units shown, but lacks sufficient supply to refit them all.

The Refit costs are as follows:

- 3 Supply Points to refit the infantry unit and FLAK Tower in Wyler, at a cost of one supply point for the FLAK Tower and two supply points for the Disrupted “Fuerst.” infantry battalion.
- 2 Supply Points to refit the infantry battalion “Greschick” in Groesbeek.
- 3 Supply Points to refit the infantry battalion “Stargaard” back to “Disrupt 1” (one for being in an adjacent Area, and two for refitting from “Disrupt 2” to “Disrupt 1”).
- 4 Supply Points to refit the Nijmegen FLAK Tower through Beek [1 (Wyler) +2 (Beek) +1 (Nijmegen) = 4]. See 13.6.

Faced with these difficult choices, the German player decides to Refit the FLAK Tower in Wyler at a cost of one supply point and the infantry battalion in Groesbeek at a cost of two supply points. He “banks” his remaining two supply points by advancing the “x 1” marker upwards two spaces on the Supply Track.



13. REGROUP PHASE

It is the Allied player's Regroup Phase (6.5). He decides the Spent glider unit in Wolfheze is in danger, so he moves it to Oosterbeek.

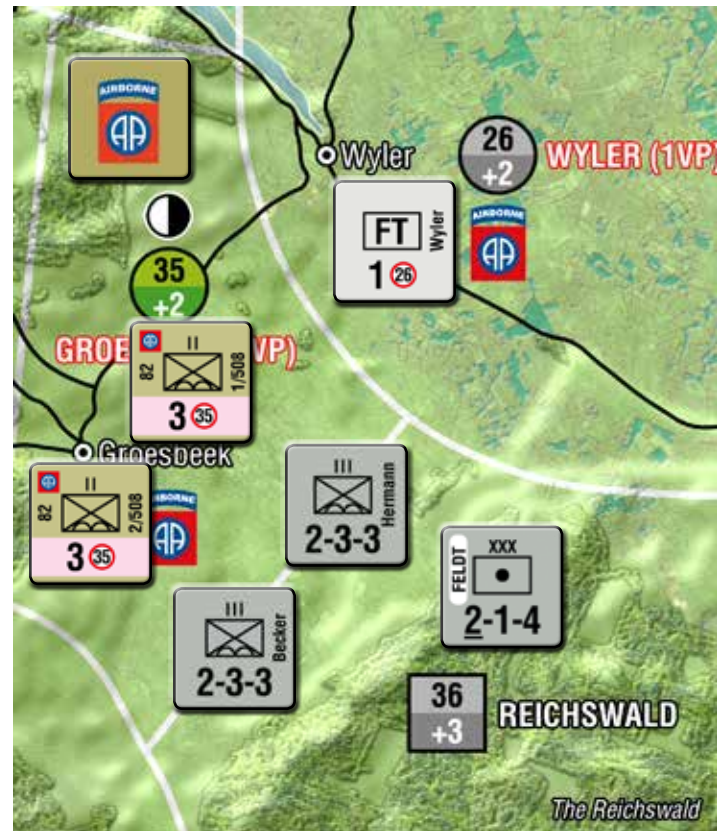
He could not regroup the glider unit to the Area containing the German unit "Knaust" because that Area is German Controlled. He also wants to reinforce Oosterbeek with the 43rd Infantry Division in Driel, but because the railroad bridge between Driel and Oosterbeek is destroyed, regroup movement over the Lower Rhine is prohibited. He can, however, use the Ferry Crossing to regroup a single unit from Driel to Oosterbeek. He selects the 129th Infantry Brigade, and regroups that unit to Oosterbeek. Had the railroad bridge been intact, up to five units could have moved across it during the Regroup Phase.



14. INFILTRATION IMPULSE

The Weather is currently Overcast. The German player activates Area 36 and declares an Infiltration Impulse. The two infantry battalions "Becker" and "Hermann" attempt to infiltrate into the Allied-controlled Area 35. Both battalions must make a dr. Since the weather is Overcast the dr must be \leq the TEM (had the Weather been Clear the dr would have needed to have been $<$ the TEM).

The German player rolls a "5" for battalion "Becker" and a "2" for battalion "Hermann". Battalion "Hermann" has successfully Infiltrated into Area 35 so it flips Spent and its movement is finished. Battalion "Becker" has failed to Infiltrate and must make a Mandatory Assault. The corps artillery unit "Feldt" may support the Assault and does so. The AV is a 3 [2 (Attack Factor of the Point Unit) +1 (Supporting Field Artillery) = 3]. The DV is 5 [3 (Defense Value of the Forward Defender)+2 (the TEM of the Area) = 5]. If the result of the assault is either a success or a stalemate battalion "Becker" will remain in Area 35, but if it loses the assault it will have to retreat back to Area 36. Battalion "Hermann" will be completely unaffected by the result of the assault. In the unlikely event that the assault by battalion "Becker" results in an Overrun the unit would have one MF factor remaining (3 MF for entering an Area containing only Spent enemy units, but +1 MF because of the Overcast Weather).



