



# ON. OPERATION NEPTUNE

## ORDER OF PRESENTATION

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### 1. SLOPE HEXSIDES

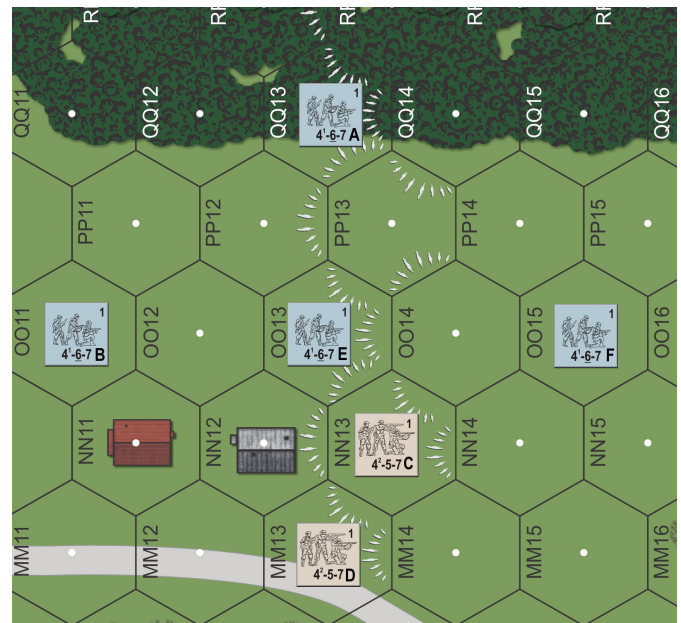
**1.1** A slope hexside represents an undulation in the terrain substantial enough to give an Up-Slope (1.2) unit a LOS advantage. On the ON map, a slope hexside is represented by black hash-marks along that hexside (EX: W10-X10). The entire hexside (inclusive of vertices) marked by a slope, but not the slope artwork itself, is considered part of that slope hexside.

**1.2 UP-SLOPE/DOWN-SLOPE:** A Location whose hex contains  $\geq$  one slope hexside is either Up-Slope or Down-Slope to LOS drawn across that hexside to or from that hex. If the slope lines are in the Location's hex, the Location is defined as being Down-Slope across that hexside; if the lines are in an adjacent hex along the hexside common to both hexes, the Location is Up-Slope across that hexside. A Location can be both Up- and Down-Slope across two different slope hexsides.

**1.3 LOS:** Slopes are neither obstacles nor Hindrances. Being Up-Slope affects LOS only in that an Up-Slope Location is treated as being  $\frac{3}{4}$  of a level higher than normal to LOS that begins or ends in that Location and crosses an Up-Slope hexside of that Location. Thus, barring other obstructions to LOS, an Up-Slope unit - even if not in a hill Crest-line hex - can trace a LOS across an Up-Slope hexside of its hex to a lower elevation (i.e., across a hill Crest Line) and/or over (B.4) obstacles and Hindrances whose topmost obstacle/Hindrance height is  $<$  the Up-Slope elevation of the viewing unit [EXC: *entrenched LOS restrictions would still apply as per B9.21, as would wall/hedge TEM as per B9.31*]. Otherwise, being Up-Slope or Down-Slope itself has no effect on LOS (e.g., slopes are ignored if the LOS goes through their hex or along their hexside, and also when calculating an A6.41-43 increase or decrease in the number of Blind Hexes caused by an intervening obstacle). Being Up-Slope itself can neither grant HA nor allow an Up-Slope unit to make a HD attempt. The presence of  $\geq$  one slope hexside does not change the elevation of that hex's Base Level. See the illustration below.

**1.31 FIRE LANE:** For the purposes of Fire Lane LOS/LOF drawn across  $\geq$  one slope hexside, assume that the term "same-level" means "same Base Level". See also 1.42 and its example.

**1.4 COVER:** A slope can, in certain instances, provide a +TEM (1.41) or a +DRM (1.42)



EX: Squad A has a LOS to B, D, and E, unaffected by slopes, and can be seen by C and F as Down-Slope. An AFV/wreck in PP13 would hinder the LOS of squads D, E and F - but not squad C - to squad A.

**1.41 DIRECT-FIRE TEM:** Ground-level Infantry in a hex containing  $\geq$  three (or two non-contiguous) Down-Slope hexsides may claim a +1 slope DRM vs Direct Fire [EXC: FT], provided the attack originates from a non-adjacent firer whose elevation advantage (if any) over that of the target is  $<$  the range of the attack and the attacker's LOS crosses  $\geq$  one of the target hex's Down-Slope hexsides. (A.5 applies to a FG attack.) Slope TEM is Cumulative with no other +TEM [EXC: *Mud TEM*]. Being Up-Slope itself provides no TEM, does not negate the FFMO/FFNAM DRM, and does not affect Wall Advantage rules.

EX: See the 1.3 illustration, and assume the following attacks are Small Arms, Squad E can claim slope TEM if fired on by squad A, D or F, but not if fired on by squad B (whose LOS does not cross a Down-Slope hexside of OO13). Likewise, squad C could fire on adjacent squad E with no slope TEM and could claim the -1 FFMO, if otherwise applicable, as could squad B. If squad E is fired on by squads C and D as a FG, squad E can claim slope TEM (A.5).

**1.42 FIRE-LANE DRM:** Infantry being attacked by a Fire Lane receives a +1 Fire Lane slope DRM if the firer is Up-Slope from,  $\frac{3}{4}$  of a level higher than, and not adjacent to, that target [EXC: *if the Infantry is attacked by a Fire Lane Snap Shot (A9.221), the DRM applies only if these three conditions apply to each of the two hexes that form the Snap Shot hexside, as determined by the firer's separate LOS to each of them*]. An Up-Slope attacker's Fire Lane cannot affect a target that lies at a different Base Level (see 1.3) from that of the attacker.

EX: See the 1.3 illustration, and assume that squads C and D each have a MG. If squad D places a Fire Lane counter in hex QQ13, all moving Infantry in NN12, OO13, PP12 and QQ13 (or NN13, OO13, PP13 and QQ13; A9.221) can be attacked by that Fire Lane with no slope DRM (since squad D is not Up-Slope from any of those Locations), although Infantry moving in OO13 would get the slope TEM (1.41). If squad C places a Fire Lane counter in QQ13, all moving Infantry in OO13 can be attacked by that Fire Lane with no slope DRM (or slope TEM (1.41), since that hex is adjacent to the firer). Moving Infantry in PP13 and QQ13 would receive both the slope DRM and slope TEM, but would not receive the slope DRM to infantry attacked by a Fire Lane Snap Shot at hexside QQ13-QQ14.



**1.5 ENTRY:** A unit crossing a slope hexside that it is Down-Slope from is moving Up-Slope. A unit crossing a slope hexside that it is Up-Slope from is moving Down-Slope.

**1.51 MF COST:** Infantry must expend ½ MF + COT in order to move Up-Slope. Crossing a slope hexside while moving on a road does not negate the **B3.4** MF road bonus.

EX: See the 1.3 illustration. Squad D must pay 1½ MF to enter hex NN13 (1 [COT] + ½ [moving Up-Slope]= 1½); if it were also crossing a Crest Line up to Level 1 the cost would be 2½ MF (1 [COT] x 2 [ascending across a Crest Line] + ½ [moving Up-Slope]=2½). Squad C could expend 1 MF to enter OO13, since there is no additional cost to move Down-Slope. If, however, it had Rained (**E3.54**), squad C would expend 2 MF to enter OO13 (1.54).

**1.52 MP COST:** A unit that expends MP must pay one MP + COT in order to move Up-Slope.

**1.53 CREST-LINE SLOPE:** No vehicle may cross a combination Crest-line-slope hexside (EX: V10-V11).

**1.54 RAIN:** When crossing a slope hexside and Rain (**E3.54**) is in effect, extra movement costs apply just as if the moving unit is changing elevation (in addition to any application of rules for crossing a Crest line).

## 2. COMBINATION TERRAIN

The Neptune map contains hexes depicting two or more terrain types that generally do not occupy the same hex on geomorphic boards. All rules for the different terrain types apply and any effects are cumulative per B.1. Each terrain combination is further clarified below.

### 2.1 BUILDING-ROAD/RAIL HEX



**2.11** Some hexes contain a road (and/or rail) paralleling the hexside between two buildings, but the entire road and/or rail depiction is only in one of the hexes (EX: R12-R13-S13). These are treated as exactly as Narrow Streets (**B31**) except units

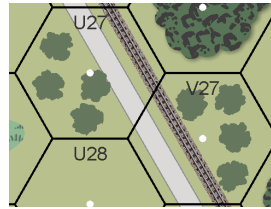
moving on the road/rail are always considered in Bypass of the hex containing the road/rail, and LOS is drawn to/from that vertex.



**2.12** Several hexes contain buildings with roads that parallel a hexside (EX: P9-Q10). They straddle the hexside like a Narrow Road but contain terrain other than a building/woods in the ADJACENT hex common with the bypassing road. For

movement purposes, all bypass rules apply normally except as amended herein for the hexside with the road. A unit using Bypass along the hexside is always considered to be on the road with LOS traced in the normal fashion (i.e., **A4.43** for Infantry, **D2.37** for VBM). Units traversing a road hexside via Bypass pay the road movement rate. VBM is allowed regardless of the distance between the obstacle and the hexside. Dashing across/along and routing along are NA. **B31.141-1411** applies for Roadblocks.

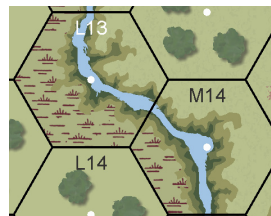
### 2.2 ORCHARD-ROAD/RAIL HEX



**2.21** Any hex containing four orchard depictions and a road and/or railroad (EX: U27, V27) is considered a normal in-season Orchard Road hex (**B14.6**). All in-season orchard road rules apply normally [EXC: a unit entering an Orchard-

Road/Rail hex across a road/rail hexside is assumed to be within the confines of the road/rail depiction for FFMO purposes for a defending unit in an Orchard-Road/Rail hex on the same road].

### 2.3 MUDFLAT-STREAM HEX



**2.31** Some hexes contain a stream depiction with a mudflat (**B16.7**) on one bank (EX: L13, M14).

**2.311 MOVEMENT:** The Mudflat MF/MP cost is only cumulative with other terrain if crossing one of the mudflat hexsides (**B33.11**).

EX: See the 2.3 illustration. A squad moving from hex M13 to L13 would pay 3 MF to enter the shallow stream hex. A squad moving from K14 to L13 would pay the 2 MF for the Mudflat in addition to the 3 MF to enter the shallow stream for a total of 5 MF to enter the hex. A squad moving from M14 to L13 would pay the normal 3 MF (**B33.11**) stream entry cost. A squad in hex L13 attempting to move to L14 would pay 8 MF to exit the hex ((2 MF [mudflats] + 2 MF [SLI Island orchard; ON4]) x 2 [elevation change] = 8 MF). A squad in hex L13 attempting to move to M13 would pay 2 MF to exit the hex (1 MF [orchard] x 2 [elevation change] = 2 MF).

## 3. DEFINITIONS AND ABBREVIATIONS

The following glossary defines important terms and abbreviations used in the ON Campaign Game System.

**CG:** Campaign Game.

**CG Date:** Consists of a specified date and an AM or PM reference. AM and PM refer to scenarios taking place in the morning or afternoon respectively, allowing more than one CG scenario to be played per calendar day.

**CG End:** The CG ends on the last scenario of the final CG Date, if one side fulfills the CG Victory Condition (4.3244), or if one side concedes.

**CG Roster:** The sheet used to record information for each CG Date. One line is filled out for each CG Date. Players may photocopy the one provided herein to execute this process.

**CG-Scenario End:** When RePh step Rally and Unloading (4.305) is completed immediately following a CG Scenario.

**CPP (Campaign Purchase Points):** Used by British and German players for purchasing reinforcements in RePh step 4.3204.

**Depleted:** A RG not received at Full Strength.

**Eliminated:** Units/Equipment/Fortifications/RG “Eliminated” in a CG are removed from that side’s OB (i.e. are not retained).

**Enterable:** A hex/Location that a unit could enter during a hypothetical MPh/APh disregarding enemy units and fortifications. If defined in relation to a Perimeter/Setup/Entry Area (or



to a “path” of hexes drawn to/from/between such), the hex/Location must be Enterable along that “path”. A terrain-Blaze hex is not Enterable.

**Equipment:** Any SW/Gun/Vehicle that can be part of a side’s OB or any counter that can be Portaged/Driven/Manhandled about on the map.

**Escape:** The RePh process by which a unit attempts to leave an Isolated Location, No Man’s Land, or an enemy Perimeter Area, to a friendly Setup Area or Eligible Entry Area; Escape (4.3083).

**Friendly Board Edge (FBE):** Each edge of the map designated by the CG card as Friendly to that side.

**FPP (Fortification Purchase Points):** Used to purchase fortifications in the RePh; Purchasing Fortifications (4.322).

**Front-Line Hex:** A Perimeter Area hex that shares  $\geq$  one hex-side with  $\geq$  one hex of an enemy Perimeter Area/No Man’s Land.

