

MICHAEL RINELLA'S

FESTUNG EUROPA

THE CAMPAIGN FOR WESTERN EUROPE

1943-1945

Compass Games



RULES of PLAY

FESTUNG EUROPA

THE CAMPAIGN FOR WESTERN EUROPE
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TABLE OF CONTENTS

1. **Introduction**
2. **Components**
 - 2.1 The Game Map
 - 2.2 The Playing Pieces
 - 2.3 The Strategy Cards
3. **Prepare for Play**
 - 3.1 Markers
 - 3.2 Unit Setup
 - 3.3 Strategy Cards
4. **Sequence of Play**
 - 4.1 Air Power Phase
 - 4.2 Draw Strategy Card Phase
 - 4.3 Action Phase
 - 4.4 Attrition Phase
 - 4.5 Turn End Phase
5. **Action Phase**
 - 5.1 General Rules
6. **Strategy Cards**
 - 6.1 General Rules
 - 6.2 Operations
 - 6.3 Redeployment
 - 6.4 Replacement Points
 - 6.5 Events
 - 6.6 Combat Cards
 - 6.7 Deck Management
7. **Stacking**
 - 7.1 Stacking Limits
8. **Movement**
 - 8.1 When Units May Move
 - 8.2 Movement Costs
 - 8.3 Movement Restrictions
 - 8.4 Zones of Control (ZOC)
9. **Combat**
 - 9.1 General Rules
 - 9.2 Combat Resolution
 - 9.3 Taking Losses
 - 9.4 Retreats
 - 9.5 Advance After Combat
10. **Redeployment**
11. **Supply**
 - 11.1 Supply Determination
 - 11.2 Allied Supply Sources
 - 11.3 Axis Supply Sources
 - 11.4 Tracing Supply
 - 11.5 Supply Status
 - 11.6 Out of Supply (OOS) Penalties
 - 11.7 Attrition
12. **Replacements**
 - 12.1 Replacement Points (RP)
 - 12.2 Replacement Costs
 - 12.3 Re-creating Units
 - 12.4 Replacement Restrictions
13. **Italy**
 - 13.1 Before Italian Surrender
 - 13.2 Italian Surrender
 - 13.3 After Italian Surrender
14. **Air Power**
 - 14.1 Marker Placement
 - 14.2 Strategic Air Power (SAC)
 - 14.3 Tactical Air Power (TAC)
 - 14.4 Allied Airfields
15. **Infrastructural Collapse**
16. **Determining Victory**
 - 16.1 Victory Points
 - 16.2 Automatic Victory
 - 16.3 Campaign Game Victory
 - 16.4 Hitler
17. **Campaign Game**
 - 17.1 Game Length
 - 17.2 Set Up
 - 17.3 Special Scenario Rules
18. **Overlord Scenario**
 - 18.1 Game Length
 - 18.2 Set Up
 - 18.3 Special Scenario Rules
 - 18.4 Cards Permanently Removed
 - 18.5 Game Turn Track Event Markers
19. **Optional Rules**
 - 19.1 Optional Axis Card Draw
 - 19.2 Optional Allied Card Draw
 - 19.3 Play Balance Options
 - 19.4 Alternate *Overlord* Invasion Sites
 - 19.5 Tournament Bidding
20. **Terminology & Rules Abbreviations**
21. **Suggested Reading**
22. **Credits**

1. INTRODUCTION

Festung Europa: The Campaign for Western Europe, 1943-1945 is a two player game simulating the Second World War in the European Theatre of Operations between the fall of Tunis in May, 1943 and the final Axis surrender in 1945. The game is based on the card system used in MMP's *Shifting Sands: The Campaign for North Africa, 1940-1943*, but there are many differences that need to be fully understood.

2. COMPONENTS

- One 22" by 34" map
- Two countersheets - 176 at 5/8" and 120 at 1/2"
- One rules booklet
- Two identical player reference cards
- Two decks of strategy cards (55 cards each)
- Two six-sided dice

2.1 The Game Map

The game map consists of a series of hexes superimposed on a map of the terrain over which the 1943-1945 campaigns were fought. Individual hexes contain various symbols representing different types of terrain. These are shown on the Terrain Effects Chart on the Player Aid Card.

2.2 The Playing Pieces

2.2.1 The game includes several different types of units. Both sides have combat units in two different sizes: corps (xxx) and armies (xxxx). In addition the Axis player has fortress units bearing the name of the hex they may occupy.

Full Strength



Reduced Strength



NOTE: Only units with a tank icon are considered to be "Mechanized" for game purposes. Mechanized units have certain advantages both moving and in combat.

Axis Combat Units

	Non-Mechanized Army
	Non-Mechanized Corps
	Mechanized Army
	Mechanized Corps
	Paratroop Corps
	Fortress
	Italian Army
	Italian Corps

Allied Combat Units

	Mechanized US Army
	Non-Mechanized US Corps
	Non-Mechanized Airborne Army
	Mechanized BR Army
	Non-Mechanized BR Corps
	Non-Mechanized Airborne Corps
	Mechanized FF Army
	Non-Mechanized FF Corps

2.22 Unit Abbreviations and Color References

Counter	Nationality	Color Scheme
ALLIED*		
BR	British	Tan/White
CA	Canadian	Tan/White
FF	Free French	Dark Blue/White
POL	Polish	Tan/White
NZ	New Zealand	Tan/White
US	American	Tan/White
AB	Allied Airborne	White/Olive & Tan

AXIS*		
GE	German	Field Gray/White
IT	Italian	Light Green/White
SS	Waffen SS	Dark Gray/White
Para	Luftwaffe	Blue-Gray/White

* Canadian, Polish, and New Zealand units are considered "British". FF units are considered "American." Airborne units are treated as either Allied nationality. Waffen SS and Luftwaffe units are considered "German."

2.23 All corps, army, and fortress counters are printed on both sides. Each side is called a step, and every counter has two steps. The front side of every counter represents the unit at full strength; the reverse side represents the unit at reduced strength. A reduced side is indicated by a colored stripe. Note that, for most units, the reduced side has weaker attack and defense values, while the movement factor is unchanged.

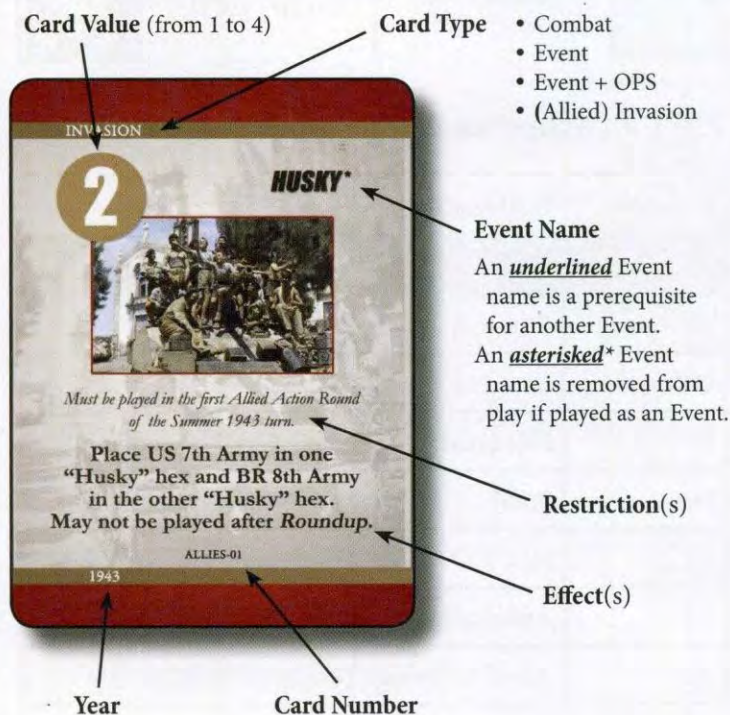
2.24 Non-Fortress units come in two different types: Non-Mechanized and Mechanized. All Mechanized units have a tank illustration on the counter. Mechanized units have certain advantages in both movement (8.36) and combat (9.243).

2.25 There are several types of game markers included with the game. Their use is described in the rules.

2.3 The Strategy Cards

Each player has his own deck of 55 Strategy Cards:

- 21 cards labeled 1943
- 20 cards labeled 1944
- 14 cards labeled 1945.



3. PREPARE FOR PLAY

3.1 Markers

3.11 Place the Turn marker on the "Summer 1943" space on the Game Turn Track.

3.12 Place the VP "x10" marker on the "2" space on the General Records Track and the "x1" marker on the "1" space on the General Records Track.

3.13 Place the German Infrastructure "x10" marker on the "2" space on the General Records Track and the German Infrastructure "x1" marker on the "0" space on the General Records Track.