FORTRESS HOLLAND: 1940

A MONTY'S GAMBLE: MARKET GARDEN VARIANT

1.0 INTRODUCTION

Fortress Holland: 1940 is both a continuation of a game series featuring Area Movement and Impulses and a variant to the original *Monty's Gamble: Market-Garden* game. This variant uses the same map and many of the same rules but depicts the German invasion of Holland between May 10th and May 12th, 1940. The rules cover what has changed between the games. If a rule has not been presented here in these pages, then it is played exactly as per the current version of the Monty's Gamble rules. If a rule is listed as "not used" then ignore that rule for *Fortress Holland: 1940*.

2.0 OBJECT

Fortress Holland: 1940 is a two-player game simulating the Dutch army's struggle with the German Wehrmacht for control of the area between the Maas and the Waal Rivers in Holland during the German coupe de main between May 10th and May 12th. One player commands the Dutch forces and the other commands the German forces. The winner is determined by how many Victory Points the German player garners at the end of Turn 3.

3.0 THE MAP

3.2 AREAS

Fortress Holland: 1940 uses the Monty's Gamble: Market Garden map sheet. The map sheet depicts portions of The Netherlands. Use only the map area south of the Waal. This includes any Area numbered 26 or greater.

3.25 VICTORY CONDITIONS

If the Germans Control Tilburg (Zone G) by the end of May 10th (Turn 1) a break through victory occurs. Otherwise the game ends on May 12th (Turn 3). Only the Germans can gain Victory Points.

3.26 AIRBORNE OPERATIONAL SECTORS

Do not apply.

3.261 AIRBORNE DROP AREAS

Do not apply.

3.262 AIRBORNE SUPPLY HEADS

Do not apply.

3.3 ZONES

Use only Zones C, D, E, G, H and I. Ignore Zone F. The

Dutch and French units may move freely off the map from Zone G. If they do so they are out of the game but not considered destroyed.

3.4 UNITED KINGDOM BOX

Not used.

3.5 AIR UNIT DISPLAY

Use only the German boxes. The Germans have two Air Bombardment markers.

3.6 TURN RECORD TRACK

The Turn Record Track is used to note the current Game Turn date and the weather. The game begins with the Turn marker in the first space of the Turn Record Track (May 10, 1940 which will correspond to the Sept 17 turn on the map). At the end of each Turn advance the Turn marker one space on the Turn Record Track. The game ends on the third turn (May 12, 1940 which corresponds to the Sept 19 turn on the map). Do not use the Sept 20 turn.

3.8 SUPPLY TRACK

Not used.

3.9 CONSTRUCTION AVAILABILITY BOX

Not used.

3.10 BOAT ASSAULT BOX

Not used.

3.11 FERRY CROSSING BOX

Not used.

4. THE PLAYING PIECES

4.1 UNITS

Die-cut playing pieces called units represent the various military formations that fought in the battle.

4.111 UNIT COLOR CODES

German units are gray. Dutch units are green and the two French units are bright blue.

4.112 UNIT TYPES

There are four types of units: Infantry, Armor, Field Artillery, and River Bunker Garrisons. Each unit has two printed sides. The front (colored) side represents a Fresh unit while the back (white) side represents a Spent unit.

4.113 INFANTRY

Infantry units comprise conventional ground infantry and engineers. Engineers are necessary for any German Boat Assault after the first turn (May 10).

4.114 MECHANIZED/MOTORIZED INFANTRY

Mechanized/Motorized Infantry units are also considered infantry units in the game. Mechanized/Motorized Infantry are the only type of infantry that may use Road Movement.

4.115 ARMORED

Armored units comprise German Panzer and Zug units as well as German and French armored reconnaissance forces.

4.116 FIELD ARTILLERY

Field Artillery units comprise divisional and corps artillery as well as the one Armored Artillery unit. The attack factor of an artillery unit is underscored to indicate that Field Artillery cannot be used as a point unit in an assault impulse and cannot enter an enemy Controlled Area without point unit accompaniment.

4.117 RIVER BUNKER GARRISONS

River Bunker Garrisons are small detached units guarding important geographical features. They may not move, attack, or retreat. Their defense factor represents an assortment of prepared defenses. Each Fresh River Bunker Garrison adds 1 to the DV of its Area vs. an Artillery Bombardment. River Bunker Garrisons may never move, Regroup, retreat or attack.

4.118 FLAK TOWERS

Not used.

4.3 AIR MARKERS

The Germans have two Air Bombardment markers. These are not units; they do not move on the map nor can they Control an Area.

4.31 AIR BOMBARDMENT MARKERS

German Air Bombardment markers are kept in the German Air Interdiction boxes printed on the map and flipped to the "Used" side after use. An Air Bombardment marker only has an Attack Factor that is used in a Bombardment Impulse. The reverse side indicates that it has been used and is not available for another Bombardment in the current turn.

4.32 AIR SUPPLY MARKERS

Not used.

4.33 AIR INTERDICTION MARKERS

Not used.

4.4 DISRUPTION MARKERS

These markers are used to show levels of disorganization of a unit as a result of combat. The face up side of the Disruption marker shows the level of Disruption of the marked unit (either level 1 or 2).