**Full Strength:** A RG received complete with no reduction to its units or equipment.

**Idle Date:** A CG Date in which both sides have selected Idle action resulting in no CG Scenario played for that date.

**Initial Scenario:** The first scenario of a CG. A CG’s Initial Scenario gives each side’s setup/entry restrictions, Initial Scenario Victory Conditions, each side’s setup/entry, OB (possibly including predetermined RG, units, and CPP to spend on additional RG), and the SBR applicable only to that Initial Scenario and CG.

**Isolated Area:** A group of adjacent Isolated Locations.

**Isolated Location:** A Location that lies within both Friendly and Enemy Perimeters.

**Maintenance Holding Box:** A holding area where Recalled vehicles are placed until ‘fixed’ by maintenance or Eliminated (4.315c).

**No Man’s Land:** Locations not within either side’s Perimeter, or in an unoccupied Isolated Area.

**OB (Order of Battle):** All the units, Equipment, and Fortifications of a side which are eligible to participate in the next CG scenario, including all Retained units and Equipment, plus all RG purchased since the last CG scenario.

**Perimeter:** All of the (*Alternate*) Hex Grains formed by placing Perimeter markers to enclose section(s) of the map. Refer to Perimeter Determination (4.307). Note that there is only one Perimeter per side, even though the process may create several loops.

**Perimeter Area:** All of one side’s Front Line Locations and the hexes they enclose.

**Plt (Platoon):** A CG RG organization type.

**Pocket:** An Isolated Area within an enemy Perimeter Area containing any friendly units which lie outside of its friendly Perimeter as determined per Pockets (4.3074-4.3075). A Pocket never includes a map edge hex.

**RePh (Reorganization Phase):** The steps performed between CG scenarios (4.303-4.326).

**Retained:** All units/Equipment in a side’s OB that are available for on-map/off-map setup in the next CG scenario. This includes those that remain available from the last CG scenario, and all RG purchased between the last CG scenario played and the current CG scenario and specifically allowed to set up on-map. Retained units/Equipment should be kept in the “Retained” box on the chapter ON CG Roster (3.104) when not on-map.

**RG (Reinforcement Group):** Usually a number of units/Equipment purchased, as a group, for the use in the CG as additions to a side’s OB. Also includes FPP, SAN increase, OBA, Bombardment, Pre-Registration, Offboard Observer and Observation Plane capability.

**RG Purchase Record:** The sheet used to record units and information for each CG RG type. One line is filled out for each RG purchased. Players may photocopy the one provided with Objective Neptune to execute this process.

**SCT (Section):** A CG RG organization type.

**Setup Area:** Each Strategic Location controlled by a side plus each non-Strategic Location, as defined for each side in CG12 (i.e., not a No Man’s Land hex; 4.3076). Each such Non-Strategic Location hex must also be Enterable by Infantry from  $\geq$  one Strategic Location of that Setup Area. Friendly Setup Areas that touch/overlap are treated as a single Setup Area, provided that  $\geq$  one of the touching/overlapping hexes is Enterable by Infantry from the other Setup Area. For an Initial Scenario, see 4.302.

**SQD (Squad):** A CG RG organization type.

**Strategic Location:** Each building Location, rubble hex, map edge hex, Pillbox, pontoon bridge (and adjacent land hexes), crossroads, Entrenchment and level 2 or greater hill hex is a Strategic Location (4.3071-4.3078).

**Strength:** An I, V, or G type RG is received at Full or Depleted Strength; see 4.3203.

**Weapon:** Any SW/Gun/Vehicular-armament using the IFT/TH table(s) to cause damage to the opponent.

## 4. OPERATION NEPTUNE Campaign Game

### 4.1 CG GAME BASICS

**4.101 INTRODUCTION:** Operation Neptune offers players the opportunity to play several interrelated scenarios dealing with the crossing of the Seine River in the area of Vernon, France by British forces of the 43rd (Wessex) Division. This system uses a variable number of scenarios to simulate parts of the historical actions occurring on those days of the campaign.

**4.102 BETWEEN SCENARIOS:** Players are required to undergo a series of steps, called the Reorganization Phase (RePh), between CG scenarios. During the Reorganization Phase a variety of actions end the current scenario and prepare each side for future combat in the next CG scenario.



**4.103 CASUALTIES:** Both sides must keep a running tally of casualties suffered during a CG scenario as this impacts aspects of the Reorganization Phase. This can be done by either placing units in the CVP box on the ON Force Organizer (3.105) and/or by keeping a written record. Prisoners do not count double for CVP purposes.

**4.104 CG ROSTER & RG PURCHASE RECORD:** Players are encouraged to photocopy the enclosed ON “CG Roster” and “RG Purchase Record” to record important CG information, or download a copy from the BFP website ([www.boundingfire.com/download](http://www.boundingfire.com/download)). See RePh steps 4.317-4.320 and 4.322-4.323 for information on updating the CG Roster; see 4.3201-4.3216 for specifics on the RG Purchase Record.

**4.105 ON FORCE ORGANIZER:** The ON Force Organizer provides spaces for keeping each side’s Eliminated units, Reinforcements available to enter, vehicles undergoing maintenance, and Retained units for the next scenario. As this information can be kept secret, it is recommended that photocopies of this be made, or download a copy from the BFP website ([www.boundingfire.com/download](http://www.boundingfire.com/download)) so each player can maintain information out of sight of the other. During the RePh, the Force Organizer can be used to place purchased fortification counters in the “Fortifications Counters” box until they are positioned on the map. Wounded leaders, and Captured and malfunctioned weapons may also be separated until addressed in their respective phases.

## 4.2 CAMPAIGN GAME SPECIAL RULES

The following ON CG rules apply in all CG scenarios and RePh.

**CG1.** CG uses the entire ON map.

**CG2.** All ON HBR (see ON Divider) are in effect except as amended below.

**CG3. SCENARIO END:** The Turn Record Chart for all CG scenarios is located on the map. All CG scenarios have a variable game length. Unless mutually agreed upon to end sooner, at the end of each player turn beginning with game turn 6, and at the end of each Player Turn thereafter, the player makes a Game End dr: if it is  $\leq$  the circled number associated with the current game turn on the ON CG Turn Record Chart (6=2, 7=4, 8=5\*) the scenario ends immediately. If the game has not ended previously, it will end immediately at the end of the Game Turn 8. There is a +1 drm to each CG Night scenario Game End dr.

Turn Track								
1	2	3	4	5	6	7	8	END
					2	4	5*	

**CG4. TERRAIN CHANGES:** Alterations of printed terrain is inevitable during the course of the campaign. These alterations are permanent [EXC: a subsequent action such as Clearance/Removal]. All terrain altering counters such as Rubble, Open Ground, Trailbreaks, Shellholes, and wrecks remain on-map from scenario to scenario, as do Fortifications [EXC: Removal (4.316)]. Terrain with a Blaze is resolved as per 4.311. A wreck in a terrain Blaze is not removed from play; instead, it

remains on-map (still treated as a LOS hindrance) and will become a Burnt-out-Wreck, per 4.3111. A Burnt-out-Wreck may not become burning or be Scrounged, nor may it be removed from play as per **D10.4** [EXC: Removal (4.316)]. A Burnt-out-Wreck is a LOS Hindrance in the same manner as a normal wreck.

**CG5. MASSACRE:** Massacre is NA during the ON CG. Any HOB result of “Berserk” that occurs in a Location with prisoners is changed to “Battle Hardening”.

**CG6. RETAINED RG:** Each RG (and its components) that did not enter play during a CG scenario is still available for the next CG scenario. Every RG that is on board is Retained until Eliminated/Recalled. Air Support that does not enter play and OBA unable to place an FFE:1 are Retained. If an FFE:1 is unable to be placed for an OBA module, any Radio/Phone/special Observers/Pre-registered hexes associated with that OBA module are also Retained. If none of the aircraft associated with an on board air support RG are able to make a successful Sighting TC, the RG is also Retained.

**CG7. OPTIONAL VEHICULAR EQUIPMENT:** Optional MG must be rolled for individually per **H1.41**. If so equipped, no additional CPP cost is assessed.

**CG8. CONCEALMENT:** Every unit (and its possessed equipment) setting up in Concealment Terrain may setup concealed, regardless of enemy LOS. Such “?” need not be purchased; i.e., each is placed freely. Otherwise, **A12.12** and **A12.34** apply in the normal manner. The side setting up first may conceal each eligible unit before the opponent views the setup; likewise, the side setting up second may conceal all eligible units before his opponent views that setup. Purchased “?” are used as dummies.

**CG9. WEAPON/CREW REMOVAL:** A Retained vehicle may begin (i.e., set-up/enter) a CG scenario with any/all eligible armament Removed (**D6.63/D10.5**). A Retained vehicle may begin a CG scenario abandoned. Such a Removed weapon/crew counter must begin that CG scenario in the same Perimeter/Setup/Entry Area as the vehicle it came from.

**CG10. STATUS MARKERS:** During its setup, each side may opt to secretly record the BU, CE, TCA, Immobilized, abandoned, malfunctioned, disabled, and/or Low Ammo status of its vehicles/Guns in lieu of placing the appropriate marker(s) on them. Place the actual marker(s) when the piece is non-concealed and within 16 hexes of any enemy ground unit that has a LOS to it.

**CG11. GUN PLACEMENT AND BORE-SIGHTING:** Bore-sighting is N/A. A Gun set up in a Pillbox or Fortified Building Location may never be moved during the course of that CG [EXC: if dm/Eliminated]. Such a Gun once revealed may never again set up hidden, but may be set up concealed. Each non-vehicular Gun [EXC: dm Mortars] that ended the previous CG scenario on-map must make a DR during Clearing the Map (4.309) in order to be able to move to a new location during setup. Each SW/Gun in a Perimeter Area that contains Personnel may be set up (un)hooked/(un)limbered/(non)dm unless otherwise prohibited. Otherwise, provided it sets up within a friendly Perimeter Area, an Emplaced Gun



(only) may set up hidden as per **A12.34** (at no cost in FPP) in CG scenarios.

**CG12. RG SETUP/ENTRY:** All Infantry/AFV/Gun RG purchased on the current CG Date as well as Retained units voluntarily held off-map as reinforcements, setup/enter during that scenario in hexes along a Friendly Board Edge (FBE) or in areas as defined below. Some, none, or all (including individual RG units) may enter on/after Turn 1 along a FBE, or if no FBE is currently available, those RG's must setup on-map within any friendly Perimeter Area. Vehicles in the Maintenance Holding Area that are repaired can only enter via a FBE.

#### A) British

1. British RG enter on the south edge (British FBE).
2. The south of the riverbank is always a friendly set up area for the British player and he may set up any of his just purchased units there for no additional CPP cost. In addition, at the start of any scenario any purchased British units have the option to start up loaded and beached in an OB given Assault boats/purchased AFV pontoon raft, in any river hex adjacent to the southern riverbank [*EXC: NA for any CG Night scenario*]. Just purchased units must set up south of the Seine.
3. No Vehicle may enter the map/set up in any hex > than level 0. They *must* move to the nearest hex that resolves the restriction, if necessary (4.309).

#### B) Germans

1. German RG enter along the east, north and/or west edges that are north of the river (German FBE) [*EXC: 4.3204*].
2. No Vehicle may enter the map/set up in any hex with a Base Level > 0. They *must* move to the nearest hex that resolves the restriction, if necessary (4.309).

**CG13. OBA:** The Germans are limited to a maximum of one (1) and the British to a maximum of two (2) available OBA modules (inclusive of Retained RGs) per CG scenario. For purposes of this rule, “available” means having the module’s radio/field-phone in play (or using its Offboard Observer) at any time during a CG scenario. Both sides may freely select a radio or field phone for each purchased OBA module. Each radio/field phone includes a 7-0 SMC to operate it. The radio/field phone may set up with any non-Isolated personnel in a friendly Controlled Location. Each field phone’s Security Area (**C1.23**) must comprise Enterable (by Infantry) Locations that are not within the enemy’s Perimeter, and must be drawn to a friendly map-edge hex. A new Security Area may be recorded for each CG scenario. If no legal Security Area can be traced during setup, that field phone must be replaced with a radio. A radio/field-phone counter (and its associated OBA module) is immediately Eliminated when its OBA is exhausted (i.e., draws two red chits), or during RePh (4.304d) if that module placed an FFE:1 per ON CG6 any time during the previous CG scenario.

**CG14. MAP EXIT:** A unit that exits the map for any reason is considered Eliminated [*EXC: Recall AFV's (4.315e)*], as are any Weapons it may possess.

**CG15. BRIDGES:** Prior to placement of either a pontoon or bailey bridge, all British units north of the river are considered Isolated (4.3074; 4.308) for CG purposes. A friendly-controlled Perimeter may only be traced across a river or deep stream utilizing a friendly-controlled pontoon or bailey bridge.

**CG16. ASSAULT BOATS:** Assault Boats have an inherent driver and 2MP for the first scenario only, with 4MP thereafter (inc. *all* RePh), and can be retained between CG scenarios (ON CG12.A.2). They are treated as Vehicles for purposes of clearing the map (4.309).

