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1.0 Introduction

1.1 Watch on the Rhine: The Siegfried Line Campaign, 1944–45 (WotR) is a two-player (solitaire adaptable) historical simulation of the final operations of World War II in northwest Europe.

1.2 Scales. Each hexagon on the map represents 10 miles (16.2 km) from side to opposite side. The units of maneuver are almost all divisions or brigades or their ad hoc equivalents. There are two corps-sized units representing the First Allied Airborne Army when it’s used in paradrop operations. Each full game turn represents 10 days to one month of ‘real time,’ depending on the time of year.

1.3 Sides. If a rule is said to apply to “German” units, that means it applies to all the units of that side (see 2.5). If a rule is said to apply to “Allied units,” that means it applies to all the units of that side, regardless of their nationalities (see 2.6). If a rule applies only to some national or unit-type subset Allied units, that will be specifically stated.

1.4 Joining the Mapsheets. There are no single-map scenarios in the game; therefore, to create the necessary playing area the two mapsheets must be joined together. To do that, overlap the top edge of the northernmost hex-row of the south map (1100S to 1117S) over the north map’s southernmost hex 1100N and 1117N. Align the hexes and fix the two joined maps in place using small pieces of plastic tape or larger strips of removable tape.

2.0 Components

2.1 The components to a complete game of WotR include the following:

- This rule book.
- Two WotR map-sheets (North & South).
- Two WotR counter-sheets (260 total units).
- Two WotR set up & reinforcement sheets.
- The 16 December Short Scenario set up & rules adjunct.
- The Cobra prequel game single counter-sheet (130 units), map-sheet & rules adjunct.
- The 1936 prequel game single counter-sheet (130 units) & rules adjunct.
- One six-sided die.

2.2 The Maps illustrate the militarily significant terrain found in and around this border area of western Germany in 1944–45 when portrayed at this scale. The national boundaries shown are the final internationally ones from just before the war began in 1939.

A hexagonal (“hex”) grid is printed over the map to regulate the placement and movement of units across it, much like the squares in Chess and Checkers. A unit is considered to be in only one hex at any one time. Every hex on the map has a unique four-digit identification number printed within it. They’re provided to help find exact locations more quickly and to allow for the recording of unit positions if a game has to be taken down before it can be completed.

In these rules, if a hex being referenced is on the north map it will be suffixed with an “N”; hexes on the south map will be suffixed with an “S.”

2.3 Unit-Counters. Most of the unit-counters represent combat formations; others are provided as informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Using a nail clipper (or an emery board or purpose-designed counter-clipping device) to remove the nub-like “dog ears” from their corners will facilitate the units’ easy handling and stacking during play, and it will also demonstrate to your opponents your samurai-like determination and discipline.

2.4 Sample Combat Unit. Each combat unit-counter displays several pieces of information: Allied nationality, specific historic identification, unit type and size, combat strengths, movement factor and possibly other unit-particular information.

2.5 Allied Army Groups & Nationalities are shown by their color schemes and a two-letter abbreviation.

Allied Army Group Color Schemes

1AAA: First Allied Airborne Army — black on red
BC: British Commonwealth & Allied & Associated Powers — black on tan
US: United States of America — black on olive drab
F: French Republic — black on light blue
Allied Nationalities

C — Canadian
BN — Belgian
NL — Netherlands
P — Polish

2.6 Historical Identifications & Other Abbreviations. All units are given their specific identities by the numbers or names used to designate those formations during this period. Those abbreviations are defined as follows.

1AAA — 1st Allied Airborne Army
AFC — African Commando
Co — Commando
COL — Colonial
FE — Fuehrer Escort
FG — Fuehrer Grenadier
FW — Fortress Walcheren
G — Guards
KGP — Kampfgruppe Peiper
L — Lehr
MO — Moroccan
MR — Marche
MT — Moroccan Tabor
SO — Strongpoint Ostend
SS — Schutzstaffel

2.7 Unit Sizes. Units’ organizational sizes, from larger to smaller, are shown using the following symbols. If a unit’s size symbol is beneath a bracket, that means it was an ad hoc formation of approximately that size.

XXX — corps
XX — division
X — brigade

2.8 Unit Types. The following symbols in each counter’s unit-type box distinguish the various combat arms employed here in the next column above.