4.5 CONTROL MARKERS

Control markers are placed in Areas Controlled by the Germans; the Dutch Control Areas without a Control marker.

4.6 BRIDGE AND HELD MARKERS

Place a Destroyed Bridge marker on a bridge symbol when that bridge is destroyed. Bridges may not be repaired. When the Germans seize a Bridge during a Bridge Coup attempt, Control both Areas adjacent to the bridge, or successfully assault across an enemy held bridge place a German Bridge marker on it to indicate that the Germans now Control the Bridge. Place a Held! marker on an unbridged German Controlled canal or river boundary. (A limited amount of German Bridge markers were produced for this variant. If you run out of German Bridge markers, use the Allied Bridge markers from the original game.)

4.7 FERRY CROSSING MARKERS

Not used.

4.11 SUPPLY MARKER

Not used.

5. PREPARE FOR PLAY**5.1 PLACE MARKERS**

Place the Turn marker on the Sept 17 space with the Clear side face up. This will represent May 10th (Turn 1). Place the x1 VP marker on the 0 box on the Supply Track.

5.2 SETUP

Each player places his initial units on the map in the Areas shown on the counter backs. All units begin the game with their Fresh sides face up. Areas 26 and 36 begin the game German Controlled as do Zones C and D. All other Areas and Zones begin the game Dutch Controlled.

5.3 START OF PLAY

The game is now ready to begin.

6.0 SEQUENCE OF PLAY

6.1 OVERVIEW

A game has 3 Turns. Each Turn represents 24 hours and comprises four Phases and a variable number of “mini-turns” or Impulses. After the Turn’s Impulses end, both players are able to Refit their surviving units. At the end of the 3rd Game Turn, Victory Conditions are checked to decide the winner. Each Turn has the following phases:

- Weather Phase
- Daylight Phase
- Refit Phase
- Regroup Phase

6.2 DAWN PHASE

Not used.

6.21 WEATHER DIE ROLL

This is the Weather Phase. On both the May 11th and May 12th turn roll one die:

dr	Weather
1	Fog
2-6	Clear

Flip the Weather marker to the appropriate side on the Turn Record Track.

6.22 FIRST TURN

On the first turn (May 10th, 1940) the Weather Phase is replaced with a special Bridge Demolition Phase (See 20.0).

6.3 DAYLIGHT PHASE

Each player may take one action each Impulse before the Advantage marker is advanced to the next space of the Impulse Track (3.7, 8.1). The Dutch player always goes first. The first German DR made for any purpose during a German Impulse also serves as the Sunset DR (if the German player does not make a DR during his Impulse, he makes a Sunset DR at the end of his Impulse). If the Sunset DR is < the Impulse Number, the Daylight Phase ends once the German player has finished his Impulse (he may still declare a double impulse, see 12.3). If the Sunset DR is > or equal to the Impulse Number, the Advantage marker advances to the next space on the Impulse Track. If the Advantage marker moves off the Impulse Track, the Daylight Phase ends.

6.4 REFIT PHASE

Return the Advantage marker to the ‘0’ space of the Impulse Track and place the Sunset DRM marker in the

Sunset DRM box next to Impulse Track. The Dutch player may resupply his units. On May 10th all non-isolated Dutch units are all automatically resupplied. On May 11th any non-isolated Dutch units in Areas numbered 48 or higher, or in any Zone are automatically resupplied. French units are only in supply if they are located in or if they can trace supply to Zone G. The Germans trace supply to Zones C and/or D. A unit wishing to Refit need only trace a valid supply line. Each isolated Dutch unit may then be required to make a Surrender dr (13.9). Neither German nor French units make a Surrender dr if they become isolated.

6.5 REGROUP PHASE

Each player may Regroup any or all of his units, even if Spent/Disrupted, by moving them one Area into any adjacent Free Area or Zone. The Dutch player regroups first, followed by the German player. After both players have regrouped, advance the Turn marker on the Turn Record Track.

6.51 REGROUP MOVEMENT RESTRICTIONS

Units may not Regroup in violation of movement restrictions present during a Daylight Phase. Specifically:

- River Bunker Garrison units may never Regroup.
- Non-Infantry units may only Regroup via a Road Net (9.4).
- Armored units must follow the Road Net, and must use a Bridge to cross a canal or River.
- If two Areas each contain 10 friendly units, units may not switch places.

7.0 STACKING AND CONTROL

7.2 CONTROL

Each Area is always Controlled by the Dutch or the Germans. Control changes only when a side has a unit in a Vacant Area previously Controlled by the enemy. Control can be gained during movement without stopping to end an Impulse in an Area. However, the cost to enter a Vacant, enemy Controlled Area remains 2 MF throughout the Impulse even though the first friendly unit to enter it gains Control of that Area. Zones may only be Controlled for Victory Point purposes. The side with the most units in a Zone Controls that Zone for Victory Point totals only. The Dutch Control the Zone if the Germans do not have more units than the Dutch.

7.21 ALLIED LINKUP

Not used.