## 4.3 Campaign Game:

**VERNON, FRANCE:** The assault crossing of the River Seine at Vernon by the British 43rd (Wessex) Division in August 1944 remains one of the most important of the entire Second World War. Operation Neptune pits one British Division against one German Division. On one side, a fully equipped, battle hardened unit made up of soldiers from the ancient kingdom of Wessex, backed by some of the best artillery in the world and supported by tanks. On the other side, a much depleted, second rate, static division of men of various nationalities, conscripted to fight a war for Germany that was already lost. On paper the British were assured of success, but between the two opposing armies lay that great river, the Seine, overlooked at the proposed crossing point by steep hills, which were riddled with defensive strongpoints. The Germans were waiting, and were as ready as they would ever be.

**4.301 CG DATES:** 1845hrs 25 Aug 44 to 2100hrs 27 Aug 44 [*six CG scenarios*]. CG Date 2 (2300hrs 25 Aug) is a Night scenario.

**4.3011 CG VICTORY CONDITIONS:** The British win if at the end of any CG Scenario they Control 30 building/rubble Locations on or between hexrows L and Z that are north of the river (65 total) *and* Control  $\geq 4$  Level 4 hill hexes. The British also win if at the end of any CG Scenario they Control 35 building/rubble Locations on or between hexrows L and Z *and* have accumulated  $\geq 50$  EVP off the north edge on/between hexes CC1 and EE30.

#### 4.3012 ATTACK-CHIT LIMITATIONS (4.3241):

- **British:** 4
- **German:** 3

**4.3013 CG BALANCE PROVISIONS:** Should each player wish to play the same side, the following Balance is used throughout the CG:

- **German:** CPP Replenishment DRM is -1.
- **British:** Leadership DRM is -1.

**IDLE SIDE** Sets Up First

**ATTACKING SIDE** Moves First

**4.302 INITIAL SCENARIO:** The parameters for the Initial CG Scenario are outlined below. Additional scenarios for that CG are generated during the Reorganization Phase. The CG continues until the CG End. The “start lines” (or, Front Line Locations, to use the game term) in a CG scenario are deter-



mined by Locations Controlled by both sides at the end of the last-completed CG scenario. RGs given in a CG Initial Scenario do not count against CG maximums.

**INITIAL SCENARIO VICTORY CONDITIONS:** The British win if they Control any eight (8) building/rubble Locations north of the river at scenario end.

**INITIAL SCENARIO INITIATIVE:** British Attack, German Idle. Initial Scenario initiatives do not count against the total CG attack chit limitations for each side.

**INITIAL SCENARIO SET UP SEQUENCE:** The German player sets up first; the British player moves first.

**INITIAL SCENARIO BALANCE PROVISIONS:**

- **German:** Add 1x 2-4-7 HS and HMG to the initial OB.
- **British:** German ELR is 2.

**INITIAL SCENARIO BATTLE RULES:**

1. All ON Campaign SR and HBRs are in effect except as noted. EC are Dry with no wind at start. Weather is Clear.
2. All purchased RGs set up as indicated in the Initial Scenario OB. Initial Scenario RGs (including CPP purchased) are not subject to depletion, unless otherwise stated.
3. Immediately at the start of the British Turn 1 PFPh, the British may place 2 SR counters anywhere on the playing area. These SR are accurate on a  $dr \leq 2$ . Any extent of error  $dr$  is halved (FRD). The SR are then immediately converted into standard SMOKE FFEs (pre-selected WP or Smoke), with the FFE:1 counters then removed from play.
4. Initial German map-edge Perimeter markers (4.3072) are located in hexes H1 and T30. Initial British map-edge Perimeter markers are located in hexes B1 and P30.

<b>INITIAL BRITISH OB</b>
<b>[ELR:4] (SAN:2)</b>
<b>Elements of the 5th Wiltshires/43rd (Wessex) Division</b>
Set up in any Land hex south of the river and east of hexrow 21 [EXC: <i>Infantry and their accompanying SW set up Cloaked in Assault Boats (E5.123)</i> ]. Assault Boats set up Beached in any river hex adjacent to the southern river bank.
3x Rifle Pltn (I1); 2x Med Tank 3 (V5); 2x 2-2-8 crews; 2x OML 3" (76mm) Mortars; 6x Assault Boats
<b>Elements of the 4th Somersets/43rd (Wessex) Division</b>
Set up in any Land hex south of the river and west of hexrow 21 [EXC: <i>Infantry and their accompanying SW set up Cloaked in Assault Boats (E5.123)</i> ]. Assault Boats set up Beached in any river hex adjacent to the southern river bank.
3x Rifle Pltn (I1); 2x Med Tank 3 (V5); 2x 2-2-8 crews; 2x OML 3" (76mm) Mortars; 2 x DUKW; 4x Assault Boats
14 CPP

<b>INITIAL GERMAN OB</b>
<b>Elements of the 49th Infantry Division [ELR: 3] (SAN:3)</b>
Infantry, including any SW/SMC stacked with them and any Fortifications purchased set up anywhere north of the river. All other units set up anywhere in the playing area north of the I1-M10-O12-Q14-S17-Q18-Q19-Q21-X30 road:
2x Rifle Pltn (I2)
2x Rifle Pltn (I3)
2x MMG Team (I4); 2-4-7 HS; HMG
2x Inf Gun Section (G1); 2x 2cm FlaK 38 AA (G2); 2x 5cm PaK38 AT Gun; 2x2-2-8 Crew
8 CPP 70FPP

**AFTERMATH:** The assault commenced at 1845hrs with the British conducting a thunderous artillery and smoke barrage aimed at the far side of the river, targeting the prominent hills and the village of Vernonnet. The British took to the water in their storm boats in what turned out to be a rather uncoordinated attack, resulting in a number of British Soldiers losing their lives. After 4 hours, only a handful of troops had succeeded in establishing themselves on the far bank. The operation was already in high danger of becoming a shambles. Friday night fared little better, with little of Vernonnet village cleared of Germans. The attack, by this time, was well behind schedule. A concerted counterattack by the Germans now could indeed spell disaster. Saturday came and went, with the situation looking a little better. Vernonnet was virtually clear, and the bridgehead had now penetrated a few hundred yards further inland. Eventually, men and vehicles were now starting to pour into the bridgehead across the class 9 folding boat bridge, which now spanned the river. Spandau and AA fire still peppered the area, killing a number of the vital bridge engineers. Sunday saw German Kampfgruppe Schrader launch the expected counterattack, which was supported by 3 Tiger tanks. Naturally the Tigers gave some cause for concern, but in the end the British held firm and the bridgehead absorbed the shock. After this, the Germans virtually melted away and General Thomas, commander of the 43rd (Wessex) Division knew he had the battle almost won. This action opened the way for General Horrocks to unleash the armor of XXX Corps on their historic dash across northern France and Belgium.

**REORGANIZATION PHASE:**

The following steps of the Reorganization Phase (RePh) are conducted simultaneously by both sides. The steps must be performed in the prescribed order; those that are not applicable need not be performed. Those preceded by a “†” are the only steps to be completed before setting up to play a CG Initial Scenario. Those preceded by a “>” are the only steps necessary to achieve CG-Scenario End after the last Player-Turn CCPh. Those preceded by “\*” are performed in repeated sequence until a new CG scenario is generated in RePh step 4.324.



## RePh Sequence

>4.303	Conclusion of Melee
>4.304	Marker Removal
>4.305	Rally and Unloading
4.306	Encirclement, Bog, Shock
4.307	Perimeter Determination
4.308	Isolation
4.309	Clearing the Map
4.310	Prisoners
4.311	Extinguishing Flames and Blazes
4.312	Wounded Leaders
4.313	Recombining, Battle Hardening and Promotion
*4.314	New CG Date and SAN Adjustment
*4.315	Equipment Repair and Replenishment
*4.316	Fortification, Wreck and Immobile Vehicle Removal
*4.317	CPP Replenishment
*4.318	ELR Loss/Gain
*4.319	Weather Determination
†*4.320	Purchasing Reinforcement Groups
†*4.321	RG Strength, Weapons and Leaders
†*4.322	Purchasing Fortifications
†*4.323	Purchasing Reconnaissance
†*4.324	Initiative/Attacks
†4.325	Wind, Night and Unit Setup
†4.326	Scenario Commencement

**4.303 CONCLUSION OF MELEE:** All opposing units in the same Location are automatically in Melee (ambush is NA), and must undergo a (unlimited) number of Melee rounds until no more CC attacks can be made. Units are free to perform normal CCPh activities associated with Melee (i.e., attack, Capture, Withdrawal, etc.) The British are always considered to be the ATTACKER. Vehicles with a Motion counter in a Melee hex remove their Motion counter immediately prior to the first round of CC. Following the conclusion of the first round of RePh Melee in a Location, each still-hidden/concealed unit within is revealed, each pinned unit becomes unpinned, each CX counter is removed, each vehicle may become BU/CE, and each Stun counter on a vehicle is flipped to its “+1” side (the vehicle is still subject to Recall, if applicable, and may be marked as CE if so desired). Hidden/concealed units are now in Melee.

**4.3031 CLIMBING & SCALING:** Climbing and scaling units must continue climbing or scaling (as per **B11.4** or **B23.424** or **B6.4**) until they advance off upon reaching the nearest accessible level of a hex adjacent to the climbed vertex. Such units are immediately marked with a Melee counter if that Location is occupied by an enemy unit.

**4.3032 ORDER OF RESOLUTION:** Resolve all Melees on the map in the order designated by the British player.

**4.304 MARKER REMOVAL:** All markers/counters listed below are removed from the map at this time (Right of Inspection does not apply to non-revealed stacks):

- a. SR and FFE counters
- b. Smoke counters
- c. Acquisition counters
- d. Radios and Field Phones [*EXC.: if Retained; ON CG6*]
- e. DM, Disrupted, Fanatic, Berserk, Wall Advantage, HD markers, Dummy Cloaking Counters, and “?”
- f. CX, Motion, CE, BU, and Labor markers
- g. All hidden/Cloaked units and Equipment are placed on-map in their present Location<sup>1</sup> (other still-hidden Fortifications need not be revealed at this time)
- h. Sniper counters
- i. FB counters (see also ON CG6)

**4.305 RALLY AND UNLOADING:** All currently broken units of both sides are automatically rallied (even if Disrupted). No DR is made. All Passenger/Rider Personnel and Equipment may [*EXC: at the conclusion of a PM scenario they must be unloaded*] be unloaded into their Vehicle’s Location.

**4.3051 VICTORY DETERMINATION:** The just completed CG scenario winner can now be determined using the applicable Initial Scenario Victory Condition or subsequent CG Scenario Victory Condition or CG End (4.3244). Any CVP incurred from this point forward in the Reorganization Phase are not counted.

## 4.306 ENCIRCLEMENT, BOG, SHOCK

**4.3061 ENCIRCLEMENT:** Each Encircled unit [*EXC: prisoner*] must take a separate ITC (leadership DRM may apply if present and at owner’s choice). If the unit passes the ITC, it remains in its current Location (Encircled markers are not removed until 4.3085). Failing the ITC results in the unit’s immediate Elimination [*EXC: Encircled Vulnerable PRC of an Immobilized vehicle are Eliminated, leaving the vehicle abandoned*]. Each prisoner that an Eliminated Encircled unit was Guarding must, if possible, be claimed by another unit in that Location friendly to the Eliminated unit. If the prisoner is not claimed, it is considered Rearmed (**A20.551**) and may automatically possess any Equipment dropped by its Eliminated Guard. Otherwise, any Equipment that an Eliminated Encircled unit possessed is left in the Location unpossessed.

**4.3062 BOG:** Each non-abandoned, bogged/Mired vehicle must undergo Bog Removal attempts (**D9.3**) until it is either unbogged or immobilized (MP expenditure is irrelevant). If Vehicle Note L applies to the vehicle, one squad-equivalent (as explained in the Note) in its Perimeter Area may be used to claim the -2 (-1 per crew or HS) drm to the colored dr of its Bog Removal DR.

**4.3063 SHOCK/UK:** Each AFV with a Shocked/UK counter must undergo recuperation attempts (**C7.42**) until either the marker is removed or the AFV is Eliminated.

**4.307 PERIMETER DETERMINATION:** This section describes the steps in determining the Front Line between German and British forces. Each side attempts to create loops of adjacent Locations by marking out connecting (*Alternate*) Hex



Grains in order to enclose all friendly units, and may even include some enemy units. Each side may attempt to legally include as many Locations as possible within its Perimeter with the ultimate goal of being able to move only into an adjacent Front Line Location, and by never reentering the same Front Line Location [EXC: Bridges; ON CG15], eventually ending up back at that starting Front line Location.

**4.3071 CONTROL MARKERS:** The side that currently controls a Strategic Location may place a friendly Control Marker on it if that Location's control might affect victory determina-

tion or the alignment of either Perimeter. A Control marker can be placed at any time during a CG scenario or the Reorganization Phase. The Control Marker must be flipped (or removed) if the Controlling side loses Control.