3.14 Place the Allied and Axis Hand Size markers on the "8" space on the General Records Track.

3.15 Place the Allied and Axis Action Round markers on the "1" space of the Action Round Track.

3.16 Place one Allied Airfield marker in the space provided in the United Kingdom Reserve box, and one Allied Airfield marker in the space provided in the North Africa Reserve box.

3.17 Place all other markers within easy reach of the map. This includes the American player's TAC and SAC air markers (14.2).

3.2 Unit Setup

Place Allied and Axis units in the hexes indicated in the Campaign Game Setup (17). Place all other units within easy reach of the map.

3.3 Strategy Cards

Each player separates his Strategy Cards according to the year printed on the card. Only the 1943 cards are used initially. Be sure the cards are thoroughly shuffled prior to drawing the first hand.

3.31 Initial Strategy Cards

ALLIED: The Allied player must choose to start the game with either the *Husky* or the *Roundup* Invasion Event card in his hand (see 6.561). The Allied player then shuffles their remaining 1943 cards and draws an additional seven, adding them to the previously chosen card to make his initial hand.

AXIS: The Axis player must choose to start the game with any one card from his 1943 deck in his hand. The Axis player then shuffles their remaining 1943 cards and draws an additional seven, adding them to the previously chosen card to make his initial hand.

Set the cards labeled 1944 and 1945 to one side for later use.

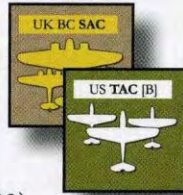
4. SEQUENCE OF PLAY

Festung Europa: The Campaign for Western Europe, 1943-1945 is played in turns, each of which is sub-divided into Phases and Action Rounds which must be strictly followed in the order listed below.

4.1 Air Power Phase

Allied Airbase markers may be relocated (14.4).

The Allied player then places available TAC air and SAC air markers on the Allied Air Missions chart printed on the map (14). Allied Interdiction missions are placed on the map (14.32)



4.2 Draw Strategy Card Phase

4.21 Each player draws Strategy Cards from his Draw Pile to bring his hand up to the maximum size for the forthcoming turn. The maximum hand size is as follows:

- 1943 turns: 8 cards
- 1944 turns: 9 cards
- 1945 turns: 10 cards



NOTE: *This maximum hand size may be decreased by the play of certain Events and the allocation of Allied SAC Air to the Attack Industry mission (14.2). Should the Axis player play the Jet Interceptors Event to cancel an Allied Attack Industry mission the Axis player immediately draws an additional card.*

4.22 If there are insufficient Strategy Cards in the Draw Pile to fill a player's hand back up to its maximum size, take all available cards. Then reshuffle the discards into a new Draw Pile and draw from this up to the maximum hand size.

4.3 Action Phase

Each Action Phase is divided into six identical Action Rounds. Each Action Round allows each player to take one action. The Axis player takes his action first in each Action Round. The players continue to alternate taking actions, advancing their markers on the Action Round Track, until each player has taken six actions.

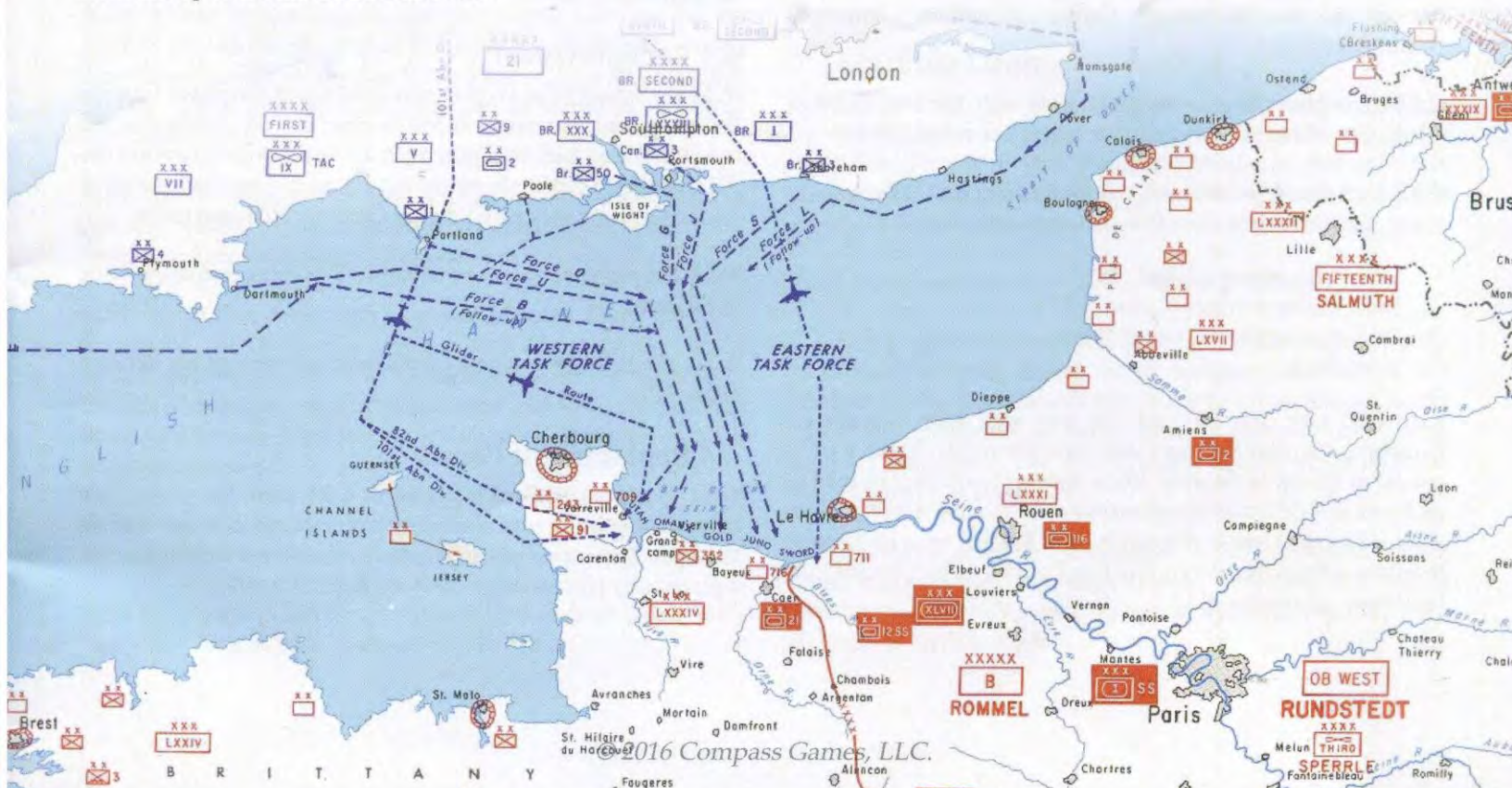


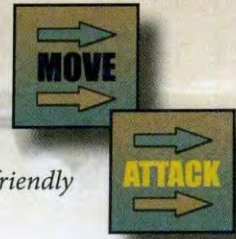
4.4 Attrition Phase

During the Attrition Phase units are checked for attrition (11.71) and control of hexes behind enemy lines may change (11.72). The Axis attrition phase occurs at the end of the 6th Axis Action Round. Axis units are checked for attrition, and control of hexes behind enemy lines may change. The Allied attrition phase occurs at the end of the 6th Allied Action Round. Allied units are checked for attrition, and control of hexes behind enemy lines may change.

4.5 Turn End Phase

Check for Automatic Victory (16.2). If the game has not ended because of Automatic Victory or the Fall 1945 Turn End Phase advance the Turn marker to the next season on the Game Turn Track and begin the Sequence of Play again with the Air Power Phase. The Axis Action Round marker, if currently showing "RP Card Played," is flipped back to its original side. Both players also have the opportunity to discard any or all of the Strategy Cards remaining in their hand. Place discarded cards face down in the player's Discard Pile. Players may not examine each other's Discard pile.





5. ACTION PHASE

5.1 General Rules

There are six Action Rounds per Action Phase. In each Action Round, each player is allowed to take one action.

5.11 The Axis player conducts the first action of each Action Round.

5.12 Each player must take one of two possible actions:

EITHER

A. Play a Strategy Card, and decide to do ONE of the following options: Play the card for Operations, Redeployment, Replacement Points, or as an Event and following the directions given on the card.

OR

B. Not play a Strategy Card. A player who does not play a Strategy Card must take an Automatic Operation as if playing a Strategy Card with a value of one for Operations Points.

5.13 Players advance their Action Round marker along the Action Round Track (advancing from "1" to "2", "2" to "3", etc.) to indicate which Action Round they have completed.