8.0 IMPULSES

8.1 OVERVIEW

The majority of the game is played during the Daylight Phase in mini-turns called Impulses. The Dutch player performs one Impulse and then the German player performs one Impulse. After both players have performed one Impulse, the Advantage marker is advanced one space on the Impulse track printed on the map. In his Impulse the Dutch player activates a single Area or Zone. The German player then has the same opportunity in his Impulse. A player may take two consecutive actions only by forfeiting the Advantage to declare a Double Impulse (12.3). The active player during an Impulse is the Attacker; his opponent is the Defender.

8.2 TYPES OF IMPULSES

There are three types of Impulses: Assault, Bombardment, and Pass.

8.21 ASSAULT IMPULSE

The Attacker selects any one Area or Zone of his choice as the Active Area. An Assault Impulse consists of one step:

1. Any Fresh units that begin the Impulse in that Area may move, attempt to seize bridges, and/or Assault.

8.22 INFILTRATION IMPULSE

Not used.

8.221 RESTRICTIONS

Not used.

8.222 PROCEDURE

Not used.

8.26 PASS IMPULSE

The Attacker may elect to take no action during this Impulse (although the German player must still make a Sunset DR to determine if the Daylight Phase ends). If both players declare a Pass Impulse consecutively, the Daylight Phase immediately ends.

8.4 NATIONALITIES

The Dutch player may use both French and Dutch units in the same Impulse without restriction if they start the Impulse in the same Area/Zone and are both Fresh. They may both defend together and Casualty Points (CPs), if any, may be distributed amongst them as desired by the Dutch player.

9.0 MOVEMENT

9.1 MECHANICS OF MOVEMENT

During an Assault Impulse the Attacker may move all, some, or none of his Fresh units from the Active Area. Units move one at a time. A unit may move into an adjacent Area, or along an Arrow to or from a Zone. At any point in an Assault Impulse, Fresh units that began the Impulse in the Active Area may Assault enemy units within the same Area. Each Area may be Assaulted only once per Impulse. If an Assault results in an Overrun (10.5), Assaulting units with unused MF may continue to move/Assault. When a unit completes an Assault Impulse it is flipped to its Spent side. Other Fresh units in the Active Area may then also move and/or Assault. This continues until there are no Fresh units in the active Area with which the Attacker wishes to perform actions.

9.2 MF COSTS

Movement requires the expenditure of Movement Factors (MF) during an Impulse. A unit may continue to move into adjacent Areas until it either lacks enough MF to enter another Area, or it enters an Area occupied by an enemy unit. Movement into an Area incurs the following MF costs:

1 MF	Enter a Free Area
2 MF	Enter an enemy-Controlled Vacant Area (see 7.2)
3 MF	Enter an Area containing only Spent and/or Disrupted enemy units
4 MF	Enter an Area containing a Fresh enemy unit
All MF	Cross a canal without using a bridge (Infantry only)
	Cross a river using the German Boat Assault marker (Infantry only)
All MF	Exiting a Contested Area (if Infantry) as long as the destination Area is a Free Area/Zone.
	Exiting a Contested Area containing an enemy armor unit (if Armor) as long as the destination Area is a Free Area/Zone.

Note: Armor in a Contested Area containing no enemy armor may exit at normal MF costs, so long as the destination is a Free Area/Zone.

* These cases are not cumulative; i.e., only the most severe case applies when entering an Area.

9.21 MINIMUM MOVE

If a unit has not yet expended MF in the Impulse, and lacks sufficient MF to enter an Adjacent Area that it is not otherwise prohibited from entering, it may enter that Area by expending all of its MF.

9.22 SEIZING BRIDGES

Not used.

9.4 ROAD MOVEMENT

Armored units must use a road to enter or exit any Area. All Armored and Mechanized units that move along the Road Net traveling through nothing but Free Areas for the entire Impulse spend only ½ MF per Area entered.

Note: A unit starting its Impulse in an Area may leave by any road, regardless of the road used to enter the Area the previous Turn. For example, an Armored unit could follow the Road Net from Area 33 to Area 34 on May 10th, and then follow the Road Net from Area 34 to Area 28 on May 11th. A unit may not “switch” roads in mid-Impulse. Similarly, a unit starting its Regroup Phase in an Area may also leave by any road, regardless of the road used to enter the Area during the Daylight Phase.

9.5 BOAT ASSAULTS

The Germans may make an unlimited number of Boat Assaults across the Maas River on the first turn of the game (May 10). After the first turn, they may only make a Boat Assault across the Maas River when there is an Engineer unit included in the Boat Assault. If a Boat Assault is being conducted, the Germans may place one Assaulting non-mechanized Infantry unit (exception after Turn 1, May 10, the unit may only be an Engineer unit) across an unbridged River Boundary (including a River Boundary where the bridge has been destroyed). The unit making a Boat Assault must occupy a Free Area at the start of the Impulse and must be able to trace a supply line back to either Zone C or D. If the Area entered is enemy Controlled/Contested and/or the river boundary does not have a Held! marker, the unit must make a Mandatory Assault (10.2). Boat Assault movement always uses all of the MF of the moving unit.