**4.3072 MAP EDGE MARKERS:** The next step is to place Map Edge Markers in each friendly-Controlled map edge hex that is adjacent to an enemy-Controlled map edge hex. Each marker should point inwards towards another friendly Perimeter marker (see 4.3073) along a Hex (*Alternate*) Grain that is devoid of enemy-controlled strategic locations once Perimeter

## PERIMETER EXAMPLE

This example describes the Perimeter determination procedure and its effects on Isolated units. Actions that each side takes in the various steps (4.307-.3087) are detailed. The illustration shows the bottom-right of the *Operation Neptune* ON map; it is important to note that *for purposes of this example* no other hexes exist (i.e., the edge of the map area depicted represents the "true" edge of the map). Perimeter markers are placed at ground level in the hex whose coordinates have been printed in bold in the EX text. The format "**I3**→**O6**" indicates that a marker is placed in I3 pointing towards another Perimeter marker in O6 along Hex Grain I3-J3-K4-L4-M5-N5-O6; "**H3-H4**→**K8**" indicates that a Perimeter marker is placed in H3 pointing towards K8 along the *Alternate* Hex Grain H3-H4-I5-I6-J6-J7-K8 (as per the E12.11 *Alternate* Hex Grain diagrams).

In RePh step 4.3071, each side places a friendly Location Control marker in the Strategic Locations shown with such markers in the illustration. Not every eligible Location is so marked, as it is only necessary to mark a Strategic Location that might affect the Perimeters' alignment. Then, as per step 4.3072, the German player places a friendly Perimeter marker in **L14** and **Z22**, pointing them towards each other along the **L14**→**L13**,**L13**-**M14**→**Z13**,**Z13**→**R23** map-edge (*Alternate*) Hex Grains. The British player likewise places Perimeter markers in **L21** and **Z23**, pointing them towards each other along the **L21**→**L24**→**P22**-**Q23**→**R24**, **R24**-**S24**→**Y24**, **Y24**→**Z23** map-edge (*Alternate*) Hex Grains.

Next, in step 4.3073, the German player starts by placing a Perimeter marker in **Y22**, pointing towards the map-edge marker in **X20** ((*Alternate*) Hex Grain **Y22**-**Y21**→**X20**). The German player also places a single perimeter marker in **Z24** facing off the map edge since this map-edge hex is adjacent to two British-Controlled map-edge hexes (**Y24** & **Z23**). He continues by placing markers in the following order: **X17**→**U16**; **Q18**→**O17**; and finally **O16**→**L14**. This completes a "loop" of connecting (*Alternate*) Hex Grains. These hexes are most of the German Front Line Locations; however, more will be added during the subsequent steps in order to enclose "cut off" units or Locations.

At the same time the German side is marking his Perimeter, the British may do likewise. First, the British player places a Perimeter marker in **X22**, pointing towards the friendly map-edge Perimeter marker in **Z23** along Hex Grain **X22**→**Z23**. He continues by placing further Perimeter markers in the following order: **X22**-**X21**→**W21**; **W18**→**V17**; **U18**-**T17**→**S18**; **R18**→**R20**; **R20**→**O19**; **O19**-**O20**→**P21**→**P22**; **M24**-**M23**→**L21** (map-edge Perimeter marker). This completes a "loop" of connecting (*Alternate*) Hex Grains. These hexes are most of the British Front Line Locations; however, several more will be added during the subsequent steps in order to enclose "cut off" units. Note that the perimeter determination from P22 to M24 is allowed even though it overlaps other portions of the British perimeter because of the exception noted in 4.307 when tracing a perimeter across a friendly-controlled bridge or ford.

In step 4.3074, the British player notes that all of his units are already successfully enclosed within/on the British Perimeter Area, except for the 4-5-8 in O18 and 4-5-7 in P18, and forms Pocket #1. The German player notes that he also has two friendly units not currently within the German Perimeter (the 4-4-7 squad and the 8-0 leader). Since the British pocket #1 is devoid of German units/Control Markers and adjoins the British Front Line Perimeter, it becomes a part of the British Front Line Perimeter and is no longer Isolated.

The German player now places Perimeter markers simultaneously in **T19** and **T20**, pointing towards each other. This will enclose the German squad in T20 and the Controlled Strategic Location in T19. Hexes T20 and T19 become an Isolated German Perimeter Area (i.e., Pocket #2). It is illegal to expand the Perimeter of Pocket #2 further to encompass the 8-0 leader in hex H9 because SMC alone are ineligible for perimeter marker placement, or to encompass the German Controlled Locations in hex Q19 or Q21 because of the presence of enemy Controlled Locations in the expanded Perimeter. The German 8-0 leader in hex V19 is ineligible to form a Pocket (4.3074) and must attempt to Escape (4.3083), and hex V19 will pass to British control (4.3077) (note that the German player could not form a Pocket with just the friendly Control markers in Q19 and Q21, as there must be a friendly non-SMC unit present). For the German player, hexes Q19 and N17 (pockets #3) are Strategic Locations and still under his control. And since a Strategic Location cannot be uncontrolled by either side, and since they are devoid of British units/Control Markers, and they adjoin the German Front Line Perimeter, both hexes become part of the German Front Line Perimeter.

Because a Pocket can never contain a map-edge hex, the German 4-3-6 in Z24 is not in a Pocket but rather occupies its own single hex Perimeter Area.

The German player notices that the friendly 2-3-7 half-squad in hex U18 is in an upper-level, so creates Pocket #4; as per 4.3075, no Perimeter markers are placed. Hex U17 is a No Man's Land hex and becomes un-Controlled (as is outside both sides' Perimeters).

The players now proceed to RePh step 4.308, "ISOLATION". There are now no Isolated British units, whereas the following German units are Isolated: the 4-4-7 squad (T20) and the 8-0 leader. The German HS in U18 is a one-hex type D Isolated Area which *includes* Pocket #4 (but is *not* in its *entirety* a Pocket); German Pocket #2 is a type C Isolated Area. The German 8-0 leader is in a type B Isolated Area. As per 4.3081, all the aforementioned Isolated units will suffer from Ammunition Shortage at the start of the next CG scenario (unless such unit(s) successfully Escape; 4.3083).

In step 4.3083, the German 8-0 leader *must* attempt to Escape; it has an Escape Table DRM of 0 (no modifiers applicable). The Original DR is an 11, which results in the leader being Replaced by a 7-0 leader and *then* Casualty Reduced to a wounded 7-0 leader (wound severity dr is still applicable), which Escapes and is Retained in the German OB. The German 2-3-7 squad in U18 attempts to Escape; it has an Escape Table DRM of +2 (-1 ≤ 2 hexes from friendly-Controlled, non-Isolated hex U14) +2 [Encircled] = +1). The Original DR is an 9 which is modified to 10, which results in the squad being Casualty Reduced to a 2-3-6 HS, which Escapes and is Retained in the German OB. In step 4.3086, the British side now gains Control of the U18 hex (vacated by the Escaping German HS) since the only ADJACENT Location (ground level of U18) is British-Controlled. Hex U18 is no longer part of the German Perimeter and is no longer Isolated. Hex Q21 becomes part of the British Perimeter Area and is no longer Isolated.





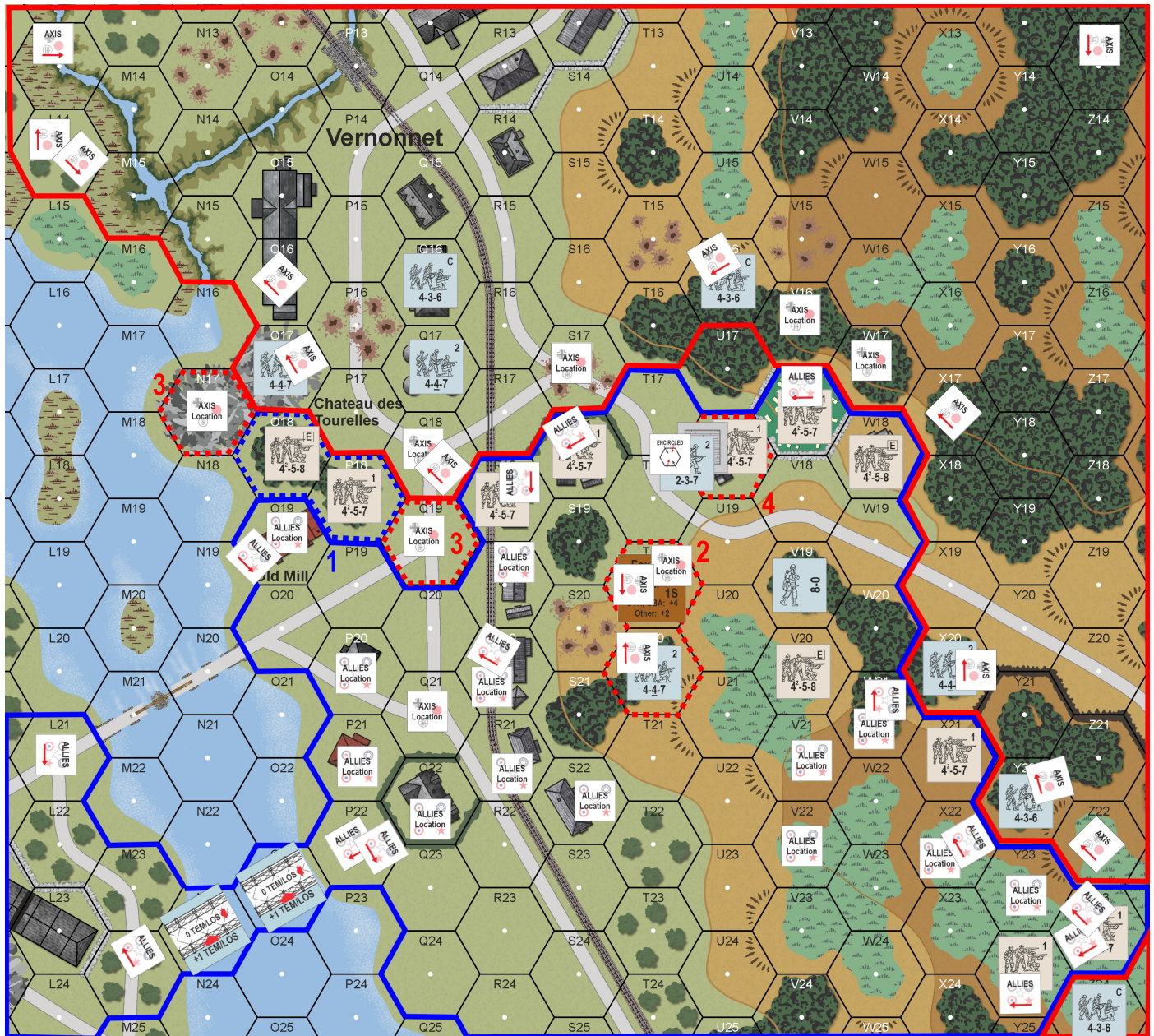
Markers begin to be placed. Since the Control of map-edge hexes is important to perimeter determination, players are urged to leave map-edge Perimeter markers on the map during play.

**4.3073 PERIMETER MARKERS:** Both sides now place Perimeter markers, *one at a time*, in ground-level Locations on a friendly Controlled Strategic Location or a friendly MMC; it makes no difference which side places first, or if each side places simultaneously. As each one is placed, it is pointed towards another friendly Perimeter Marker along a Hex (*Alternate*) Grain. The Hex (*Alternate*) Grain may not overlap other friendly Hex (*Alternate*) Grains already on the map [EXC: *Bridges; ON CG15*]. The Hex (*Alternate*) Grains themselves may not include an enemy unit [EXC: *SMC*] or enemy-controlled Strategic Location although the process may include enemy units within the Perimeter. The process continues until the largest loop legally possible is enclosed.

**4.3074 POCKETS:** Any friendly units outside of its Perimeter

(4.3073) are in a Pocket [EXC: *SMC alone, and possibly units not at ground level in its hex (4.3075)*]. Two Perimeter Markers, if possible, are placed in hexes that contain friendly non-SMC unit/Control markers. They are placed pointing towards each other. This Pocket may then be expanded by legally placing additional Perimeter Markers on a Hex (*Alternate*) Grain to enclose friendly units within the Pocket that are devoid of enemy non-SMC units/Control Markers. A Pocket may never contain a Location in the main friendly Perimeter Area (4.3073). Pockets that contain only one hex do not need a marker, as the unit will be forced to set up in that Location [EXC: *Escape (4.3083)*]. All Pockets are considered part of the friendly Perimeter Area, but are Isolated (4.308; ON CG15). Pockets that are able to add a friendly Map Edge Hex are no longer Pockets and become part of the main friendly Perimeter Area.

**4.3075 UPPER LEVEL POCKETS:** A unit in an upper building Location that cannot reach ground level of that hex except through enemy Controlled Location(s) is in its own Pocket.





Adjacent upper level building Locations containing friendly units may form into a Pocket. A unit must set up in its current Location or one of these Upper Level Pocket Locations [EXC: *Escape (4.3083)*].

**4.3076 NO MAN'S LAND:** This Perimeter Determination process may lead to sections of the map being outside of both Perimeter Areas, or hexes that are part of both Perimeters but are devoid of units. These uncontrolled areas/hexes are classified as "No Man's Land". Hexes that are part of both Perimeter Areas that contain units are Pockets (4.3073). Each of these areas is classified as an Isolated Area. A Strategic Location can never be a No Man's Land Location, as one side will always Control it.