5.14 Players continue to alternate taking actions until each player has taken six actions.

6. STRATEGY CARDS

6.1 General Rules

Players initiate all actions, including movement and combat, through the play of Strategy Cards. *Exception: Automatic Operations (5.12B).*

6.11 Each player begins the game using only his 1943 Strategy Cards. His 1944 and 1945 cards are added per rule 6.7.

6.12 Each Strategy Card has a point value ranging between 1 and 4, and may be used in one of four possible ways:

- Operations Points (Called "OPS")
- Redeployment Points (Called "RD")
- Replacement Points (Called "RP")
- As an Event

Each card may only be used one way each time it is played. *Exception: Certain Strategy Cards have the words "Event + OPS" printed at the top of the card. These Strategy Cards may be used as an Event and OPS card simultaneously in the same Action Round.* After a Strategy Card is played for OPS, RD, RP, or as an Event it is removed from the players hand and placed in his Discard Pile, face down. *Exception: 6.52.*

6.2 Operations

6.21 If a Strategy Card is played as an OPS card, the player is allowed to spend a number of activation points equal to the value of the card. *Note: A minimum of one friendly unit in a hex is required to activate that hex.*

6.22 A hex costs the same number of activation points whether it is activated for movement or combat. *Exceptions: 11.52; 11.61,*

6.23 Each hex may be activated for either movement or combat, but not both. A "Move" or "Attack" marker should be placed on each hex as it is activated. *Note: Mechanized units may potentially move and attack in the same Action Round (8.36).*

6.24 Only friendly hexes may be activated. Move and Attack markers may never be placed in vacant hexes or in hexes containing enemy units.

Movement markers may be placed in The United Kingdom, North Africa, Eastern Front, and Balkans Front boxes just as if they were friendly hexes for a single OPS point.

6.241 After all activated hexes are marked the Active Player conducts movement of all units in hexes marked with a Move marker. Units in a hex marked for movement are not required to move at all. Move markers are removed as each hex is activated for movement.

6.25 After all movement is completed the Active Player conducts any combat that he wishes to initiate from hexes marked with an Attack marker. At least one unit must attack and resolve combat. Attack markers are removed as each combat is resolved.

6.26 Axis Mechanized units may not attack Allied Beach Head hexes in France before play of the *Rommel* Event. *Exception: this restriction is lifted for the rest of the game if the Allied player plays the Roundup Invasion.*

6.3 Redeployment

6.31 If a Strategy Card is played as an RD card, the player may use Redeployment to move Non-Mechanized and Mechanized units, as well as Allied Airfield markers (10.2). Fortress units may not use RD movement. There is no restriction on the number of Action Rounds a player may play Strategy Cards for Redeployment.

6.32 The player receives a number of RD points equal to the value of the card.

6.33 The rules governing Redeployment movement are detailed below (10).

6.4 Replacement Points

6.41 If a Strategy Card is played as a RP card, the player may immediately spend a number of replacements equal to the value of the card. There is no restriction on the number of Action Rounds a player may play Strategy Cards for Replacements.

6.42 After the first time the Axis player plays a Strategy Card for replacements flip his Action Round marker to its “RP card played” side. Each additional time the Axis player plays a Strategy Card for Replacement Points subtract 1 Victory Point on the General Records Track. This penalty applies for the rest of the current Turn. *Note: A Strategy Card Event that gives the German player replacements does not count towards this Victory Point penalty.*



6.43 The rules governing the expenditure of Replacement Points are detailed below (12).

6.5 Events

6.51 If a Strategy Card is played as an Event, the instructions on the card must be followed. Allied Invasion events have an associated marker that is placed on the Game Turn Track. Events that change the VP level also have an associated marker that may be put on the Game Turn Track or kept in front of the side that played the Event.

6.511 The name immediately over each photo is that Strategy Card’s Event Name. An underlined Event Name indicates that Event is a prerequisite for play of another Event.

6.52 If a Strategy Card marked with an asterisk (*) is played as an Event, permanently remove that card from the game after completion of the Action Round it was played. The card is not removed from the game if played as an OPS, RD, or RP card.

6.53 Certain Events introduce new units (reinforcements) into play. There is no limit to the number of reinforcement events a player may play in the same turn. *Note: Reinforcement Events are separate and distinct from the play of Strategy Cards for Replacement Points. A player may play a Strategy Card as a Reinforcement Event and play cards for RP in the same turn.*

6.54 Allied reinforcements may be placed into any of the following locations: the United Kingdom Reserve box, the North Africa Reserve box, or any Beach Head hex with an Allied control marker. Allied reinforcements may also be placed in an Allied-controlled Paris.

6.55 Axis reinforcements may be placed in the OKW Reserve box, any national capital, or any urban-industrial hex in Germany. *Note: There are no Italian reinforcements in the game.*

6.56 The Allied player may play one Invasion Event per turn. *Exception: The Avalanche Invasion may be played any Action Round after every hex in Sicily is Allied-controlled.* At the time an Invasion Event is played, place the marker with the corresponding name on the Game Turn Track as a reminder that the invasion has occurred that turn.

6.561 The Allied player may play either the *Husky* or *Roundup* Invasion Event but never both during a single game.

6.562 An Invasion Event may not be played during a winter turn. *Exception: The Shingle Invasion may be played during a winter turn.*

6.563 The *Anvil-Dragoon* invasion may be played at any time beginning with the Fall 1944 turn.

6.564 All of the units specified on the Invasion Event Strategy Card must be used in that invasion.

6.6 Combat Cards

6.61 Combat Cards are a special form of Event that may be played immediately prior to combat resolution. The Attacker must play first, followed by the Defender. Combat Cards are the only cards that may be played during the opponent’s Action Round.

6.62 Combat Cards are placed face up on that player’s side of the map, and may influence combats in later Action Rounds during the same turn (9.25). *Exception: A few Combat Cards, such as Severe Weather, are discarded after the current Action Round.*

6.63 At the end of each Action Phase, all Combat Cards that were played must be placed in that player’s Discard Pile.

6.7 Deck Management

6.71 At the start of the Winter 1944 Draw Strategy Card Phase each player adds his 1944 cards to his Draw Pile and reshuffles his Draw Pile and his Discard Pile together to form a new Draw Pile. His Draw Pile will now consist of his 1944 cards and any 1943 cards that have not been permanently removed.

6.72 At the start of the Winter 1945 Draw Strategy Card Phase each player adds his 1945 cards to his Draw Pile and reshuffles his Draw Pile and Discard Pile together to form a new Draw Pile. His Draw Pile will now consist of his 1945 cards and any 1943 and 1944 cards that have not been permanently removed.

7. STACKING

7.1 Stacking Limits

7.11 Three units, regardless of type or size, may stack in one hex. *Exceptions: up to five Allied units may stack together in a Beach Head hex. There is no limit to the number of units that may stack in the United Kingdom and North Africa Reserve boxes, the Eastern Front and Balkans Front boxes, and the OKW Reserve Box.*

7.12 Allied and Axis units may never stack together.

7.13 Stacking limits are in effect at all times except during RD and movement, including during retreat movement that occurs as a result of combat resolution (9.46). If any hex is overstacked at the end of RD, movement, or retreat, units in excess of the stacking limit are eliminated. The owning player decides which units are eliminated in this fashion.

7.14 Units of different nationalities (2.22) controlled by one player may stack together and activate for movement and combat without additional OPS costs. *Exception: Activation of Allied units if Coalition Strife is in effect.*

8. MOVEMENT

8.1 When Units May Move

8.11 Combat units may move when their hex is Activated for movement during an Operation or Event. Remove Move markers as each hex is Activated for movement. *Note: Treat the United Kingdom Reserve box, North Africa Reserve box, Eastern Front box, and Balkans Front box as "hexes" for purposes of movement. A Move marker placed in these boxes activates any and all units in the box for movement (only).*

8.2 Movement Costs

8.21 All hexes cost one movement point to enter, regardless of the terrain type. Units may never move more than their printed Movement Factors in a single Action Round.

8.3 Movement Restrictions

8.31 Movement must be from hex to hex. Hexes may not be skipped. Units may never enter a hex containing an enemy combat unit. Units may never enter partial hexes or hexes lacking a name printed inside them. Axis units may not enter Allied Beach Head hexes unless an Invasion Event has placed an Allied control marker in that Beach Head.

8.32 Allied units (only) may move directly to/from the United Kingdom Reserve box and any adjacent Beach Head hexes. *Exception: if the Allied player plays the Roundup Event they may only use Redeployment movement (10.0) to move between the United Kingdom Reserve box and any Beach Head hexes. This restriction is lifted at the start of Game Turn 3.*

8.33 Allied units (only) may move directly to/from the North Africa Reserve box and any adjacent Beach Head hexes.

8.34 Axis units (only) may move directly to/from the Eastern Front box and any adjacent hexes.

8.35 Axis units (only) may move directly to/from the Balkans Front box and any adjacent hexes.

8.36 Non-Mechanized units may move through, but not end their movement in, a hex with an Attack marker.

8.37 Mechanized units may move through a hex with an Attack marker. Mechanized units may not create Attack markers when they have completed their move, but may attack as part of an already placed Attack marker. If they do this they lose their Move marker and are considered activated for combat instead. *Note: This is the only case in which a unit may both move and attack in the same Action Round.*

8.38 Hexes color-coded in red (example: Breslau and Danzig) represent the historical Soviet occupation zone. After play of the *Tehran* Event by the Allied player his units may not enter these hexes. After play of the *Enemy at the Gates* Event by the Axis player these hexes are off-limits to both players.