9.62 CROSSING BOUNDARIES

All canal boundaries, river boundaries, and bridges are Dutch held at the beginning of the game. A maximum of five units may use a single Bridge to cross a canal or river boundary during a single Impulse or Regroup Phase. Units may cross in both directions up to the limit of five and a unit that crosses in both directions in the same Impulse counts as two units (Exception units that fail a Mandatory Assault may retreat without exceeding bridge limits). A unit may cross a river boundary only by using a bridge or Boat Assault.

9.63 FERRY CROSSINGS

Not used.

9.64 RIVER BUNKER GARRISONS

River Bunker Garrisons may never move, retreat, or Regroup.

9.66 AIRBORNE OPERATIONAL SECTORS

Not used.

10.0 ASSAULTS

10.2 MANDATORY ASSAULT

A friendly unit must make a Mandatory Assault whenever it:

- Enters an enemy-occupied Area that was not Contested at the beginning of the current Impulse or
- Enters a Contested Area by moving across an enemy Controlled canal or river boundary, or moving across an enemy-Controlled bridge.

After a Mandatory Assault is resolved, flip all moving units to their Spent side. If a Mandatory Assault over a canal boundary or enemy Controlled bridge is a success or a stalemate the canal boundary or bridge becomes friendly Controlled and is marked with a Held! marker, if the Germans are the attackers. If the Mandatory Assault is a failure all participated units must retreat along their route from the Active Area (8.1). If an Assault includes units conducting a Mandatory Assault and other units conducting an Optional Assault, only those units making a Mandatory Assault must retreat if the Assault fails.

10.4 RIVER ASSAULTS

Only German units may Assault across a river without using a bridge and then may only do so by declaring a Boat Assault (9.5). The first assault over a river boundary is a Mandatory Assault. If the Assault succeeds or ends in a Stalemate the river boundary becomes friendly Controlled and is marked with a Held! marker in the same manner as a successful crossing of a canal boundary.

10.5 OVERRUNS

If an Assault requires the Defender to take more Casualty Points (10.8) than can be absorbed by the Defending units in the Assaulted Area, the Attacker may continue moving the Assaulting units with any remaining MF (and any supporting Artillery may continue to support other assaults). Units in Elevated Terrain, during a Bridge Coup Attempt, or that cross an unbridged canal boundary this Impulse, or that are making a Boat Assault, may not Overrun and must stop following resolution of their Assault. If Overruns are not allowed, the attacking unit's Impulse ends after its attack; it may not use any remaining MF to seize bridges or move elsewhere.

10.72 ATTACK VALUE (AV)

The AV is equal to the sum of:

A.	+x	Attack Factor of any one Assaulting Infantry/Armor unit (the Point Unit) of the Attacker's choice.
B.	+1	Each additional Assaulting Unit
C.	+1	Each supporting Field Artillery Unit (15.12)
D.	+1	Divisional Integrity bonus for each Division contributing three or more units to the attack (including supporting Field Artillery). Infantry Battalions do not contribute.

Note: a moving artillery unit does not add +1 under 10.72B if entering an Area as part of an Assault.

10.73 DEFENSE VALUE (DV)

The DV is equal to the sum of:

A.	+x	The Defense Factor of any one Defending unit (the Forward Unit) of the Defender's choice in the Area being Assaulted. Reduce this unit's Defense Factor by its Disruption Level, (x may be negative due to disruption).
B.	+?	TEM of the Area being Assaulted.
C.	+1	If the attacking unit crossed a bridge while making a Mandatory Assault (10.2), an additional +1 if that bridge is Controlled by the Defender, and/or an additional +1 if the bridge spans a river boundary.
D.	+2	If the attacking unit crossed a canal without using a bridge or made a Boat Assault. If another attacking unit crosses a bridge use the higher applicable modifier of cases C and D, but not both.
E.	+1	Per additional Fresh Defending Unit other than the Forward Unit.

10.91 RETREAT PROCEDURE

Units must retreat one unit at a time to determine if the Area becomes fully stacked. If it does, subsequent units must continue their retreat to another Area that is not fully stacked. In this event, both Attackers and Defenders must follow the Retreat Priorities (10.92) to determine the second (or more) Areas to which they must retreat.

10.92 RETREAT PRIORITIES

If there is more than one Area to which defending units may retreat, the Defender must retreat based on the following priorities:

1. Free Area adjacent to the least number of enemy-Controlled Areas.
2. Friendly-Controlled, Contested Area.
3. Enemy-Controlled, Contested Area.
4. Fully stacked Area.

Multiple units may retreat into different Areas so long as the above priorities are observed. If two Areas share the same priority the retreating player may select which Area to retreat into.

Note: Units may not retreat off board.

11.0 BOMBARDMENT**11.11 BOMBARDMENT DECLARATION**

The German player may bombard with Field Artillery units or Air Bombardment markers (16.2). The Dutch player may bombard with Field Artillery units.

11.12 PRIMARY TARGET

The attacker chooses one unit in the Target Area as the Primary Target. A Disrupt 2 unit may be chosen as the Primary Target. Field Artillery may not be selected as the Primary Target if there are other defending types in the Target Area.