**4.3077 CONTROL:** Each side now gains control of all non-isolated Locations within their Perimeter Area. All enemy Control Markers within the Friendly area are flipped (or removed). Locations in Pockets retain current control status, and all No-Man's Land hexes are uncontrolled.

**4.3078 READJUSTMENT:** Each side is free to move or readjust its Perimeter during the process, but must go back to Map Edge Markers.

**4.308 ISOLATION:** Isolated Areas are of four types (A-D), based on the units enclosed therein:

- A) No unit(s);
- B) Only SMC of one or both sides;
- C) MMC/vehicle(s) of one side;\*
- D) MMC/vehicle(s) of both sides;\*

\* The presence of a SMC for one or both sides does not modify the Isolated Area type.

**4.3081 EFFECT ON UNITS:** Each SMC enclosed in a type B or C [EXC: *only an enemy SMC in a type C*] Isolated Area must attempt to Escape (4.3083). Each unit/Weapon enclosed in a type C or D Isolated Area begins the next scenario with Ammunition Shortage (**A19.131**) [EXC: *Escaped (4.3083); Eliminated (4.3152-4.3154, and 4.3156)*]. Record the ID of units suffering from Ammunition Shortage to distinguish them from other units. Setup restrictions for Isolated Areas are described in 4.3252.

**4.3082 EFFECT ON HEX CONTROL:** Each type A and B Isolated Area becomes No Man's Land. [EXC: *If all of the Controlled Locations (i.e., ignoring No Man's Land) ADJACENT to a type A or B Pocket (only) are Controlled by one side, all Locations of that Area become non-Isolated and pass to the Control of that side. If this occurs, the enemy Front Line Locations that delineated the Pocket are no longer considered Perimeter Locations for that side.*] Each Location of a type C Isolated Area is Controlled by the occupying side. Both sides control Locations in a type D Isolated Area.

**4.3083 ESCAPE FROM ISOLATION:** Any unit in an Isolated Location may attempt to Escape by making a DR on the Escape Table. If more than one Infantry unit in the same Location wishes to Escape, they may combine themselves into one or more stacks. Each stack then makes its own Escape DR. Squads stacked with a leader may freely Deploy. Vehicles/Guns may make a CA change, and SW/Guns may be dropped

or transferred/dismantled (if otherwise allowed) prior to its possessor's Escape attempt. Guns (5/8" counters) may not accompany a unit attempting to Escape unless dismantled.

#### ESCAPE TABLE

Final DR	Infantry	Vehicle
≤ 8	Escapes	Escapes
9	Escapes, Replaced (1,2)	Escapes
10	Escapes, Casualty Reduced (2)	Abandoned (3) (crew Escapes)
11	Escapes, Replaced then Casualty Reduced (1,2)	Abandoned (3) (crew Eliminated)
≥ 12	Eliminated	Eliminated (3) (CS N/A)

- (1) A unit that would normally become Disrupted upon being Replaced by a lower quality unit is Eliminated instead.
- (2) Use Random Selection for a stack.
- (3) In current hex and facing

DRM	Result
+x	(Armor) Leader/Heroic DRM (NA to a lone SMC)
-1	If lone, unwounded SMC
-1	If ≤ 2 hexes from a friendly-Controlled, non-Isolated hex
-1	If adjacent to friendly-Controlled, non-Isolated hex
-1	If current CG Date is Night
+1	Per HS equivalency > 1 HS using same Escape DR*
+1	Per PP > IPC being carried (unit with most excess PP determines this DRM for a stack; a stacked leader may combine to increase a MMCs IPC)*
+2	If Encircled*
+2	Captured AFV

\*NA to AFV

**4.3084 ESCAPE RESULTS:** Each unit that survives the Escape attempt is Retained, along with any SW(s)/dm Gun(s) it portaged, to the nearest (measured in enterable hexes) portion of a non-Isolated Friendly perimeter or off-map at an Eligible Entry Area-which ever is nearest in a path of contiguous, Enterable, Uncontrolled-Territory/Enemy-Perimeter-Area hexes (Escapee's choice if two such Areas are equidistant). If a unit is Eliminated (via Replacement/Casualty-Reduction) while escaping, all Equipment it took with it is Eliminated on a subsequent dr of 4-6; on a dr of 1-3 the Equipment is left in the Eliminated unit's last-occupied Location.

**4.3085** All Encircled markers are now removed.

**4.3086** If a successful Escape attempt changes the Isolated Area type, revisit Effect on Units and Effect on Hex Control (4.3081-4.3082) to determine any impact on remaining units and hex control.

**4.3087 DRAWING THE PERIMETER:** The Perimeter determination procedure is now complete. Both sides should now record their Perimeter on a photocopy of the reduced-size map located on the ON HBR divider. Mark each hexside that



a friendly Front Line Location shares with a No Man's Land or non-Isolated, enemy-Controlled Location. This procedure converts the connecting (*Alternate*) Hex Grains into a more understandable form on the reduced-size map. The type (A, B, C, D) of an Isolated Area should also be recorded.

**4.309 CLEARING THE MAP:** Each player now removes all remaining non-Isolated units/Equipment from friendly-Controlled Locations and places them in their proper box on his copy of the ON CG Roster (4.104). [*EXC: An AFV in a Building which remains in its current Location; a Gun in a pillbox; Immobile vehicles*]. Each non-vehicular Gun/Vehicle may either remain in its current Location or make a DR to determine if it can move and to what extent it may move (see ON CG12), by making a Secret DR on the appropriate Gun/Vehicle Movement Table. If it may not move it is not removed from the map. If it may move, make a note of its current Location and the number of hexes it may move during setup.

#### GUN MOVEMENT TABLE

DR	Result
≤ 3	May move to any friendly Location within the non-isolated Friendly Perimeter Area
4-6	May move ≤ 6 hexes
7-10	May move ≤ 3 hexes
≥ 11	May not move from its current Location

#### DRM:

- 1 Previous scenario was PM
- 1 Previous CG Date was Idle

#### VEHICLE MOVEMENT TABLE

DR	Result
≤ 3	May move ≥ 12 hexes, or may be Retained off-map where it may reenter the map through an Eligible Entry Area during the next CG scenario
4-7	May move ≤ 12 hexes
8-10	May move ≤ 6 hexes
≥ 11	May not move from its current Location

#### DRM:

- 3 Previous scenario was PM
- 1 Previous CG Date was Idle

**4.3091 ISOLATED AREAS:** Do not clear Units/Equipment in Isolated Areas from the map; each remains in its current Location (and Vehicle/Gun CA). Each Immobile vehicle must remain in its present Location and VCA until such time as it becomes Mobile.

**4.3092 RETAINED EQUIPMENT AND SCROUNGING:** All removed items, as well as all Equipment left on-map, are considered Retained by the side Controlling its Location. Each such item may be Eliminated [*EXC: an AFV becomes a wreck or burnt-out wreck*] if its owner wishes to do so, after any desired Scrounging attempt (**D10.5**).

**4.3093 HIDDEN FORTIFICATIONS:** Hidden Fortifications remain hidden if the owning Player continues to control its Location. Hidden Fortifications in a now enemy controlled Location are revealed and are now controlled by the oppos-

ing side. All information on that fortification must be revealed. Each revealed minefield is marked by placing a Known Minefield counter as per **B28.45** to reveal its presence but not its strength/type.

**4.310 PRISONERS:** All prisoners Guarded by a non-Isolated unit are Eliminated (award CVP normally). An Isolated Guard may retain possession of his prisoner(s) (though the latter may be freely transferred to another friendly unit in the same Isolated Area), or free them. If freed, a prisoner is automatically Retained (by the side friendly to it) into the nearest (in shortest path of contiguous, Enterable Locations) friendly Setup/Eligible-Entry Area (of the Unarmed-unit sides' choice if ≥ 2 such Areas are equidistant). An unarmed MMC is Replaced by a friendly Conscript (Green if British) MMC of the same size; a freed SMC is Replaced by its original SMC type (if unknown, replace him with a 6+1 leader).

**4.311 EXTINGUISHING FLAMES AND BLAZES:** Each building/rubble Location currently marked with a Flame/Blaze counter is considered fully consumed by the fire. Players must remove each Flame/Blaze counter and make the appropriate terrain alterations when performing the following sub-steps (4.3111-4.3115):

**4.3111 BURNING WRECK:** Each Burning Wreck has its Blaze marker removed [*EXC: if that Wreck is in a building/rubble hex, move the Blaze marker to the building/rubble so that it is now a terrain Blaze*]. Replace the wreck with a Burnt-Out Wreck.

**4.3112 WOODEN RUBBLE, ORCHARD, WOODS:** Remove both the Rubble and Flame/Blaze marker, and place a Shell-hole counter in the Location. All other previous terrain in the Location is eliminated (each vehicle/wreck in the Location becomes/remains a Burnt-Out Wreck).

**4.3113 STONE RUBBLE:** Remove the Flame/Blaze marker. The stone rubble still exists (each vehicle/wreck in the Location becomes/remains a Burnt-Out Wreck), and the Location may catch Fire again in a later scenario.

**4.3114 BUILDING:** Place the correct Rubble counter in all ground-level Locations of each building that has at least one Flame/Blaze in any of its Locations, removing each Flame/Blaze marker. Such rubble may catch Fire again in a later scenario.

**4.3115 ELIMINATIONS:** All Fortifications/Equipment in what were (as per 4.3112-4.3115) building/rubble Flame/Blaze Locations (including all building Locations just rubbled as per 4.3112-4.3114) are Eliminated. All (Burnt-Out) Wrecks in buildings just rubbled as per 4.3114 are Eliminated. All Isolated units/Equipment that would have been confined to setting up in Locations (/rubbled-buildings; 4.3114) from which a terrain Flame/Blaze has just been removed are Eliminated.



**4.312 WOUNDED LEADERS:** A dr is made for each currently wounded Retained leader on the following table.

**WOUNDED LEADER TABLE**

Final dr	Result
≤ 1	Retained unwounded
2-3	Retained wounded
≥ 4	Evacuated

**drm:**

- +1 Isolated
- 1 Heroic

**4.313 RECOMBINING, BATTLE HARDENING AND PROMOTION**

**4.3131 RECOMBINING:** All Retained same-class HS with the same strength Factors must now Recombine (**A1.32**) so that no more than one of each HS type is Retained. [EXC: each side may retain one HS per SW MTR/PSK/PIAT Retained even if that SW is currently malfunctioned; isolated HS may not Recombine].

**4.3132 HEROES AND MMC:** On each side, each Retained Hero [EXC: Heroic Leader; 4.3133] is Eliminated; however, each such Elimination enables that side to Battle Harden one MMC of the owner’s choice (in the same Isolated Area as that Hero, if applicable). In addition, each side now makes one Secret DR to determine the number of Retained Infantry MMC eligible for Battle Hardening. Elite MMC/Crews may not Battle Harden. No MMC may Battle Harden more than once per RePh, or become Fanatic.

**MMC BATTLE HARDENING TABLE**

Final DR	#of MMC
≤ -1	4
0-1	3
2-4	2
5-6	1
≥ 7	0

**DRM:**

- 2 Friendly side won this CG Date scenario
- 1 Per 20 CVP (FRD) amassed by friendly side in the previous CG scenario

**4.3133 LEADER:** Each Retained heroic leader Battle Hardens and loses his heroic status [EXC: a Heroic 10-3 loses his heroic status with no additional effect]. Each side also makes one secret DR on the Leader Battle Hardening Table to determine one leader which may Battle Harden. If the selected leader type is not a Retained leader, the next lower, and so on, leader may Battle Harden. A side may always chose to Battle Harden a lower class leader rather than the one selected on the DR. The player may also forego this DR and instead add a 7-0 leader to his non-Isolated, Retained units.

**LEADER BATTLE HARDENING TABLE**

Final DR	Leader
≤ 2	10-2
3	9-2
4	9-1
5	8-1
6-8	8-0
9-11	7-0
≥ 12	6+1

**DRM:**

- 2 Friendly side won this CG Date scenario (the player may, after the DR, choose to ignore this DRM or apply only a -1 DRM)

**4.3134 ARMOR LEADER:** Armor leaders still in an AFV at scenario end may not switch platoons during the RePh. During the RePh, non-isolated armor leaders that through crew survival successfully escape an AFV (or escape an Isolated Area [4.3083]), must be placed in any retained, non-isolated AFV of the same platoon, or if none is available, may be placed into any other retained, non-isolated AFV. Armor Leaders are not eligible for Battle Hardening.

**4.314 NEW CG DATE AND SAN ADJUSTMENT**

**4.3141 NEW CG DATE:** Each iteration of the Reorganization Phase brings the start of a new CG Date. Players return to this step if a scenario is not generated.

**4.3142 SAN ADJUSTMENT:** Each side that has a SAN ≤ 1 is automatically raised to 2. Each side that has a SAN ≥ 5 automatically has it lowered to 4.

**4.315 EQUIPMENT REPAIR AND REPLENISHMENT**

**VEHICLES:** Each side performs the applicable step(s) below for each vehicle in a friendly Perimeter/Eligible-Entry Area.