8.4 Zones of Control (ZOC)

8.41 The following units have Zones of Control when in either Limited Supply or Full Supply (11.51):

- Mechanized Armies
- Mechanized Corps

NOTE: *These units are easily recognized by the tank illustration on the counter.*

No other units have Zones of Control.

8.42 Zones of Control extend into all adjacent hexes, including Beach Heads. *Exceptions: ZOC do not extend between the Kristiansand hex in Norway and the Hirtshals and Viborg hexes in Denmark. Allied ZOC do not extend into either the Eastern Front or Balkans Front boxes, nor do Axis ZOC extend into either the United Kingdom Reserve or North Africa Reserve boxes. ZOC do not extend over prohibited hex sides (printed in red).*

8.43 Moving units must stop upon entering an enemy ZOC. Units may not move directly from one enemy ZOC to another or retreat or trace supply through an enemy ZOC. Friendly units negate enemy ZOC for retreat and supply only.

9. COMBAT

9.1 General Rules

Only combat units in a hex Activated with an Attack marker may initiate combat. Remove Attack markers as each combat is resolved.

9.11 During combat the Active Player is called the Attacker and the non-Active player is called the Defender.

9.12 Each combat may involve only one defending hex. Any number of units in adjacent hexes under an Attack marker can combine to participate in the same attack.

9.13 Activated units in a single hex do not have to participate in the same combat; they can attack different adjacent hexes.

9.131 German Mechanized units may not participate in an attack on an Allied Beach Head hex in France unless the *Rommel* Event has been played.

9.14 Each unit may participate in only one attack per Action Round. A unit's Attack Value may not be divided between multiple combats.

9.15 Units with an Attack Value of "0" may attack by themselves or with other units. If they attack with other units they will add nothing to the Attack Value (9.23) of the attack but they can absorb losses. If they attack by themselves the attack is resolved on the 1:3 column.

9.16 Only attacking units participating in a combat may take losses or advance. If there are non-participating units in the attacking hex, they are not allowed to take losses or advance.

9.17 Units of different nationalities on the same side may attack in the same combat only if one of the attacking hexes contains units of both nationalities. Only one attacking hex needs to meet this requirement; other hexes involved in the same attack may contain units from any of the nationalities in the multi-national hex.

9.2 Combat Resolution

9.21 Combat Resolution Sequence

1. Designate the Combat
2. Determine the Combat Odds
3. Apply Column Shifts
4. Play and Select Combat Cards
5. Determine Results
 - a. Take Losses
 - b. Determine Combat Winner
 - c. Retreats and Post-Combat Advance

9.22 Designate the Combat: The Attacker designates which units are attacking the defending hex.

9.23 Determine the Combat Odds: The Attacker adds up the Attack Factors of his attacking units to determine the Attack Value (AV) of his attack. The Defender adds up the Defense Factors of his defending units to determine the Defense Value (DV) of his defense. Figure the ratio of the AV to the DV on the Combat Results Table (CRT). Fractions are always rounded in favor of the Defender, i.e. downwards. Odds greater than 7:1 are resolved on the 7:1 column; odds of less than 1:3 are resolved on the 1:3 column.

9.24 Apply Column Shifts: There are four ways the combat odds may be shifted.

9.241 The Allied player may at his option place available TAC Air Ground Support (14.31) and SAC Air Carpet Bombing (14.22) missions. These always *increase* the combat odds.

9.242 Column shifts are then applied using the Terrain Effects Chart (TEC). These always *decrease* the combat odds.

9.243 If friendly units under an Attack marker contain at least one Mechanized unit, and the hex they are attacking does not contain any enemy Mechanized or Fortress units, shift one column to the right.

9.244 If the Allied player attacks a hex containing the Hitler marker shift one column to the left.

9.245 Out of Supply (OOS) units under an Attack marker shift one column to the left.

9.25 Play and Select Combat Cards: The Attacker may play any *one* Combat Card whose conditions are met by the combat. In addition, the Attacker may elect to use any eligible Combat Cards in front of him. After the Attacker plays and selects

all his Combat Cards, the Defender has the opportunity to play and select Combat Cards using the same procedure outlined for the Attacker. OOS units may not receive the benefits of any Combat Card.

9.26 Determine Die Roll Modifier (drm): Each player examines his played Combat Cards to determine the final drm for this combat. This step is conducted separately and simultaneously.

9.261 Any attack made by the American 7th Army receives a +1 drm in addition to any positive modifiers for Combat Cards played or selected by the Allied player. This modifier is canceled by Axis play of *Patton Sacked*. After Allied play of *Patton Reinstated* the American 3rd Army receives the same +1 drm for the rest of the game.

9.262 Any Allied attack from Norway to Denmark, and from Denmark to Norway, suffers a -2 drm in addition to any negative modifiers for Combat Cards played or selected by the Axis Player.

9.263 Any Allied attack made entirely across Rhine River (dark blue) hexsides suffer a -2 drm in addition to any negative modifiers for Combat Cards played or selected by the Axis player. This is in addition to the one column shift for the river hexside. After Allied play of the *Rhine Bridgehead* Event the -2 drm is canceled for the rest of the game.

9.264 After play of the Axis *Völksturm* event (Axis card #41), any Allied attack on an Industrial Center or Wehrkreis Military District ("W" hexes on the map) suffers a -1 drm.

9.27 Determine Results: The Attacker rolls a die, modified by the drm, and consults the Combat Results Table. A die roll of less than "1" is treated as a "1" and a die roll greater than "6" is treated as a "6". The first of the two numbers is the number of step losses inflicted on the Attacker, and the second of the two numbers is the number of step losses inflicted on the Defender. Excess losses, if any, are ignored.

9.3 Taking Losses

9.31 Both the Attacker and the Defender must now apply their combat losses. The Attacker applies his losses first, followed by the Defender. Losses are taken by flipping full strength units to their reduced side and/or eliminating reduced strength units. Eliminated units are removed from the map.



9.32 A reduced strength Army that is eliminated may be replaced immediately in its current hex by either a full or reduced strength Corps of the same nationality from a reserve box. *Exception: The Allied 1st Airborne Army may only be replaced by the Allied Airborne Corps.*

9.321 An Allied Army tracing supply to an "Overlord" or "Roundup" Beach Head hex may be replaced with a Corps in the United Kingdom Reserve box.

9.322 An Allied Army tracing supply to any other Beach Head hex may be replaced with a Corps from the North Africa Reserve box.

9.323 A German Army may be replaced with a Corps in the OKW Reserve box. German Corps in the Eastern Front box or the Balkans Front box may not replace a Germany Army.

9.34 The following units may not be replaced by a Corps after elimination: German Fortress units and Italian armies.

9.35 Any Corps may replace any Army of the same nationality without restriction.

9.36 Replacing an eliminated Army with a Corps is entirely voluntary. There is no penalty for failing to do so, and eliminated Army units are immediately eligible to be re-created with Replacement Points (12.4).

9.4 Retreats

9.41 Determine Combat Winner: The player who inflicts the higher number of step losses wins the combat. If both players inflict the same number of step losses neither player has won the combat.

9.42 If the Attacker wins the combat all defending units that survived the combat must retreat, regardless of the number of step losses removed by each side. Attacking units never retreat, even if they lose the combat.

9.43 If the Defender has lost the combat his units must retreat a number of hexes equal to the difference in step losses in the combat. The first hex of a retreat must be in the direction of a friendly supply source (Allied: 11.2; Axis: 11.3). If the number of step losses was equal neither side advances nor retreats.

9.44 Units may choose not to retreat under certain circumstances.

9.441 Units in Alpine, Forest, Marsh, and Mountain hexes may choose not to retreat by taking one additional step loss. Axis units stacked with a Fortress unit may choose not to retreat by taking one additional step loss.

9.45 Allied units in a Beach Head hex adjacent to the United Kingdom Reserve box or the North Africa Reserve box may retreat to that reserve box. Retreating in this manner satisfies any number of hexes the Defender was required to retreat.