11.2 ATTACK VALUE (AV)

In an Air Bombardment, the AV is the Attack Factor of the Attacking Air Bombardment marker. In a Field Artillery Bombardment, the AV is the Attack Factor of one Field Artillery unit of the attacker's choice (the Lead Artillery Unit) plus one for each additional Field Artillery supporting the Bombardment. If Corps Artillery is leading the Barrage (11.112), the Attack Factor of the lead artillery unit is doubled.

11.3 DEFENSE VALUE (DV)

The DV is the sum of:

A.	2x	Double the TEM of the Target Area.
B.	+1	Each Fresh enemy Field Artillery Unit in the Target Area (vs. Field Artillery Bombardment only).
C.	+1	Fresh River Bunker in the Target Area (vs. Field Artillery Bombardment only).

Note: The Defense Factor of the Defending unit(s) is not relevant to Bombardment resolution.

11.41 ATTRITION POINTS:

The Defender removes AP as follows:

3 AP	Fresh Armored Unit becomes "Spent"
2 AP	Spent Armored Unit becomes "Disrupt 1"
2 AP	Armored Unit at "Disrupt 1" becomes "Disrupt 2"
2 AP	Fresh Non-Armored unit becomes "Spent"
1 AP	Spent Non-Armored Unit becomes "Disrupt 1"
1 AP	Non-Armored Unit at "Disrupt 1" becomes "Disrupt 2"

AP are applied to the Primary Target until it becomes Spent/Disrupted and then no more AP can be applied to it. Any additional AP are then assigned by the Defender to cause additional units to become Spent/Disrupted. If possible, all AP must be used to cause units to become Spent/Disrupted. Unlike an Assault, each Defending unit in a Bombardment can only be reduced a maximum of one level per Impulse. A unit can absorb fewer than its listed AP without being affected. Excess APs are ignored.

12.0 THE ADVANTAGE CHIT**12.1 OVERVIEW**

The Advantage abstractly reflects an edge that one side will temporarily have based on weather, morale, position, surprise, leadership, intercepted communication or fate. At the start of each Impulse one player always has possession of the Advantage as symbolized by placement of the Advantage marker with the Controlling player symbol face up on the Impulse Track. The Germans start the game with the Advantage. Control of the Advantage can change in one of two ways: voluntary use, or involuntary loss.

12.2 VOLUNTARY USE

The Advantage can be used to force a reroll of any DR/dr. If used to reroll a combat resolution, all four dice are rerolled. Whenever the Controlling player uses the Advantage, it shifts to the opponent at the end of the current Impulse (or Phase, during the D-Day preliminary Phases). Flip the Advantage marker to its other side on the Impulse Track whenever the Advantage changes possession. If the Advantage is used to reroll any DR that had served as the German Sunset DR the rerolled DR becomes the effective Sunset DR.

12.4 INVOLUNTARY LOSS

If three or more Dutch units are eliminated in a single Impulse, the Dutch player loses the Advantage if he has it, and it will belong to the German player at the end of the current Impulse. He may use the Advantage to reroll the combat where the losses occurred in hopes of reducing the loss, but the Advantage will be lost in any case. If the German player loses a single unit he loses the Advantage if

he has it, with the same reroll option.

12.41 SUNSET DICE ROLL MODIFIER

If the Dutch player loses 4 or more units (inclusive of the French units) he not only loses the Advantage, but the German player may also move the Sunset Die Roll Modifier (DRM) marker one space for each unit above three that the Dutch player loses. If the Dutch player does not have the Advantage, the German player may move the marker one space for each unit above two that are lost. Whenever the Sunset DRM is moved onto the Impulse Track, it modifies all subsequent German Sunset DR (for Sunset Purposes only) by an amount corresponding to the number of the space it occupies. The "Sun +" side is placed face up when the marker has been advanced past zero and the amount will be added to the Sunset DR. The "Moon -" side is placed face up when the marker has been retracted below zero and that amount will be subtracted from the Sunset DR.

13.0 DISRUPTION AND SUPPLY**13.2 BECOMING SPENT/DISRUPTED**

Fresh units that move become Spent. Units that make an Assault become Spent if $AT > DT$, or "Disrupt 1" if $AT < DT$. If an Assault results in $AT = DT$, the point unit only suffers "Disrupt 1" and the remaining Assaulting units become Spent. Bombarding units become Spent after their Bombardment is resolved only if a Barrage was declared. A Fresh Defending unit that takes Casualty Points must become Spent for its first CP. A unit can absorb CP/AP by becoming Spent and/or increasing its Disruption Level.

13.3 REFIT PHASE

The Dutch conduct their Refit Phase first, followed by the Germans. A Refit Phase has the following steps:

1. Units in Supply recover one level.
2. Isolated Units may have to make a Surrender dr.

13.4 SUPPLY DEPOTS

The Germans may draw Supply from either Zone C or D. The Dutch after Turn 1 (May 10th) are only in supply if they physically occupy an Area numbered 48 or higher or are in any Zone in play except C or D. The French are only in supply if they are in or can trace a supply route to Zone G.

13.41 GERMAN DEPOT PLACEMENT

Not used.

13.411 GERMAN ZONE I SPECIAL REFIT

Not used.