- a) **ABANDONED:** Each abandoned vehicle may remain abandoned, or may be re-manned and operated (as per **A21.22** or **D5.42/D6.631**) by Personnel Retained within that Perimeter Area.
- b) **IMMOBILIZATION REPAIR:** Each non-captured, non-abandoned, immobilized vehicle must make a dr on the following table to determine if the immobilization is repaired:

**IMMOBILIZATION REMOVAL TABLE**

Final dr	Effect
≤ 2	Becomes Mobile*
≥ 3	No change

\*Retained, but starts the next CG scenario in its current Location

**drm:**

- x Per armor leader DRM
- +1 If only Non-Qualified Use (A21.13) possible
- +1 If in a Front-Line Hex
- 1 If just completed CG Date was PM
- +1 If Isolated



c) **AFV RECALL:** Each Mobile, non-Isolated Retained AFV under Recall is placed in the Maintenance Holding Area (MHA). Each vehicle in the MHA must make a dr on the following table to determine the AFVs status:

**AFV REPAIR TABLE**

Final dr	Result
≤ 1	Retained and may enter in an Eligible Entry Area during the next CG scenario
2-5	AFV remains in MHA*
≥ 6	AFV is Eliminated*

\*An AL/crew of an eliminated/MHA held AFV may be transferred to another retained AFV of its Platoon/Section (4.3134).

drm:

- 1 Per CG scenario in MHA
- +1 If only Non-Qualified Use (A21.13) possible

d) **STUNNED:** A side Retaining a vehicle suffering the results of a stun (D5.34) must make a dr on the Vehicle Stun Recovery Table to determine if the vehicle recovers from the stun result. If Eliminated the vehicle is Abandoned.

**VEHICLE STUN RECOVERY TABLE**

Final dr	Result
≤ 2	Recover, remove stun
3-5	Retain stun
≥ 6	Eliminated

drm:

- +1 Isolated
- +? Armor Leadership modifier

**4.3152 WEAPON REPAIR:** Each side now makes a separate dr on the Weapon Repair Table below for each malfunctioned non-Captured Retained weapon. Weapons with an X#, such as a PIAT, cannot be repaired, and are simply removed for the remainder of the CG when they malfunction.

**WEAPON REPAIR TABLE**

Final dr	Effect
≤ 2	Repaired
≥ 3	Eliminated*

\*If Vehicular-mounted, the Weapon is Disabled; if MA, the vehicle is placed in the MHA and may attempt to repair, if there, in the subsequent Reorganization Phase. Isolated vehicles start the next scenario under Recall and suffer Ammunition Shortage. If the vehicle is able to successfully exit off of a friendly board edge it is placed in the Maintenance Holding Area.

drm:

- 2 If Vehicular-mounted
- X Weapon Repair Number
- +1 If only Non-Qualified Use (A21.13) possible
- +1 If Isolated

**4.3153 VEHICULAR-MG EXCHANGE:** A disabled, non-captured, vehicular MG may be automatically repaired (even if disabled in step 4.3152) by Eliminating a MG of the type that would be given were the disabled MG to be Removed. If the disabled MG is one whose Removal is NA (e.g., a CMG), use a German LMG if the AFV is German-color, or a British LMG if the AFV

is British-color. In all cases, the MG to be Eliminated must be one Retained within that Perimeter/Entry Area as the AFV. See also ON CG9.

**4.3154 CAPTURED WEAPONS:** German player makes one dr for each functioning Captured Retained Weapon: if ≥ 3 it is Eliminated (Disabled if vehicular mounted). Each already malfunctioned Captured Weapon is Eliminated (or Disabled). Disablement of MA by either means does not cause Recall. The Germans receive a -1 drm for a BR HMG/MMG/51mm Mortar. British captured German Weapons are eliminated.

**4.3155 CAPTURED AFVS:** A Captured AFV may continue to be Retained if it has any functioning Weapon (even if it's MA is Disabled); otherwise, it becomes a wreck. See also RETAINED EQUIPMENT AND SCROUNGING (4.3092).

**4.3156 ABANDONING, SCROUNGING & REMOVAL:** At the Controlling player's option, ≥ one non-Recalled vehicle in each friendly Perimeter Area may be Abandoned and/or turned into a (Burnt-Out) Wreck and/or have allowed armament Removed. Likewise, he may attempt to Scrounge ≥ one non-Recalled-vehicle/non-Burnt-Out-wreck in each friendly Perimeter Area. [EXC to all: Such actions are NA unless ≥ one MMC (even an Abandoning crew) is Retained in that Perimeter Area.]

**4.3157 SPECIAL AMMO:** Any Gun, towed or vehicle mounted, has all of its Depleted ammunition types restored to normal if otherwise available [EXC: Captured/Isolated].

**4.3158 LOW AMMO REMOVAL:** Each Low Ammo counter on each non-Isolated unit is removed.

**4.3159 AMMUNITION SHORTAGE REMOVAL:** Each non-Isolated Infantry unit/Weapon currently suffering Ammunition Shortage (4.3081) now has such restrictions lifted.

**4.31510 SW/GUN dm/ELIMINATION:** At the Controlling player's option, ≥ one SW/Gun in each friendly Perimeter Area that contains Retained Personnel may be Eliminated/dismantled/assembled.

**4.316 FORTIFICATION, WRECK & IMMOBILE-VEHICLE REMOVAL<sup>2</sup>:** Attempts may be made to Eliminate (Burnt-Out) wrecks, Immobile vehicles, and Known minefields in friendly-Controlled Locations. Versus minefields, the number of removal attempts cannot exceed the number of squad-equivalents Retained within that Perimeter Area; vs (Burnt-Out)-wrecks/Immobile-vehicles, the number of removal attempts cannot exceed the number of Mobile tracked vehicles of ≥ 30 tons Retained within that Perimeter Area.

Only one removal attempt dr may be made per item per completion of this RePh step (and does not create a Labor marker). If a Location contains > one of the above-mentioned items (all mines in the same Location are considered one minefield for this purpose), the side may roll once for each (if so allowed as per the preceding paragraph), but must announce which item it is currently rolling for [EXC: a Location must be devoid of mines before a removal dr may be made vs a (Burnt-Out) wreck or Immobile vehicle in a non-Bypass position in that Location; vs a (Burnt-Out) wreck or Immobile vehicle in Bypass along a hexside, both ground-level Locations sharing that hexside must be devoid of mines before its removal may be attempted].



## FORTIFICATION/WRECK/IMMOBILE-VEHICLE REMOVAL TABLE

Final dr	Result
≤ 3	Eliminated and removed from the map*
≥ 4	No Effect†

\* vs. a Known minefield, this result Eliminates all mines (AP and AT) in the Location.

† An Original dr of 6 results in Casualty Reduction of a non-Isolated elite MMC (Assault Engineer if possible, otherwise owner's choice; if no Elite MMC is available, reduce a First Line MMC, etc.).

drm:

- +2 Minefield/(Burnt-Out)-Wreck/Immobile-vehicle is in a Front-Line Hex.
- +1 Minefield/(Burnt-Out)-Wreck/Immobile-vehicle is ADJACENT to, but not in, a Front-Line Hex.
- 1 Per Assault Engineer HS-equivalent Retained in/adjacent to the friendly Perimeter hex (vs. minefield only).
- 2 The Germans are attempting to clear a friendly Wire/minefield.

**4.317 CPP REPLENISHMENT:** In all Reorganization Phases following the initial scenario, each side consults the CPP Base # Chart and makes a secret DR. The secret DR determines the CPP available to that side. These CPP are then used to Purchase RGs.

### CPP BASE # CHART

Final DR	British Base #	German Base #
≤ 2	25	16
3	24	15
4	23	14
5	22	13
6	21	12
7	20	12
8	19	12
9	18	11
10	17	10
11	16	9
≥ 12	15	8

**DRM:**

- +/- Historical DRM for Friendly side (*ref. table 4.3172*)
- +1 if Friendly selected Attack Chit on previous CG Scenario (including the assigned Attacker in the Initial Scenario).
- 1 per each 10/20 CVP suffered by Germans/British in previous CG Scenario.

**4.3171 CG ROSTER UPDATE:** Take the value of the CPP Base # as determined in 4.317, and record this CPP number under the "Repl" column on the CG Roster for the current CG Date. Add to this the CPP left over from the previous CG Date, as noted under the "Start" column on the CG Roster, to determine the total CPP available to Purchase RGs for the current CG Date. Record this total CPP number under the "Total" column for the current CG Date, on the CG Roster.

**4.3172 HISTORICAL DRM CHART<sup>3</sup>:** Each side uses only the DRM listed for its side for the current CG Date. The DRM given in the chart below are used as DRM for the following Tables: ELR Loss/Gain (4.318) and RG Strength determination (4.3212, 4.3215). Note this DRM under the "DRM" column on the CG Roster for the CG Date.

### HISTORICAL DRM CHART

Date	British DRM	German DRM
1845 Aug 25, '44	-1	0
2300 Aug 25, '44	0	-1
0500 Aug 26, '44	0	0
1200 Aug 26, '44	0	0
0600 Aug 27, '44	0	-2
1200 Aug 27, '44	0	0

**4.318 ELR LOSS/GAIN:** Each side makes a DR to determine if its current ELR changes. On a Final DR of ≤ 2 that side's current ELR increases by one, to a maximum of 4. On a Final DR of ≥ 12 its current ELR decreases by one, to a minimum of 1. Update the CG Roster accordingly if there is any change. Normal Battlefield Integrity (A16) rules should not be used in the ON CG. The following cumulative DRM apply to the ELR Loss/Gain DR:

**DRM:**

+/- Historical DRM for Friendly side (*ref. table 4.3172*)

- 1 Friendly side won this CG Date scenario

### 4.319 WEATHER DETERMINATION:

**4.3191** The British side makes a DR on the ON Weather Table starting after the Initial Scenario to determine the weather for the current CG Date. Wind force and direction are determined in RePh step 4.325. Record the results on the applicable columns and line of the CG Roster, and mark the status on the ON map.

### ON WEATHER TABLE

Final DR	Result
≤ 2	Overcast (roll for wind)
3-11	Clear (roll for wind)
≥ 12	Clear and Gusty

**DRM:**

- 1 If previous CG Date was Overcast w. Rain/Overcast

**4.3192** The British side makes a DR on the ON Environmental Conditions Table starting after the Initial Scenario to determine the environmental conditions for the current CG Date. Record the results on the applicable columns and line of the CG Roster, and mark the status on the ON map.

### ON ENVIRONMENTAL CONDITIONS TABLE

Final DR	Result
≤ 8	Dry
9-10	Moist
≥ 11	Wet



**4.320 PURCHASING REINFORCEMENT GROUPS:** Both sides now secretly allot CPP for the purchase of RG. All CPP expended are subtracted from that side's current CPP total. The CPP expended, those remaining, and the RG(s) purchased may all remain secret. Each side consults its respective RG chart for the different types of RG available, the CPP cost of each, the number of each that may be purchased during the course of the CG, and any special notes pertaining to each.

As each RG is selected, record its ID (and CPP expended to purchase it) in the "RG Purchased" column, on the line for the current CG Date, on the CG Roster. After all RG are selected write the total CPP expended in the "Spent" column of the CG Roster for the current CG Date. Then write the number of CPP remaining, even if zero, in the "Left" column for the current CG Date. Any CPP remaining may be used in Recon (RePh step 4.323), or to purchase further RG in any subsequent RePh step 4.320-4.323. Any CPP remaining after all purchases must be entered in the "Start" column of the next CG Date on the CG Roster.

Each RG chart contains the following columns:

**4.3201 ID:** Provides and alphanumeric identification for each RG. All Infantry RG have an ID of "I", all Guns "G", etc.

**4.3202 GROUP TYPE:** Lists the name of the RG. This name and its ID are secretly recorded on the purchasing side's RG Purchase Record (4.3207).

**4.3203 FULL/DEPLETED and UNIT TYPE:** A number may be listed to the left and right of a slash (/). The number to the left represents the number of that type of unit received at Full Strength and the number to the right the number of that type of unit received at Depleted Strength, if applicable. OBA Modules use 4.3213 to determine ammo supply.

**4.3204 CPP COST:** Lists the CPP cost of the RG (regardless of its later determined Strength). This is the number of CPP that must be subtracted from the purchasing side's current CPP total in order to receive that RG. If purchased for a CG Scenario:

- It may set up off-map as a Retained unit for entry in a later CG scenario,
- Enter per ON CG12,
- Set up on-map per ON CG12. Note that any German RG may be set up on-map, as per ON CG12, in a scenario played on the same CG Date that it is purchased if it has its listed CPP Cost increased by one [EXC: *Increased cost is N/A for the Initial CG scenario*].

**4.3205 CG DATE MAX:** Lists the maximum number of RG of this type that may be purchased per CG Date.

**4.3206 CG MAX:** Lists the maximum number of RG of this type that may be purchased during the course of the CG. Players record this on the RG Purchase Record. RGs given in a CG Initial Scenario do not count against this maximum.

**4.3207 RG PURCHASE RECORD:** Update the RG Purchase Record after all RG for the current CG Date have selected. One line is filled out for each purchased RG in order to maintain a record of the number purchased for the CG.