9.46 Units that retreat:

- May not enter a hex containing an enemy unit
- May retreat through a hex in violation of stacking limits, but may not end their retreat overstacked.
- Must retreat through friendly-controlled hexes if possible; if not possible they may retreat into empty enemy-controlled hexes (they do not gain control of enemy-controlled hexes they retreat through; they do gain control of enemy-controlled hexes they end their retreat in).
- Must end their retreat in supply if possible.
- May not retreat back to the original defending hex.
- May not end their retreat adjacent to the original defending hex if retreating more than one hex.
- May not retreat through an enemy ZOC.

- May retreat to different hexes when more than one unit is retreating.
- May not retreat into hexes which the unit could not legally move into; if forced to do so eliminate the unit instead.
- May not, if Axis, retreat into the Eastern Front Box or the Balkans Front box.

9.47 Units that can neither perform a required retreat, nor ignore the retreat, are eliminated instead.

9.48 If defending units retreat into a hex that is attacked later in the same Action Round, they do not add their Attack Factor to the Combat. In addition, if at least one step loss is inflicted by the Attacker, immediately eliminate the already retreated units. They do *not* count towards fulfilling step losses.

9.49 Retreating from a hex does not cause control of that hex to change to the other side, unless the Attacker advances into the vacated hex (9.56).

9.5 Advance After Combat

9.51 If the Attacker has won the combat his units may, after the defender has retreated, advance a number of hexes equal to the difference in step losses in combat. The first hex of an advance must always be the hex originally occupied by the Defender.

9.52 Advancing units must stop upon entering an Alpine, Forest, Marsh, or Mountain hex. Advancing units must stop on entering an enemy ZOC. They may not move from one enemy ZOC to another. Allied units must always stop upon exiting a Beach Head hex.

9.53 After play of an Invasion Event Allied units may advance one hex if there is a vacant hex adjacent to that Beach Head hex (See 8.31).

9.54 After play of an Invasion Event Axis units may advance into a Beach Head hex containing an Allied control marker.

9.55 Advancing units may not enter a hex containing enemy units.

9.56 Advancing units gain control of any hex they enter.

10. REDEPLOYMENT

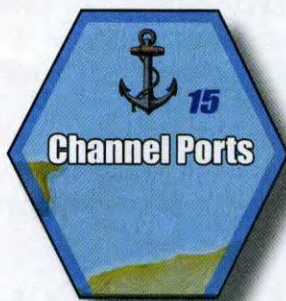
10.1 Redeployment (RD) is used to move a unit long distances through friendly-controlled hexes, or to/from a reserve box, the Eastern Front box, or the Balkans Front box.

10.2 A unit may RD each time a player plays a Strategy Card for Redeployment Points. The number of Redeployment points available in an Action Round is equal to the value of the Strategy Card played (between 1 and 4). It takes one point to move one full or reduced strength Corps, or an Allied Airfield marker. It takes three points to move one full or reduced strength Army or the Hitler marker (16.41).

10.3 Redeployment points may be split up among different nationalities and hexes as the player sees fit.

10.4 Units may RD by land from their hex to any other friendly-controlled, supplied hex. The route between the two hexes may only enter friendly-controlled hexes. A unit must end its Redeployment immediately upon entering an enemy Zone of Control.

10.5 Units may also RD by sea from one friendly-controlled port hex to another friendly-controlled port hex. Units that RD by sea must start and end their movement in friendly-controlled port hexes.



10.51 Axis units in the ports of Bergen, Stavanger, and Oslo may only RD to the ports of Copenhagen, Kiel, and/or Bremen.

10.52 Axis units in ports bordering the Atlantic Ocean and North Sea may not RD to Ports in the Mediterranean Sea and vice versa.

10.6 No unit may RD more than once in each Action Round. A unit may not combine land (10.4) and sea (10.5) Redeployment in the same Action Round. Fortress units may not Redeploy. OOS units may not Redeploy.

10.7 Allied units may RD directly to/from the United Kingdom Reserve box and the North Africa Reserve box. They may also RD to/from either Reserve box and an Allied-controlled Beach Head or port hex.

10.8 German units may RD to/from the Eastern Front box, the Balkans Front box, and the OKW Reserve box. They may also RD to/from the Eastern Front box, the Balkans Front box, and the OKW Reserve box and any in-supply Axis-controlled hex. Italian units may RD to/from the Balkans Front box. They may also RD to/from the Balkans Front box and any in-supply Axis-controlled hex (subject to rule 13).

10.9 The Allied Airborne Corps and the Allied 1st Airborne Army have a special Redeployment capability. These two units (only) may Redeploy to/from the United Kingdom Reserve box and any in-supply Allied-controlled hex.

11. SUPPLY

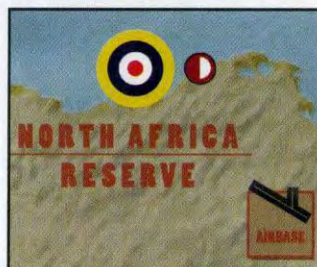
11.1 Supply Determination

Units must be in supply to perform most actions. Supply is determined:

- at the instant of activation for movement, combat, Redeployment, or using Replacement Points,
- during combat for the Defender,
- during the Attrition Phase for each side.

11.2 Allied Supply Sources

11.21 The Supply Sources for all Allied units are the United Kingdom Reserve box and the North Africa Reserve box. In addition, Paris and Naples act as Allied supply sources so long as they are Allied-controlled.

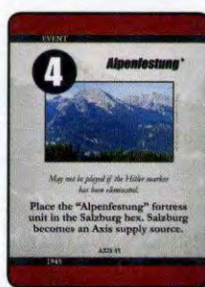


11.3 Axis Supply Sources

11.31 The Supply Sources for German units are the urban-industrial hexes in Germany. These are Berlin, Breslau, Munich, and The Ruhr.



11.32 Salzburg becomes a Supply Source for German units (only) after play of the *Alpenfestung* Event.



11.33 The Supply Source for Italian units before Italian Surrender (13.2) is Rome.



11.34 Milan becomes a Supply Source for Italian units (only) after play of the *Italian Social Republic* Event.

11.4 Tracing Supply

11.41 To be in supply, units must trace supply through any number of friendly-controlled hexes to a Supply Source. Supply must be traced across hexes that the tracing unit could legally enter.

11.42 Units may not trace supply through an enemy-controlled hex, whether that hex is enemy-occupied or not.

11.43 Units may trace supply to a friendly-controlled port hex, and then directly to a Supply Source. Units may also trace supply to a friendly-controlled port hex, and then overland to a Supply Source. No more than two ports may be involved in tracing a Supply line. *Note: Allied units may not trace supply through an Allied-controlled Antwerp hex port unless The Scheldt hex is also Allied-controlled.*

11.44 After play of an Invasion Event the Beach Head hex containing the marker with the same name as the Strategy Card is considered an Allied-controlled port hex.



11.45 Units unable to trace supply are Out of Supply (OOS).

11.5 Supply Status

11.51 Supply Status is measured by the distance a unit is from a friendly Supply Source.

Units that are up to three hexes from either a friendly Supply Source or a port that can trace directly to a friendly Supply Source are in **Full Supply**. Units in Full Supply cost one OPS per hex to Activate for both movement and Combat. *Exception: Allied units if Coalition Strife is in effect.*

11.52 Units that are more than three hexes from a friendly Supply Source or that trace supply via a friendly-controlled port or ports are in **Limited Supply**. Units in Limited Supply cost one OPS per unit in the hex to Activate under an Attack marker (not for a Move marker). The full cost to Activate the hex must be paid, or the Attack marker may not be placed.

11.53 Supply status may change by play of certain Event cards.

11.6 Out of Supply (OOS) Penalties

11.61 Units that are OOS cost 1 OPS per unit, not per hex, to activate for *both* Movement and Combat.

11.62 OOS units may not use Redeployment movement.

11.63 OOS units receive a one column shift to the left when attacking (9.245). OOS units may not receive the benefits of Combat Cards when either attacking or defending.

11.64 OOS units may not take Replacements.

11.7 Attrition

11.71 Units that are OOS during their side's Attrition Phase are eliminated. *Exception: A friendly-controlled hex which contains a friendly Fortress unit is not eliminated.*

11.72 During the Attrition Phase, any vacant hex which if it were a friendly combat unit would be eliminated for being OOS, becomes enemy-controlled.

12. REPLACEMENTS

12.1 Replacement Points (RP)

A player receives Replacement Points by playing a Strategy Card and announcing he will be conducting a Replacement Point Action Round. Replacement Points, once acquired, must be spent immediately. Replacement Points may not accumulate from Action Round to Action Round or turn to turn. Any Replacement Points not spent are lost.

12.2 Replacement Costs

Replacement costs are the same for both sides and for every nationality. It costs the following to replace steps:

- Replace a Corps step: 1/2 (one-half) RP
- Replace an Army or Fortress step: 1 (one full) RP

12.3 Re-creating Units

An eliminated unit may be recreated at either reduced or full strength in a single Replacement Point Action Round.