2.9 Combat Factors (CF). Attack factors (AF) and defense factors (DF) are the measures of each unit’s ability to conduct those types of combat operations. Their specific uses are explained in section 11.0.

2.10 Movement Factors (MF). This number is a measure of a unit’s ability to move across the hex grid printed over the map. Units pay varied movement costs to enter different hexes, depending on the terrain in each and, in some cases, the moving unit’s type. The two static Allied airborne corps, and the several static German flak and garrison units (all with MF of “0”) never move after being placed on the map except possibly to go into the dead pile. See sections 10.0 and 12.0 for further details.

2.11 Step Strength. All units have one or two “steps.” That’s an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation (a measure of its “robustness” in current US Army jargon). Those units with combat factors printed on only one side of their counters are “one-step” units; those with printing on both sides of their counters are “two-step” units. If a two-step unit suffers a one-step loss, it’s flipped over so its one-step side (with the lower combat factors) shows. If a one-step unit, or a two-stepper that’s already been “reduced,” suffers a step loss, it’s removed from the map (“eliminated”) and placed into a “dead pile” off to the side. See sections 11.0 and 12.0 for further details.

2.12 Reinforcement & Starting Units. German units that begin play set up on the map for the most part have their exact starting hex locations shown by “N” or “S” numbers in their upper-left corners. The several German units initially belonging to their Fifteenth and Nineteenth Armies — shown as “15A” and “19A” on their counters — have variable set up locations; see section 3.0 for more details on them.

No Allied units begin play set up on the map. All of them enter as reinforcements once play has begun. There are also numerous later-entering German reinforcements. All those
units are identified by a one- or two-digit number in their upper-left corners, with some followed by an “N” or an “S” or “WR.” See section 9.0 for details.

2.13 Markers. The following information markers are also included in the counter-mix. Details on their use appear at the appropriate places throughout the rules.

Allied/German Hex-Control Markers (see 3.10)

Allied Full Supply Markers (see 3.6 & 8.16)

Allied Aerial Supply Markers (see 8.18)

Roer River Flood Markers (see 10.18)

Allied Heavy Bomber Combat Support Marker (see 11.18)

3.0 Set Up & Hex Control

3.1 The players should first decide which side each will control. One player commands all the German forces while the other commands all the Allied forces (see 2.5). After determining sides, the players should each take the units under their command and sort them onto and around the maps according to the instructions and sequence below.

3.2 Markers. Set all the markers pictured in 2.13 off to the side of the map within easy reach of both players.

3.3 Reinforcement Units. On both sides, all the units with one-digit or two-digit numbers printed in their upper-left corners — and possibly suffixed with an “N,” and “S” or a “WR” — are reinforcement units. Both players should sort their own reinforcements into the boxes of their side’s Turn Track (printed on the mapsheets) which correspond with those numbers. That is, for example, all German units with “7WR” in their upper-left corners should be stacked together in the “Turn 7 Dec” box of that side’s Turn Track.

3.4 1AAA. The Allied player should put his two airborne corps (1st & 18th) along with the BC 1st and 1P Paratroop units, and the US 82nd and 101st Airborne units, all with asterisks (*) in their upper-left corners, into the 1AAA holding box printed on the mapsheet.

3.5 German Set Up. The German should place all his side’s units with four-digit hex-numbers in those exact hexes, taking care to note the north and south map (“N” and “S,” respectively) suffixes.

He should then place his five Fifteenth Army (“15A”) units in hex 1213N and/or 1312N and/or 1412N. Their exact placement — with normal stacking allowed — in those hexes is up to him.

He should next place his seven Nineteenth Army (“19A”) units, with normal stacking again allowed, into hex 2915S and/or 2916S and/or 2917S.

He should temporarily set off to the side, within easy reach, all 10 units with “Any” printed their upper-left corners.

3.6 Allied Full & Attenuated Supply Determination. The Allied player should then secretly select the “Full Supply North” or the “Full Supply South” marker and set it face-down at any place on the mapsheet where the German player can see it. He should set aside the unchosen marker in a spot out of sight of his opponent. See section 8.0 for more details as to the significance of that choice.