**CG Day:** The CG Day the RG is purchased (e.g., "25/8" for 25 August).

**RG ID:** The RG's alphanumeric ID (e.g., "I1" for a German Infantry Plt).

**Group Type:** The RG's name (e.g., "G Inf Plt" for German RG I1).

**#P (Number Purchased):** The total number of friendly RG of this Group Type purchased thus far during the CG.

**#R (Number Remaining):** The number of this RG Group Type still available for subsequent purchase in the CG. This number is derived by subtracting the number in that RG's #P column from the number listed in the "Maximum" column (for that RG for that CG) in that side's RG Chart.

**RG Str.:** For each German AFV "V" RG record "F" for Full Strength or "D" for Depleted. The OBA Module RG strength, as determined in RePh step 4.3213. For an OBA RG record "P", "N" or "S" (for Plentiful, Normal or Scarce, respectively).

**# Units:** The number of units received in that RG of the Unit Type listed in the respective RG Chart (e.g., "3" for a Full Strength German Rifle Plt).

**SW/Gun(s) Received:** As each SW/Gun for that RG is determined (RePh step 4.3212), record the number of each Weapon type received. For a Gun Battery/Section RG simply write each Gun Caliber Size and Barrel Length of each Gun received in any convenient boxes.

**Leader(s) Received:** As each eligible RG's leaders are determined (RePh step 4.3215-.3216) record the Strength Factor (A10.7) of each Leader received with that RG.

**Other:** This column may be used to record miscellaneous information, such as an (Offboard) Observer's Location, Pre-Registered hex(es) for that CG day, etc.

**Setup/Entry Area:** If the RG was purchased as an On-map Setup RG, put an "O" in this box; if purchased as a Retained RG write an "R" here; if purchased through an Entry Area, put an "E" in this box.

#### 4.321 RG STRENGTH, WEAPONS AND LEADERS

**4.3211 INFANTRY PLATOON RG STRENGTH:** The German player makes a separate DR for each Vehicle RG purchased subject to depletion to determine if it is received at Full or Depleted strength.

#### RG STRENGTH TABLE

Final DR	RG Strength
≤ 8	Full Strength
≥ 9	Depleted

#### DRM:

+/- Friendly Historical DRM (ref. table 4.3172)

**4.3212 INFANTRY PLATOON SW:** Consult the Support Weapon Allotment Chart to determine the number of SW received by each Infantry Plt/Combat Eng Plt/SW Squad RG. A RG receives the entire complement of SW listed unless it is in parenthesis; for those SW listed by a number in parenthesis, a single SW is received by making a dr ≤ to that number. Record



## BRITISH REINFORCEMENT GROUP CHART

ID	British Group	Full/Depl	Units/Equipment	CPP	Scenario Max	CG Max	Notes
I1	Rifle Plt 1	3	4-5-7 MMC	3	2	9	lr
I2	Rifle Plt 2	3	4-5-8 MMC	4	1	4	lr
I3	Engineer Plt	3	6-4-8 MMC	6	1	2	elr
I4	PIAT Team	1	PIAT	2	1	2	ac
I5	MMG Team	1	MMG	1	1	3	ac
I6	HMG Team	1	HMG	2	1	2	ac
I7	MTR Team	1	51 MTR	2	1	3	ac
V1	Carrier Section	2	Carrier A	3	1	3	r
V2	Armoured Car Section	2	Humber IV	4	1	2	r
V3	Med Tank 1	1	Sherman V(a)	5	2	4	r
V4	Med Tank 2	1	Sherman IIC(a)	6	1	2	r
V5	Med Tank 3	1	Cromwell VII	5	2	4	r
V6	Recon Veh 1	1	Staghound AA(a)	4	1	2	r
V7	Recon Veh 2	1	AEC II	3	2	3	r
G1	AT Gun	1	OQF 6-Pounder	3	1	2	ac
O1	Med. Artillery	4.3213	80mm OBA (HE/SMOKE)	3	2	4	op
O2	Bombardment			6	1	1	b
B1	Bridge	1	5/8" Pontoon Bridge	3	1	2	sa
B2	Bridge	1	Bailey Bridge Section	2	2	6	ta
B3	Raft 1	1	AFV Pontoon Raft	2	1	2	va
B4	Assault Boat	1	Assault Boat (E5.11; ON CG16)	1	3	6	a
B5	Bridge Repair	1		1	2	6	
M1	Fortifications		15 FPP	1	1	3	a
M2	Sniper		SAN +1	2	1	2	
M3	Crew	1	2-2-8 or 1-2-7	1	2	6	a
R1	Recon	4.323		1	1	4	

- a Available for on map set up on CG Date of purchase
- b When the British player purchases a pre-game Bombardment, he records a secret Pre-Registered hex for it prior to setup. To resolve the Bombardment, after all on-map setup is completed he places an FFE:1 counter in the Pre-Registered hex and makes an accuracy dr per C1.732 [EXC: maximum extent of error is two hexes]. The final placement hex is the center hex for the Bombardment, and all hexes within two hexes of that hex now undergo a Bombardment as per C1.82-.823; see C1.321 if the FFE:1 lands offboard. There are no immune hexes. After the Bombardment is resolved, the FFE:1 counter is removed and that Bombardment RG is Eliminated. No Bombardment is resolved on an Idle Date.
- c Each British 51 MTR/PIAT/MMG/HMG is accompanied by a 2-4-7 HS MMC. Each British Gun is accompanied by a 2-2-8 Crew.
- e These units are Assault Engineers (H1.22). This RG is unavailable for purchase until RG B1 or B2 has been purchased.
- l Determine leaders (SMC) as per 4.3225.
- o This RG may purchase an Offboard Observer for 1 CP. Off-board Observer is secretly recorded before setup at Level 1 of any friendly controlled south edge hex.
- p Only one Pre-Registered hex (C1.73) may be purchased with a module. The Pre-Registered hex is retained as long as the module it is assigned to is retained (CG7). Purchase of a Pre-Registered hex allows normal/creeping barrage (E12.). A creeping barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrage must have a east-west hex grain alignment (E12.11 - 12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase. The RG is available for on map set up if purchased on any CG date prior to that of the scenario.
- s Not available until scenario 3. Purchase of RG B1 allows the British player to place ≤ 6 continuous Pontoon Bridge counters to form a single pontoon bridge from any water hex adjacent to a southern river bank land hex devoid of woods/buildings to any water hex adjacent to an northern river bank land hex devoid of woods/buildings, and that is ≥ 3 hexes from a German Strategic Location. The bridge cannot cross any island land hex(es). Only Carriers/Armored Cars/Passengers/ Riders/Infantry on foot may use this bridge. Attacks on any of these Bridge counters are resolved per B6.33 with a +2 TEM. A successful attack only eliminates the specific Bridge counter(s) attacked and any units on them. [EXC. Gaps caused by attacks may be repaired with Bridge repair CPP (RG B5), as needed.]
- t Not available until scenario 3. Purchase of RG B2 allows the British player to place a single bridge counter (i.e., bridge section) to form a portion of a Bailey bridge starting from any water hex adjacent to a southern river bank land hex devoid of woods/buildings to any water hex adjacent to an northern river bank land hex devoid of woods/buildings, and that is ≥ 3 hexes from a German Strategic Location. The bridge cannot cross any island land hex(es). This bridge is usable by all units. Attacks on any of these Bridge counters are resolved per B6.33 with a +2 TEM. A successful attack only eliminates the specific Bridge counter(s) attacked and any units on them. [EXC. Gaps caused by attacks may be repaired with Bridge repair CPP (RG B5), as needed].
- v Not available until scenario 2. In essence this is a section of a pontoon bridge but with engines. It may carry any 1 AFV/Armored Car up to a weight limit of 10 tons, plus a maximum of 10PP [Riders on AFV's are NA]. An AFV Pontoon Raft has an inherent crew and 2MPs. For NVR purposes treat as a CE AFV. An AFV Pontoon Raft is treated as a large target for TH purposes. Refer to B6.33 for the TH mechanics, and when doing so replace the word "bridge" with "AFV Pontoon Raft". Passengers receive no TEM for any fire directed at them [EXC: any applicable AFV TEM]. All other rules for Passengers on boats remain unchanged. It costs an AFV 5MP plus COT to load/unload from an AFV Pontoon Raft. If any AFV/AC becomes a Burning Wreck the raft and all its occupants are sunk and removed from play. Otherwise the wreck stays on the raft until scenario end, then the wreck is removed from play. AFV Pontoon Rafts can be retained between CG scenarios (CG12.A.2)





## GERMAN REINFORCEMENT GROUP CHART

ID	German Group	Full/Depl	Units/Equipment	CPP	Scenario Max	CG Max	Notes
F1	Close Air Support	1	'44 FB (w./bombs)	2	1	1	f
I1	Rifle Plt 1	3	4-6-7 MMC	4	1	2	lr
I2	Rifle Plt 2	3	4-4-7 MMC	3	2	3	lr
I3	Rsv Rifle Plt	3	4-3-6 MMC	2	2	5	lr
I4	MMG Team	1	MMG	1	1	2	ac
I5	PSK Team	1	PSK	2	1	2	ac
V1	Heavy Tank	1	PzKw VIE (L)	6	2	3	f
V2	Light Armor Support	2/1	PzA II	3	1	2	df
V3	Light Armor Support 2	2/1	Marder III (t)H	3	1	2	df
V4	Recon Armor 1	1	SPW 250 sMG	2	1	2	f
V5	Recon Armor 2	2/1	3.7cm FlaK LKW	3	1	1	df
O1	Med. Artillery	4.3213	81mm OBA (HE Only)	4	1	2	p
O2	Hvy. Artillery	4.3213	105mm OBA (HE Only)	5	1	1	pq
O3	Corps Artillery	4.3213	150mm OBA (HE Only)	7	1	1	pq
G1	Inf Gun Section	1	7.5cm leIG18	4	1	1	ac
G2	AA FlaK	2/1	2cm FlaK 38 AA	2	1	1	acd
M1	Fortifications		15 FPP	1	3	6	a
M2	Sniper		SAN +1	1	1	3	
M3	Crew	1	2-2-8 or 1-2-7	1	2	6	a
R1	Recon	4.323		1	1	4	

a Available for on map set up on CG Date of purchase

c Each German PSK/MMG is accompanied by a 2-4-7 HS MMC. Each German Gun is accompanied by a 2-2-8 Crew.

d Subject to Depletion (4.3211)

f Not available until scenario 3. Air Support is available for two turns only.

l Determine leaders (SMC) as per 4.3225.

p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with the module (no module may have  $\geq 2$  Pre-Registered Hexes). Each Pre-Registered hex is retained as long as the module it is assigned to is retained (CG7). Creeping barrage (E12.) is NA for German OBA.

q This module automatically receives Scarce Ammo.

r Must enter as reinforcements if entered on the CG Date of purchase. The RG is available for on map set up if purchased on any CG date prior to that of the scenario.

each SW received in its appropriate column on the RG Purchase Record on the RG's line. Each SW/Gun received must set up/enter with a unit of its respective RG only during the first CG Scenario in which it participates.

EX: The German player Purchases a 1<sup>st</sup> Line 4-6-7 Infantry Rifle Plt. The Platoon gets LMGx1; he must roll  $\leq 3$  separately to receive a MMG, a light mortar, and Psk.

### SW Allotment

British	LMG	MMG	51Mtr	PIAT	FT	DC	HMG
Rifle Plt 1	1		(4)	(3)			
Rifle Plt 2	1		(3)	(3)			
Eng Plt	1			1; (3)	1	1	
PIAT Squad				1			
MMG Squad		1					
HMG Squad							1
MTR Squad			1				

German	LMG	MMG	50Mtr	Psk
Rifle Plt 1	1	(2)	(2)	(2)
Rifle Plt 2	(4)		(2)	(2)
Rsv Rifle Plt	(3)		(2)	
MMG Squad		1		
PSK Squad				1

**4.3213 OBA MODULE RG:** Make a Secret DR on the OBA Table to determine the ammo supply of each Module. Record the supply level of the RG in the "Str." Column of the RG Purchase Record on that RG's line.

### OBA TABLE

DR	German	DR	British
$\leq 4$	Plentiful	$\leq 5$	Plentiful
5-10	Normal	6-11	Normal
$\geq 11$	Scarce	$\geq 12$	Scarce

### DRM:

+/- Hist DRM (*ref. table 4.3172*)

-1 British non-Mortar Module



**4.3214 LEADER DETERMINATION:** Make a Secret DR for each Infantry Platoon (Plt, not Section) RG Purchase (including OB given in the initial scenario) on the Leader Table. Platoons use the Platoon portion and will receive only one leader. Each Infantry leader must setup/enter stacked with a MMC of his respective RG only during the first CG scenario in which he participates [EXC: If retained off-map for the entire CG Scenario or following CG Scenario is Idle, or a leader in possession of a Radio/Field Phone.].