12.31 Recreated Allied units may be placed in the United Kingdom Reserve box, North Africa Reserve box, or any Allied-controlled Beach Head hex.

12.32 Recreated German units may be placed in the OKW Reserve box, Eastern Front box, Balkans Front box, or any Supply Source in Germany (11.31).

12.33 Recreated Italian units may be placed in the Balkan Front box or any urban-industrial hex in Italy. After play of *Italian Social Republic* recreated Italian units must be placed in Milan. *Note: See 13.3.*

12.34 Some units may never take Replacements. These are marked with a black dot on the right hand side of the unit counter.



12.4 Replacement Restrictions

The following restrictions apply to the spending of RP:

- After Italian Surrender (13.2) the Axis player may not spend RP to rebuild Italian Corps until play of the *Italian Social Republic* Event.
- The Axis player may spend a maximum of two RP per Replacement Point Action Round on Mechanized and Luftwaffe units. This limit increases to three after play of the *Production Miracle* Event. This restriction does not apply to Axis events granting the Axis player RP.
- German Fortress units may not take Replacements if an Allied unit is present in an adjacent hex. Once eliminated German Fortress units may not be recreated.

13. ITALY

13.1 Before Italian Surrender

Prior to Italian Surrender, Italian units may operate in Sicily/Italy, hexes adjacent to Italy, the islands of Corsica/Sardinia, and the Balkans Front box. If forced to retreat into any other hex that Italian unit is eliminated. German army units may not enter hexes in Italy/Sicily south of the Arno River until play of the *Italian Disarmament* Event.

13.2 Italian Surrender

Italian Surrender is triggered at the end of any Allied Action Round that the Allies control at least eight (8) hexes in Sicily/Italy. Remove all Italian units from the map.

13.3 After Italian Surrender

After Italian Surrender Italian units may not be rebuilt. When the *Italian Social Republic* Event is played Italian Corps may be rebuilt at a rate of one each turn for the remainder of the game. Italian Armies may not be rebuilt after Italian Surrender.

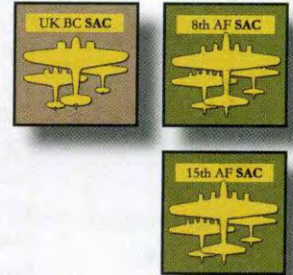
14. AIR POWER

14.1 Marker Placement

During the Air Power Phase the Allied player assigns his SAC markers to SAC missions and his TAC markers to TAC missions. These markers are placed directly on the Allied Air Missions Chart printed on the map.

14.2 Strategic Air Power (SAC)

The Allied player begins the game with the two SAC markers (UK BC; US 8th AF). A third SAC marker, the US 15th AF, is available as an Allied reinforcement. SAC markers may be assigned to the following missions:



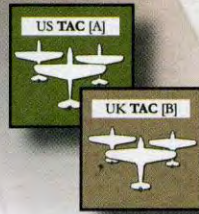
SAC Mission	Effect
Attack Industry:	Each SAC marker performing this mission reduces the maximum Axis hand size by one during the Draw Strategy Card Phase (4.2).
Attack Infrastructure:	Each SAC marker performing this mission decreases the German infrastructure total on the General Records Track by one (15.1).
Attack Oil Production:	Each SAC marker performing this mission decreases the value of an Axis RP Action Round during the current turn by one.
Carpet Bombing:	Shift one Allied attack 3R. May modify an attack made by any Allied nationality.

14.21 The Allied player may assign a maximum of one SAC marker to any single SAC mission in 1943, up to two SAC markers to any single SAC mission in 1944, and any number of their SAC markers to any single mission in 1945.

14.22 Carpet Bombing missions are placed on the map after the Attacker has designated the hex he is attacking (9.241). Simply pick up the SAC marker and place it on top of an Attack marker. Carpet Bombing missions may combine with the effects of *Air Superiority* to give an Allied attack both a 3R shift and a +1 drm. A maximum of one Carpet Bombing may occur each Action Round. A Carpet Bombing mission may not modify an attack in combination with a TAC Ground Support mission. After modifying combat that SAC marker is removed from the map and returns to play during the next Air Power Phase.

14.3 Tactical Air Power (TAC)

The Allied player begins the game with all four TAC air markers (US-A; US-B; UK-A; UK-B). TAC markers may be assigned to the following missions:



TAC Mission	Effect
Ground Support:	Shift one Allied attack 1R – may be used once each Action Round. May only shift an attack made by a unit of the same nationality. Maximum of two shifts (one US, one UK) per attack. Airborne units may act as either nationality.
Interdiction (Strafe):	Axis units may not Redeploy into any hex within four hexes of an Allied interdiction marker. Axis Zones of Control within four hexes of an Allied interdiction marker are also canceled.

14.31 Ground Support missions are placed on the map after the Attacker has designated the hex he is attacking (9.241). Simply pick up the TAC marker and place it on top of an Attack marker. A Ground Support marker may be placed in any hex adjacent to either the United Kingdom Reserve box or the North Africa Reserve box, or within three hexes of an Airfield marker. Ground Support missions may combine with the effects of the *Air Superiority* Event to give an Allied attack *both* a 1R shift and a +1 drm. A Ground Support mission may not modify an attack in combination with a SAC Carpet Bombing mission. After modifying combat that TAC marker is removed from the map and is eligible to modify combat again in future Allied Action Rounds.

14.32 Interdiction missions are placed on the map at the end of the Air Power Phase. They may be placed on top of any permanent Airbase or Airfield marker on the map. They remain on the map until the end of the Action Phase. After the end of the Action Phase any TAC marker performing the Interdiction mission is removed from the map and returns to play during the next Air Power Phase. When tracing Interdiction range do not count the hex with the Airbase marker but *do* count Beach Head hexes.



14.4 Allied Airfields

The Allied player has two permanent Airbases, one in the United Kingdom Reserve box and one in the North Africa Reserve box. The Allied player also has two mobile Airfield markers. Airfield markers may move at the start of the Air Power Phase before markers are allocated. They may also relocate using Redeployment (10.2). Movement may be to any Allied-controlled hex not adjacent to an Axis unit. If a hex containing an Allied Airfield marker is occupied by an Axis unit pick up the marker and place it in the nearest Allied-controlled Beach Head hex, the United Kingdom Reserve box, or the North Africa Reserve box (Allied player's choice).



15. INFRASTRUCTURE COLLAPSE

15.1 The state of the Axis war economy is kept track of using the “German Infrastructure” markers on the General Records Track (see 3.13). German Infrastructure may be reduced in the following ways:



- Allied Strategic Bombing,
- Allied Event Cards,
- Loss of Industrial Centers.

Each Allied SAC marker in the map’s “Attack Infrastructure” mission box at the end of the Air Power Phase reduces German Infrastructure by one.

The following Allied Event cards reduce German Infrastructure by one: *Hamburg Firebombing* and each play of *Dambusters*.

The following Allied Event cards reduce German Infrastructure by two: *Strangle, Thunderclap*.

Allied capture of any Industrial Center hex reduces German Infrastructure by one. The loss is permanent even if that hex is subsequently recaptured by the Germans.

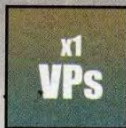
15.2 When the German Infrastructure reaches zero (0) the Axis war economy has collapsed. Infrastructure Collapse:

- Cancels/Prevents play of *Production Miracle, Panzer Refit, Synthetic Fuel Reserves, V-1 Buzzbombs, V-2 Rockets, and Electro U-Boats Unleashed,*
- Reduces Axis hand size permanently by two,
- Subtracts 1 VP for all future Axis RP Action Rounds.

16. DETERMINING VICTORY

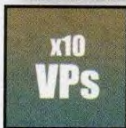
16.1 Victory Points

Victory is determined by the position of the Victory Point markers on the General Records Track.



The Victory Point total changes in one of three ways:

- When control of a Victory Point hex changes,
- Through the play of certain Strategy Cards,
- Axis RP card play (see 6.42).



When the Axis player gains a Victory Point immediately increase the VP level on the General Records Track by one. When the Allied player gains a Victory Point immediately decrease the VP level on the General Records Track by one.

16.2 Automatic Victory

ALLIED: The Allied player wins an Automatic Victory if the VP total is 0 during the Victory Determination Phase of any turn. He also wins an Automatic Victory if he controls the Berlin hex and the Hitler marker has been eliminated.

AXIS: If the Allied player began the game by playing the *Husky* event the Axis player wins an Automatic Victory if he controls Marseilles, Paris, and Rome hexes at the end of the Fall 1944 turn. If the Allied player began the game by playing the *Roundup* event the Axis player wins an Automatic Victory if he controls Marseilles, Oslo, and the Ruhr hexes at the end of the Spring 1944 turn. Allied control of any one hex in either instance prevents an Axis Automatic Victory. The Allied player does not have to control all three hexes.