13.42 ALLIED DEPOT PLACEMENT

Not used.

13.421 ZONE F DEPOTS

Not used.

13.422 AIRBORNE DEPOTS

Not used.

13.423 ALLIED ZONE I SPECIAL REFIT

Not used.

13.424 AIR SUPPLY

Not used.

13.5 INTERDICTION

Not used.

13.6 REFIT COSTS

During the Refit Phase each unit may recover one level maximum. There is no cost; the unit need only be in supply per 6.4, 13.4 and 13.8.

13.7 RESERVES

Not used.

13.8 ISOLATION

German and French Supply lines are traced from a Supply Source to a unit's Area (13.81, 13.82). A valid Supply Line is a contiguous route of any length through any friendly Controlled (Free or Contested) Areas. A supply line may not cross an unbridged river boundary. It may not cross an unbridged canal boundary unless it is the last boundary crossed by the supply line. German and French units without a valid Supply Line are not refitted. Dutch units not in a valid Dutch supply Area or Zone are isolated. Dutch units do not need Supply Lines. German and French units are never isolated.

13.81 GERMAN SUPPLY SOURCES

Zone C and D are German Supply Sources from which the Supply Line is traced.

13.82 ALLIED SUPPLY SOURCES

Zone G is the French Supply Source from which the Supply Line is traced. The Dutch are in supply per 13.4 and do not have a Supply Source per se.

13.9 SURRENDER

Only the Dutch units may surrender. The Dutch player must make a dr for each Isolated unit at the end of the Refit Phase. There are four levels of Isolation:

Fresh units are Isolation Level 1;

Spent units are Isolation Level 2;

Disrupt 1 units are Isolation Level 3;

Disrupt 2 units are Isolation Level 4.

If the dr is less than the current Isolation Level of the unit, the unit is eliminated. If the dr equals the Isolation Level of the unit, the unit's Isolation Level is increased by one (or the unit is eliminated if the unit is already Disrupt 2). If the dr is greater than the unit's Isolation Level, the unit is unaffected.

14.0 ZONES

14.5 ZONE F

Not used.

14.51 REENTRY

Not used.

14.6 ZONE CONTROL

For purposes of victory point determination only, Zones are Controlled by the side that has more units in the Zone at the end of each turn. The Germans Control Zones C and D at the beginning of the game and the Dutch Control the remaining Zones.

16.0 AIRPOWER

16.1 OVERVIEW

The Germans have two markers for Air Bombardment. Each Air Bombardment marker is flipped when used and automatically becomes Fresh at the start of the next Daylight Phase.

16.2 AIR BOMBARDMENT

Each Air Bombardment marker can make an Air Bombardment during Clear weather as the sole activity of a German Impulse. The marker should be placed in the target Area prior to resolving the bombardment. Air Bombardments are resolved in the same manner as Field Artillery Bombardments except that neither Field Artillery and River Bunker Garrisons in the target Area add one to the DV. After the Air Bombardment has been resolved the marker is flipped and returned to the Bombardment display with the "Used" side up to show that the marker cannot bombard again in the current turn. Unlike other Impulses/actions, Air Bombardment does not advance the Impulse marker, although the resolution DR is still a Sunset DR to determine if the Daylight Phase ends.

16.21 RESTRICTIONS

During an Air Bombardment Impulse the German player may not take a Double Impulse. An Air Bombardment may not be supported by Field Artillery or another Air bombardment marker.

16.22 TARGET AREAS

Air Bombardment is permitted if a German unit is in or adjacent to the target Area, or if the Target Area is adjacent to an Area Controlled by the Germans.

16.23 MISTAKEN ATTACK

If the Target Area of an Air Bombardment is Contested, German casualties occur if the original (unmodified) Attacker and Defender DRs are equal. The German Attrition Points are half (fractions rounded up) of the Attacker's original DR. The Dutch may select the unintentional German "Primary Target" after the attack is resolved. Dutch losses are taken normally.

16.3 AIR SUPPLY

Not used.

16.4 AIR INTERDICTION

Not used.

17.0 WEATHER**17.1 OVERVIEW**

Prior to the first Impulse of the May 11th and May 12th Turn (Turns 2 and 3), roll for the weather per 6.21. Flip the Weather marker to the appropriate side and place it on that date. The May 10th turn is clear.

17.2 CLEAR WEATHER

Play proceeds normally.

17.3 FOG

The Dutch have their MF increased by one during Fog Impulses. Air Bombardment is not available during Fog Impulses. Fog dissipates after Impulse 5.

17.4 WEATHER CHANGES

Not used.

17.41 SUPPLY CONSEQUENCES

Not used.

18.0 REINFORCEMENTS**18.1-18.5**

There are no reinforcements during this game and so none of the reinforcement rules are used.

19.0 BRIDGES**19.1 OVERVIEW**

Bridges are always in one of three states: German-held (marked with a "Held Bridge" counter), Dutch-held or Destroyed. At the start of play, Bridges are Dutch-held. Bridges can change hands in three different ways:

- * Successful Coup attempt.
- * Crossed during a successful or Stalemated Mandatory Assault.
- * Both connecting Areas become friendly-Controlled.