**LEADER TABLE**

DR	Platoon		Eng Platoon	
	German	British	Eng Platoon dr	British and German Leader
≤ 1	10-3	10-3	≤ 1	9-2
2	10-2	10-2	2	9-1
3	9-2	9-2	3-4	8-1
4	9-1	9-1	5-6	8-0
5	8-1	8-1	≥ 7	7-0
6	8-1	8-1	Modifiers: <b>Historical (+/-)</b> <i>(ref. table 4.3172)</i> <b>German +1</b> <b>Rsv Plt +1</b>	
7	8-0	8-0		
8	8-0	8-0		
9	7-0	8-0		
10	7-0	7-0		
11	7-0	7-0		
12	6+1	7-0		
≥ 13	6+1	7-0		

**4.3215 ARMOR LEADERS:** Make a Secret DR for each AFV Tank/Section RG Purchased, including OB given in the initial scenario, (British: V2, V3, V4; German: V1) on the AFV Armor Leader Table to determine if one is received. Each armor leader received for an AFV Tank/Section must begin each scenario in an AFV of that Tank/Section.

**AFV ARMOR LEADER TABLE**

DR	German/ British	DRM
≤ 2	10-2	-2 German V1 Tank +1 If Depleted
3	9-2	
4	9-1	
5	8-1	

**4.322 PURCHASING FORTIFICATIONS:** Fortifications, which are received by spending FPP, may be purchased on each CG Day if the player has the requisite FPP (purchased in RePh step 4.320). All FPP unspent upon the completion of this step are forfeit. As Fortifications are selected, the specific types must be recorded on the CG Roster in the “Fortifications” area. However, the actual on-map positioning of Fortifications may be deferred until that side sets up for the next CG scenario.

**FORTIFICATION PURCHASING TABLE**

Fortification	FPP
Foxhole (F, I, S)	3/2/1 <sup>1</sup>
Trench (S)	7 <sup>2</sup>
Set DC (G)	25 <sup>3</sup>
AP Mine (S)	2 per factor <sup>4</sup>
AT Mine (S)	4 per factor <sup>4</sup>
Wire (S)	10
HIP (F, G)	5/3/2/2/1 <sup>5</sup>
Concealment (F, I)	1 <sup>6</sup>
Fortified Building Location (S, G)	12 <sup>7</sup>
Tunnel (G)	10 <sup>8</sup>
Pillbox (S, G)	a*(b+c) <sup>9</sup>

- (1) For 3-, 2-, and 1-squad capacity respectively.
- (2) May setup HIP (A12.33) after a PM scenario.
- (3) Prior to play a DC available to a unit setting-up on-map [EXC: Retained units] may be set up utilizing HIP in a building/hut/rubble/bridge/pillbox/trench Location as a set DC if in friendly Controlled Terrain.
- (4) All may be setup HIP. Mines may not be exchanged for Booby Trap capability (B29.9).
- (5) AFV/Squad/HS/Crew/SMC respectively. No more than 10% (FRU) of a side’s Retained/Just-Purchased Infantry squads (plus all SW/SMC set up with them in the same Location) may set up using HIP in a daytime scenario. The 25% allocation for a Scenario Defender at night (E1.2) costs no FPP. AFV HIP is NA. Guns, and their manning crew may set up using HIP per ON CG11.
- (6) May be used as Dummy Retained Cloaking counters.
- (7) Per Building Location. Only available to the German player for the initial scenario and after a PM scenario.
- (8) Only available to the German player for the initial scenario (B8.6).
- (9) Add CA DRM and NCA DRM and multiply the sum by the Capacity. May only be purchased for an Initial Scenario.
- (F) Only those Fortifications marked with F may be setup in a Front-Line hex.
- (I) Only those Fortifications marked with an I may be added to an Isolated Location.
- (S) This type of Fortification may only be added to a non-Isolated/non-Front-Line portion of the Friendly Perimeter Area.
- (G) German Only

**4.323 PURCHASING RECONNAISSANCE:** Each side may now make a Recon dr, provided it first expends the required CPP for this purpose and the players are not preparing to play the Initial Scenario. If Recon can be purchased, that side deducts one (or two, for a beneficial drm on its Recon dr) from its current CPP total in the CG Roster’s “right” column, and records the new total in the “Start” column of the next CG Date. (The number in the “Start” column shows the side’s CPP total at the start of that CG Date.) If a side cannot or opts not to use Recon, its current CPP total is simply copied in the Start column of that next CG Date.

A Recon Final dr is the number of Locations in which the opponent will have to reveal units and Fortifications, if he has in fact set up in them; see 4.3255. The Recon dr is modified by the following cumulative drm:

+5	Spent 2 CPP
-1	Reconnoitering side’s Majority Squad Type (E.4) is Lax

The number of Locations that may be reconnoitered (4.3255) per CG Date is recorded on the CG Roster in the “Recon” col-



umn of the current CG-Date line. The number recorded for each Idle CG Date is cumulative with the number recorded for each succeeding CG Date, but not beyond the next CG scenario.

**4.324 INITIATIVE/ATTACKS:** Each side selects its Initiative for the current CG Date, either “Attack” or “Idle”.

**4.3241 ATTACK-CHIT LIMITS:** The number of Attack Chits for each side is shown in 4.3012. Neither side is considered to have utilized any assigned Attack Chit limitations for the Initial Scenario. Chit selections for the Initial Scenario are pre-defined in section 4.301.

**4.3242 PROCEDURE:** Each side places its Initiative Chit face down on the map hidden from the opponent. The Initiative counters are then simultaneously revealed; refer to the Initiative Matrix to determine if and what type of scenario that has been generated.

#### INITIATIVE MATRIX

Chit Selected	British Attack	British Idle
German Attack	Dual Attack †	German Assault †
German Idle	British Assault †	Idle *

† Scenario generated; consult proper scenario type below for more information

\* No scenario generated for this CG Date; revert to step 4.314.

#### 4.3243 SCENARIO TYPES

**DUAL ATTACK:** A CG Date with both sides taking offensive action. The British player determines who sets up first by making a dr. The British set up first on a  $dr \leq 3$ , the Germans on a  $dr \geq 4$ . The side that moves first is determined in step 4.326.

**NIGHT DUAL ATTACK:** if both sides choose Attack for a Night CG Date, both are considered Scenario Attackers. Both sides may use Cloaking as per (4.3252). Neither side is restricted by the use of No Move counters (E1.21), and neither side receives the benefits/penalties of a Scenario Defender (E1.2; E1.22). The side moving first is still determined in step 4.326. See also 4.3252.

**GERMAN ASSAULT:** The Germans are attacking. The British sets up first and the German moves first.

**BRITISH ASSAULT:** The British are attacking. The German sets up first and the British moves first.

**4.3244 CG SCENARIO Victory Conditions:** The Victory Condition for the Initial CG Scenario is in 4.3021, and the overall CG Victory Condition is in 4.3244. The Victory Conditions for the other CG scenarios is determined by the type of scenario below:

**DUAL ATTACK:** The Germans win if at CG-Scenario end they control  $\geq$  one more building/rubble Locations than they controlled at the start of the scenario.

**GERMAN ASSAULT:** The Germans win if at CG Scenario End they control  $\geq$  four buildings/rubble Locations than they controlled at the start of the scenario. Each German AFV Killed increases the building/rubble Location control requirement by one.

**BRITISH ASSAULT:** The British wins if at CG Scenario End

they control  $\geq$  four buildings/rubble Locations than they controlled at the start of the scenario, or if they inflict  $\geq$  twice as many CVP as they lose, provided they inflict at least 10 CVP.

#### 4.325 WIND, NIGHT AND UNIT SETUP

**4.3251 WIND:** Wind force is always None at start. Roll for Wind force change/direction change (B25.63-.64) prior to all setup, if required (4.319).

**4.3252 NIGHT:** If it is a Night Scenario (CG Date 2) the British player makes a special dr to determine Moon Phase; No Moon if dr 1 to 3, half moon if dr 4 or 5, full moon if dr is a 6. The British player makes a second special dr to determine cloud cover; None if dr 1 or 2, scattered if 3 or 4, overcast (not Overcast Weather; E3.5) if 5 or 6. Cross index the Moon Phase and Cloud Cover to determine the NVR Modifier.

#### NVR MODIFIER

Cloud Cover	Moon Phase		
	No Moon	Half	Full
None	0	+1	+2
Scattered	-1	0	+1
Overcast	-2	-1	0

The NVR Modifier is added to 3 to determine the Base NVR for the first Player Turn of the scenario. The side(s) selecting the Attack chit in a night Assault scenario (4.3243) is considered the Scenario Attacker (E1.4; despite usually having units available to set up on-map); a side selecting the Idle chit is the Scenario Defender (E1.2). The Scenario Defender in a CG night Assault (4.3252) scenario has automatic Freedom of Movement (following any enemy attack besides a successful Ambush; E1.21) for his two best non-Reserve leaders. The Scenario Attacker may use normal Cloaking (E1.4-.43) for his Infantry, even if they set up on-map. Cloaking-counter HIP is NA. On-map Cloaked SW need not be dm. Scenario Defender reinforcements Retained off-map may enter at an Eligible Entry Area (ON CG12) only following a RPh reinforcement dr of  $<$  the current Game Turn number, or automatically once any Scenario Defender unit has been attacked by other than OBA/Sniper or has seen a Known enemy unit.

**4.3253 ISOLATED UNIT SETUP:** The side that sets up first (4.3243) now sets up all of its Retained units, Equipment, and new Fortifications which start in Isolated Locations (4.3073-4.3075; 4.3091), after which the other side does likewise. Each Isolated unit/Equipment piece may be set up only in its current Pocket [EXC: in its current Location and VCA if an Immobile vehicle; 4.3091]. For Fortifications, see also Footnotes “F”, “I”, and “S” in the Fortification Purchase Table (4.322).

Each unit/Weapon that sets up Isolated [EXC: Captured Weapon; A21.II] is automatically affected by Ammunition Shortage (A19.31); if already so affected at start, there is no additional effect. The ID of an Isolated unit/Weapon should be recorded to distinguish from others not suffering the same penalties.



**4.3254 AMMUNITION SHORTAGE REMOVAL:** When a Good Order Isolated Infantry unit suffering from Ammunition Shortage begins a Friendly player Turn in the same Location as a friendly Good Order armed Infantry MMC (that is itself not suffering from Ammunition Shortage) whose US# is  $\geq$  that Isolated unit's, its Ammunition Shortage ceases to exist at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn. A MGs Ammunition Shortage is removed whenever it is possessed by a Good Order, armed MMC not suffering from Ammunition Shortage. All other Weapons suffering from Ammunition Shortage can lose that status only by ending a CG scenario non-Isolated (4.308).

**4.3255 NON-ISOLATED UNIT SETUP:** The side setting up first may set up the remainder of its Retained units, Equipment, purchased Fortifications, and on-map setup RG in non-Isolated friendly-Perimeter-Area Locations [*EXC: Only those Fortifications marked with the "F" footnote on the 4.322 Fortification Purchase Table may be set up in a friendly Front Line Location*]. Retained-units/RG not set up on the map may enter as per ON CG12; those kept completely out of play are still Retained for the next CG scenario. While setting up units/Equipment, the side also now determines in what specific Locations their Fortifications (4.322) are to be set up in by writing the Locations in the respective boxes on the RG Roster sheet, under "Fortifications". Once the side setting up first has completed its setup, the other side follows the same procedure.

**4.3256 RECON INSPECTION:** After all setup is complete (but prior to Bombardment, if any), each side may declare the Location(s) they wish to reconnoiter (4.323), if any. Each reconned Location must be within six hexes of a friendly Perimeter/Eligible-Entry Area hex. The sides take turns declaring one Location at a time, with the British player declaring first. Each hidden unit/Equipment in a reconned Location is placed on-map Concealed, and all hidden Fortifications in the Location are revealed [*EXC: the type/strength of mines is not revealed; use a Known Minefield counter as per 4.3093*]. All concealed units/Equipment therein then lose their "?" (eliminating Dummies) and the opponent receives Right of Inspection vs. the Location (A12.16), regardless of LOS. All units/Equipment in Concealment Terrain in the Location then immediately regain any "?" (but not HIP) they previously had, regardless of LOS.

**4.326 SCENARIO COMMENCEMENT:** After setup is complete, the next CG scenario is ready to begin. Both sides reveal their current ELR and SAN. If a Dual Attack, the German player makes a dr. On a dr of  $\leq 3$  the Germans move first, on a dr  $\geq 4$  the British move first.

## FOOTNOTES

- 4.304g MARKER REMOVAL:** Each unit still hidden at scenario end is placed on-map concealed (in its respective setup Location) so that it cannot "magically" escape from an Isolated Area, and for use in determining Controlled Strategic Locations. As a house rule, such a unit could be kept off-map unless in danger of being Isolated or needed to verify Control of a Strategic Location. However, if such a unit's Location is later determined to be Isolated or part of an enemy Setup Area, it must immediately be placed on-map concealed in that Location.
- 4.316 FORTIFICATION REMOVAL:** This represents the work of sappers during a lull in the action, perhaps overnight, or even by the occupying units.
- 4.3172 HISTORICAL DRM CHART:** Most of these DRM are an attempt to represent the actual historical influx of reinforcements. These same DRM are used not only for CPP Replenishment and RG Strength determination but ELR Adjustment as well, as such an infusion of new "blood" (or the lack thereof) could have a profound effect on the troops' morale and willingness to carry on the fight.