16.3 Campaign Game Victory

The campaign game ends if a player achieves an Automatic Victory, or at the end of the Fall 1945 Turn. In the latter case the Axis player wins if the Allied player has failed to achieve an Automatic Victory by the end of the last turn. There are no draws.

16.4 Hitler

16.41 The Hitler marker starts in the Berlin hex. The marker may not move except by Redeployment (RD), and may only relocate between German supply sources. Play of certain Event Cards may eliminate the Hitler marker (16.43).



16.42 The Hitler marker does not count towards stacking. In combat it shifts an Allied attack one column to the left.

16.43 The Hitler marker may be permanently eliminated from play in one of four ways:

- If any Allied unit occupy its hex.
- The marker is present in the Berlin hex when the *Fall of Berlin* Event is played by the Allied player.
- As the result of a successful Allied die roll after play of the *Valkyrie* Event.
- As the result of Axis play of the *Hitler Dies* Event.

16.44 If the Hitler marker is not eliminated by the die roll from the Allied *Valkyrie* Event the Axis VP penalty for the following events increases from one (1) to two (2): *Orders from Berlin*, *Disaster in the East*, *Disaster in the Balkans*, *Mincemeat*. This increased penalty is canceled after play of the *Hitler Dies* event.



17. CAMPAIGN GAME

17.1 Game Length

The Campaign Game begins with Turn 1 (Summer 1943) and ends with Turn 10 (Fall 1945) or Automatic Victory (16.2).

17.2 Set Up

The Allied player sets up first. Units with a stripe are set up reduced.

17.3 Special Scenario Rules

None, but see 3.31.

ALLIED SET UP

North Africa Reserve Box	BR Corps XXX 2 2 3	NZ Corps XXX 1 1 3	US Corps XXX 2 2 4	US Corps XXX 2 2 4	AB Corps XXX 1 2 2	FF Corps XXX 1 1 3	POL Corps XXX 1 1 3	
UK Reserve Box	BR Corps XXX 2 2 3	BR Corps XXX 1 1 3	BR Corps XXX 1 1 3	BR Corps XXX 1 1 3	US Corps XXX 2 2 4	US Corps XXX 2 2 4	CAN Corps XXX 2 2 3	POL Corps XXX 1 1 3

AXIS SET UP

OKW Reserve Box	GE Corps XXX 2 2 4	Norway	Bergen Bergen 0 3 0	Oslo GE Corps XXX 2 2 4	Denmark	Copenhagen GE Corps XXX 1 1 4	Netherlands	Amsterdam GE Corps XXX 1 1 4									
Germany	Berlin GE Corps XXX 1 1 4	Berlin Berlin 0 3 0	HITLER HITLER	Aachen Aachen 0 2 0	The Eifel The Eifel 0 1 0	The Saar The Saar 0 2 0	Freiburg Freiburg 0 1 0										
France	Brest Brest 0 2 0	Bordeaux 1st ARMY XXXX 2 3 3	Falaise 7th ARMY XXXX 2 3 3	Paris GE Corps XXX 1 1 4	Amiens SS Pz Corps XXX 3 3 4	Ostend 15th ARMY XXXX 4 4 3	Channel Ports Channel Ports 0 4 0	Avignon GE Corps XXX 1 2 4	Marseilles 19th ARMY XXXX 2 3 3	Toulon 4th ARMY XXXX 2 3 3	Corsica 5th ARMY XXXX 2 3 3						
Italy	Milan GE Corps XXX 1 2 4	Oristano GE Corps XXX 1 1 4	Verona 14th ARMY XXXX 3 3 3	Ferrara 10th ARMY XXXX 3 3 3	Cassino Cassino 0 1 0	Pescara Pescara 0 1 0	Messina GE Corps XXX 1 1 4	Rome 7th ARMY XXXX 2 3 3	Trento GE Pz Corps XXX 2 2 4	Trieste IT Corps XXX 1 1 3	Naples IT Corps XXX 1 1 3	Taranto 8th ARMY XXXX 2 3 3	Trapani IT Corps XXX 1 1 3	Enna GE Pz Corps XXX 2 2 4	Palermo GE Corps XXX 1 1 4	Gela 6th ARMY XXXX 2 3 3	Syracuse IT Corps XXX 1 1 3
Balkans Front Box	IT Corps XXX 1 1 3	IT Corps XXX 1 1 3	IT Corps XXX 1 1 3	IT Corps XXX 1 1 3	Eastern Front Box	EMPTY											

18. OVERLORD SCENARIO

18.1 Game Length

The Overlord Scenario begins with Turn 4 (Spring 1944) and ends with Turn 10 (Fall 1945) or Automatic Victory (16.2).

18.2 Set Up

The Allied player sets up first. Units with a stripe are set up reduced. Italian armies are permanently eliminated and not used in this scenario, nor are the German Cassino and Pescara fortress units.

18.3 Special Scenario Rules

The Victory Point total at scenario start is 18. The Axis Infrastructure total at scenario start is 15. The following cards begin the scenario already in the Discard Pile: *U-Boat Offensive*; *Anti-Submarine Warfare*. Both players shuffle their remaining

available 1943 and 1944 decks together. The Allied player must begin the scenario with the *Overlord* Event card in his hand, in addition to eight other cards. The Axis player may elect to begin the scenario with *V-1 Buzzbombs* Event card in his hand, in addition to eight other cards. *Note: The Axis draw may be smaller depending on the number of SAC markers allocated to the Bomb Industry mission by the Allied player during the Air Power Phase.*

18.4 Cards Permanently Removed

Allied: 1, 5, 6, 12, 13, 18, 20, 22, 24, 25, 33

Axis: 1, 7, 8, 10, 11, 13, 16, 17, 18, 20, 21

18.5 Game Turn Track Event Markers

Turn 1: *Husky*; *Avalanche*; *Fuhrer Directive 51*; *Eiche*

Turn 2: *Vemork Raid -1 VP*; *Speer*; *Italian Social Republic*

Turn 3: *Shingle*; *P-51 Mustangs*, *Argument*, *Rommel*

* Place the *Argument* marker in its holding box on the map.

ALLIED SET UP

AXIS SET UP

North Africa Reserve Box		7th ARMY XXXX 3 3 4	US Corps XXX 2 2 4	BR Corps XXX 2 2 3	UK Reserve Box	BR Corps XXX 2 2 3	CAN Corps XXX 2 2 3	US Corps XXX 2 2 4	POL Corps XXX 1 1 3	AB Corps XXX 2 2 2
Italy		Rome 5th ARMY XXXX 3 3 4	Pescara 8th ARMY XXXX 3 3 4	Termoli POL Corps XXX 1 1 3	Cassino NZ Corps XXX 1 1 3	FF Corps XXX 1 1 3	UK Reserve Box	ALLIED AIRFIELD	Foggia	ALLIED AIRFIELD
1 in each location			Vesuve (Beach Head) Oristano Corsica Olbia Cagliari Shingle (Beach Head)	Anzio Avalanche (Beach Head) Naples Foggia Auletta-Potenza Bari	Brindisi Taranto Pizzo Corigliano-Calabro Messina Enna	Palermo Trapani Prizzi Gela Syracuse Husky Beach Heads (both)	Eliminated: 3 BR Corps 2 US Corps			
OKW Reserve Box		GE Corps XXX 2 2 4	Norway	Bergen Bergen 0 3 0	Oslo GE Corps XXX 2 2 4	Denmark	Copenhagen GE Corps XXX 1 1 4	Netherlands	Amsterdam Amsterdam 0 2 0	Eliminated: 7 IT Corps 3 GE Corps (Infantry) 1 GE Corps (Paratroop)
Belgium		The Scheldt The Scheldt 0 2 0	Balkans Front Box	GE Corps XXX 2 2 4	Italy	Milan IT Corps XXX 0 1 3	Grosseto 14th ARMY XXXX 3 3 3	Perugia GE Pz Corps XXX 2 2 4	10th ARMY XXXX 3 3 3	Eliminated units are eligible to be rebuilt.
Germany		Berlin Berlin 0 3 0	HITLER	Aachen Aachen 0 3 0	The Eifel The Eifel 0 2 0	The Saar The Saar 0 3 0	Freiburg Freiburg 0 2 0	Eastern Front Box	SS Pz Corps XXX 4 3 4	
France		Brest Brest 0 2 0	St. Nazaire St. Nazaire 0 2 0	Bordeaux Bordeaux 0 2 0	Cherbourg Cherbourg 0 2 0	Rennes GE Corps XXX 2 3 4	La Rochelle 1st ARMY XXXX 2 3 3	Falaise 7th ARMY XXXX 3 3 3	GE Pz Corps XXX 3 3 4	La Havre Le Havre 0 2 0
		Channel Ports Channel Ports 0 4 0	15th ARMY XXXX 4 4 3	Amiens GE Pz Corps XXX 3 3 4	Paris GE Corps XXX 1 1 4	Narbonne GE Corps XXX 1 1 4	Brussels SS Pz Corps XXX 3 3 4	Avignon 19th ARMY XXXX 2 3 3	Marseilles Marseilles 0 2 0	

19. OPTIONAL RULES

19.1 Optional Axis Card Draw

During the Winter 1944 Draw Strategy Card Phase the Axis player may elect to add any one 1943 or 1944 card to his hand before shuffling and drawing the remainder of his cards. *Design Note: The most essential Axis Strategy Card Event to select at this stage of the game would be **Forced Labor**. After that the next most valuable Strategy Card Event would be **Atlantic Wall (Static Divisions)**.* During the Winter 1945 Draw Strategy Card Phase the Axis player may elect to add any one card to his hand before shuffling and drawing the remainder of his cards.