A maximum of five units may use a bridge during an Impulse or Regroup Phase (although they may move across a bridge during an Impulse and retreat back across it in the same Impulse if the Assault is a Failure) regardless of the direction moved.

Note: if a unit has at least 2 MF remaining it may cross into an enemy Controlled Vacant Area, automatically gaining Control of the bridge without a seizure dr as it does so.

19.2 BRIDGE REPAIR

Not used.

19.21 CONSTRUCTION

Not used.

19.22 PRIMARY TARGET

Not used.

19.23 EVENING CONSTRUCTION

Not used.

19.3 BRIDGE SEIZURE

Not used.

19.4 BRIDGE DEMOLITION

A demolition attempt for each bridge may be made by the Dutch before the beginning of the first Impulse on Turn 1 only. If the attempt is successful, the bridge is covered with a blown bridge marker. The attempt is successful on a $dr \geq 5$.

19.41 BRIDGE DEMOLITION MODIFIERS

There is a -1 dr modifier to any bridge that spans a river.

19.5 BRIDGE DEMOLITION/REPAIR MODIFIERS

Not used.

19.6 RAILROAD BRIDGES

There are two railway bridges that may be used for Armored Train (Zug) movement only. These bridges include the bridge between Area 37 and 44 (Gennepe) and the Bridge

between Area 33 and 39 (Malden). They may be used during the D-Day phase for a Bridge coup attempt only.

20.0 D-DAY

20.1 OVERVIEW

Prior to the first Impulse there is a special D-Day phase. There are two steps to it:

1. Dutch Bridge Demolition Phase
2. German Bridge Coup Phase

20.2 DUTCH BRIDGE DEMOLITION PHASE

The Dutch may make a Bridge demolition dr for any or all Bridges that the Dutch player wants to demolish as per 19.4 and 19.41.

20.3 GERMAN BRIDGE COUP ATTEMPT

Should the Dutch player choose to make a demolition attempt on the Gennep Railroad Bridge (Area 37), the German player may immediately choose to suspend the Dutch player's Demolition Phase and begin the Bridge Coup Attempt Phase. To do so he moves Panzer Zug 1 and one Infantry Battalion into Area 37 (this costs 0 MF). Roll for a bridge seizure attempt. The German is successful on a 4 or greater and fails on a 3 or less. If successful place the Panzer Zug 1 and the Infantry Battalion in either Area 44 or 43. Place a Bridge Control marker on the Gennep bridge. Both the Panzer Zug and the Infantry Battalion remain fresh. If it fails, remove the Panzer Zug unit and the Germans lose the Advantage. The Infantry Battalion is flipped to its spent side and remains in Area 37 which then becomes German Controlled. The Dutch may then continue with their Bridge Demolition Phase.

Once the Infantry Battalion is in an Area with a Dutch unit they may make an attack against the Dutch unit(s) with a special +1 DRM to that attack. This DRM is available during the German Bridge Coup attempt phase only.

20.4 PANZER ZUG

This unit is an Armored Train and is considered an Armored unit. It may carry one battalion of infantry if both units start in the same Area at the beginning of the Impulse. The Infantry unit may not move after the Train has moved. The Train may only move into Areas connected by railroad tracks. Each Area cost 2 MF regardless of the presence of enemy units. However, the armored train (and any infantry unit it carries) must stop in the first Area that contains an enemy unit. The armored train may not enter Zones. The Zug unit may not contribute an attack factor to any combat.

20.5 XXX CORPS GROUND ASSAULT PHASE

Not used.

20.6 DAYLIGHT IMPULSES

A normal turn now starts with Dutch Impulse 0.

20.7 REFIT AND REGROUP PHASES

These phases follow in the same manner as a normal turn.

21.0 VICTORY CONDITIONS

21.1 BREAKTHROUGH

If the Germans Control Tilburg (Zone G) by the end of May 10th, they win immediately.

21.2 MAY 12TH VICTORY CHECK

The Germans win by having 3 or more Victory Points at the end of the May 12th turn. The Dutch win by preventing the Germans from fulfilling their Victory Conditions.

21.3 VICTORY POINTS

The Germans garner Victory Points as follows:

2 points for the Control of Area 49 (Schijndel)

1 point for the Control of Area 48 (Dinther)

1 point if either French unit is either still on the map at the end of May 12th or has been eliminated.

The Germans lose 1 victory point if the Dutch Control Zone E at the end of May 10th, and they lose 1 victory point if they have not Contested or Controlled Area 28 (Nijmegen) by the end of May 10th.

The Germans also gain a VP if they Control Area 51 (Veghel) at the end of the May 11 turn.

21.4 OFF BOARD MOVEMENT

French and Dutch units may exit the map from Zone G by expending 1 MF. If they choose to do so, they are removed from the game but not considered destroyed. If the French do so, the German player does not receive VPs for their elimination.

22.0 THE EXTENDED GAME

22.1 - 22.2

Since there is no Extended Game these rules are not used.

23.0 OPTIONAL RULES

There are no optional rules.

24.0 CREDITS

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