19.2 Optional Allied Card Draw

During the Winter 1944 Draw Strategy Card Phase the Allied player may elect to add any one 1943 or 1944 card to his hand before shuffling and drawing the remainder of his cards. *Design Note: The most essential Allied Strategy Card Event to select at this stage of the game would be the **Overlord** invasion.* During the Winter 1945 Draw Strategy Card Phase the Allied player may elect to add any one card to his hand before shuffling and drawing the remainder of his cards.

19.3 Play Balance Options

19.31 Antwerp Supply. Beginning the turn after The Scheldt and Antwerp hexes are Allied-controlled the Allied player receives two additional Move/Attack markers every Action Round that he plays a Strategy Card for OPS or Event + OPS. **Balance: Strongly Pro-Allied.**

19.32 Disbanding Volkssturm Units. During any Axis Action Round in 1945 the Axis player may announce his Volkssturm are being incorporated into the regular German Army. The effects of the *Volkssturm* Event are permanently canceled. The German player receives four (4) free Replacement Points, which may be spent immediately to flip any reduced German unit on the map. The RP may not be spent on Mechanized or Luftwaffe units. Points not spent are lost. Disbanding is considered an Axis RP Action Round, but there is never a VP penalty regardless of other events in play. **Balance: Strongly Pro-Axis.**

19.33 Increased War Crimes Penalty. The Victory Point penalties for the Allied Event *War Crimes Uncovered* are doubled, i.e. 2 VP if *Force Labor* has not been played by the Axis player and 4 VP if it has been. **Balance: Moderately Pro-Allied.**

19.34 Oil Field Mission Priority. The Allied player may not assign more than one SAC marker to the Attack Oil mission until the Fall 1944 game turn. **Balance: Moderately Pro-Axis.**

19.35 Unrestricted TAC Ground Support. The Allied player may place up to three TAC Ground Support markers on a single Attack marker instead of two. Nationality restrictions (14.3) still apply; to place three markers the attacking hex or hexes would have to contain at least one UK and one US unit. **Balance: Slightly Pro-Allied.**

19.36 The Abbey at Cassino. If the Allied player uses a SAC marker to conduct a carpet bombing mission during an attack on the Cassino hex add 1 VP. Penalty applies only to the first carpet bombing. **Balance: Slightly Pro-Axis.**

19.37 Industrial Center Losses. Reduce the Axis Maximum Hand Size by one for each Urban-Industrial Center in Germany under Allied control. **Balance: Slightly Pro-Allied.**

19.38 Winter Turn Restrictions. The Allied player may not place more than one TAC Ground Support marker per Attack marker instead of two. If used in conjunction with optional rule 19.35 overrules that rule during winter turns. **Balance: Slightly Pro-Axis.**

19.4 Alternate Overlord Invasion Sites

Players wishing to explore *Overlord* invasion sites that were historical possibilities but not included in the game may opt to include the following as additional choices in addition to the *Overlord* invasion hexes printed on the map:

* Norway: Place the *Overlord* invasion units in the *Roundup* invasion hex opposite Bergen.

* The Netherlands: Place the *Overlord* invasion units adjacent to Amsterdam and The Scheldt. The invasion “hex” here is opposite Amsterdam only. Units may not attack or move into The Scheldt.

Players should note neither of these options were playtested and there is no promise of balanced results.

19.5 Tournament Bidding

Either the Campaign Game or the Overlord Scenario may be used for tournament play.

19.51 Players should bid VP to determine sides. Each player rolls a die. Player with the high die declares a side he wishes to play AND the amount of VP he will “cede” to the opposing player. Bids must be in whole numbers and a player may bid zero. The opposing player may either accept the bid, and thus play the other side, or bid a higher VP number to play the same side. Bidding ends when one player accepts the opposing player’s bid. The VP total is adjusted at the BEGINNING of the game to match the number of ceded points.

20. TERMINOLOGY AND RULES ABBREVIATIONS

*** (Asterisk):** If a Strategy Card marked with an asterisk is played as an Event, the card is permanently removed from the game after the Action Round in which it was played. It is not removed from the game if used as an OPS, RD, or RP card.

Activated: When a hex has had its movement or attack Activation cost paid during an Action Round, all the units in the hex are considered Activated and conduct the action indicated on the Activation marker. *Note: Activated Mechanized units can both move and attack in the same Action Round.*

Active Player: The player taking an action during his part of the Action Round. During combat the Active Player is also the Attacker, while his opponent is the Defender.

Army District: Hexes in France, Belgium and the Netherlands with the numbers 1, 7, 15 or 19 printed in blue. German units in an Army District hex can have their movement and attack capabilities restricted by Allied play of the *Fortitude* event.

Attack Factor (AF): The first (leftmost) number below the unit symbol. This is the numerical measure of a unit's ability to conduct offensive actions and inflict damage.

Attack Value (AV): The sum of all the Attack Factors participating in a single attack.

Card/Event Name: Each Strategy Card is named to describe the event or action that it represents. If the name is underlined it indicates that Event is a prerequisite for another Event.

Combat Card: Combat Cards are a special type of Event that are played during the Combat Phase. *Note: For simplicity the rules refer simply to Combat Cards rather than Combat Card Events.*

Control: Each hex on the map is at all times controlled by either the Allied or the Axis player. At the beginning of the Campaign Game all hexes on the map are Axis-controlled. A hex controlled by you is considered friendly. A hex controlled by your opponent is enemy. Control of a hex changes to the enemy when an enemy unit enters it, or the hex becomes Out of Supply.

Defense Factor (DF): The second of the three numbers below the symbol. This is the numerical measure of a unit's ability to conduct defensive actions and resist damage.

Defense Value (DV): The sum of all the Defense Factors participating in a single attack.

Draw Pile: The deck of Strategy Cards a player draws his cards from during each Draw Strategy Card Phase.

Discard Pile: The collected Strategy Cards that the player has previously played for Operations, Redeployment, Replacements, and as Events (other than "*" Events), or removed from their hand at the conclusion of the Turn End Phase.

Die roll modifier (drm): A drm is a number that is added to, or subtracted from, a specified roll of the die.

Full Supply: The supply status of combat units within three hexes of a Supply Source.

Limited Supply: The supply status of combat units that are more than three hexes from a Supply Source.

Mechanized: An Army or Corps whose primary form of transportation consists of vehicles.

Movement Factor (MF): The third (rightmost) of the three numbers below the symbol. The number of contiguous hexes a unit may enter during a single Action Round when Activated for movement.

Non-Mechanized: An Army or Corps whose primary form of transportation consists of marching and draft animals.

Operations Value (OPS): The Number of Activation Points that a player may spend to place Move and/or Attack markers during an Action Round.

Out of Supply (OOS): A unit is OOS when it cannot trace a Supply Line to a friendly Supply Source. An OOS unit suffers several restrictions, and in most cases is eliminated during the Attrition Phase if still OOS.

Redeployment (RD): An Action Round where the value of the Strategy Card is used to move units great distances within friendly territory.

Replacement Points (RP): Replacement Points are used to rebuild reduced strength units and to recreate eliminated units.

Strategy Card: The cards used in the game. Each Strategy Card has a point value ranging between one (1) and four (4). These points may be used for their Operations Value, or for Redeployment, or for Replacement Points during a single Action Round.

Supply Line: A string of contiguous friendly-controlled hexes or ports leading from a unit to a Supply Source.

Supply Source: A hex on the map from which a Supply Line originates.

Victory Point (VP) Hex: Any hex whose name is printed in yellow. When control of these hexes changes, the VP markers are adjusted on the General Records Track.

Zone of Control (ZOC): The ability of combat units to project their influence into adjacent hexes. Not all units have a ZOC (see 8.41).

21. SUGGESTED READING

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22. CREDITS

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