3.7 Set Up of German “Any” Units. With the first turn’s Allied priority supply sector selection made as described above, but before the German player knows which sector has been given priority, he should set up all his earlier set aside “Any” units. He may set them up in any hexes in Germany, and/or in any Netherlands hexes east of the Wilhelmina Canal, and/or in the city of Metz (1710S). Normal stacking rules apply.

3.8 Allied Entry Onto the Map. After the German player has placed his “Any” units as described above, the game’s initial set up is completed. Note there are no Allied units actually on the map at that time. For details on how Allied
units begin to enter the map during Game Turn 1, see 9.4.

3.9 Hex Control. The idea of “hex control” — which side “owns” which hexes at any given instant — is important for purposes of judging victory (see section 4.0). At the start of play the German side controls all hexes on the map. The control status of a hex switches from one side to the other whenever a ground unit from the other side enters it. Control switching is immediate, and may occur and reoccur in the same hexes any number of times during play. Hex control markers are provided for use on the board to help keep track of which hexes are controlled by which side in areas where the deployment of actual units doesn’t make that clear.

3.10 Hex Control & Zones of Control. Don’t confuse the idea of “hex control,” explained above, with that of “zones of control” (a.k.a. “ZOC”), which is explained in section 7.0. For now, all you need understand in regard to the latter is the fact the mere projection of a ZOC into an enemy-controlled hex isn’t enough by itself to cause the control status of that hex to switch from one side to the other. Markers are provided to make hex control clear in situations in which the placement of both sides’ front line units doesn’t work to do so.

4.0 How to Win

4.1 In General, the Allied player is on the offensive, trying to win by exiting a unit or stack off the map’s east edge or be capturing one or more Ruhr city hexes. German victories usually take the form of that player defensively thwarting such an Allied accomplishment, though offensive victory is also possible for the Wehrmacht.

4.2 Allied Sudden Death East Edge Victory. If, at any time, the Allied player moves a unit or stack (supply state irrelevant) off the map’s east edge, from 1100N through 2900S, inclusive, play stops and he’s declared to have won the game at that instant. Moving off the map requires the expenditure of one movement point from the exiting unit or stack.

4.3 Allied Sudden Death Ruhr Victory. If, at any time, the Allied player gains control of one or more Ruhr city hexes (supply state irrelevant), play stops and he’s declared to have won the game at that instant.

4.4 German Sudden Death Victory. The German player may win a sudden death victory in one of two ways. First, he may win during any time during any turning by gaining control of any Allied-controlled city hex anywhere on the map, supply state irrelevant. Second, at any time after the start of Turn 4 (I Oct), he wins instantly if he moves a unit or stack (supply state irrelevant) off the map’s west edge, from 1117N through 2917S, inclusive. Moving off the map requires the expenditure of one movement point from the exiting unit or stack. No German map-exit move may be made prior to the start of Turn 4.

4.5 Allied Broad-Front Advance Requirement. At the end of Turn 6 (Nov), just prior to the German player checking to see if Hitler will opt to launch Operation Watch on the Rhine (see 5.4), make a victory check. At that time the German player wins the game unless all three of the following are true: 1) Antwerp is “up and running” [see 8.15] as an Allied supply source; 2) all cities outside Germany are Allied controlled and in overland supply; and 3) at least one city in Germany is Allied controlled and in supply.

4.6 German Operation Watch on the Rhine Offensive Requirement. If, at the end of Turn 6, Hitler opts to launch Operation Watch on the Rhine (see 5.4), during Turns 7 and 8 the German player must gain control of a grand total of at least eight Allied-controlled hexes or he (the German) forfeits the game at the end of Turn 8. It doesn’t matter if one, some, or all of those German-captured hexes are retaken by the Allied player prior to the end of Turn 8, as long as a total of eight hexes are taken by the German player over the course of those two turns. Further, the exact methods by which he gains control of them — advance after combat, probing attack, regular movement entry, etc. — are also irrelevant. Further in this regard, also see 9.3

4.7 End Game German Victory. If, at the end of the last turn of play (see 5.4 in regard to how that’s determined), the Allied player hasn’t won the game via any of the methods described above, the German player is declared to have won the game at that time. Also note there are no gradations of victory; winning is winning for either player, no matter how it’s achieved. Finally, also note there are never any drawn games.

Design Note. In sum, the victory conditions given above are meant to, as much as possible, work to nullify the unfair understandings our historical hindsight gives to us in regard to the overall course of this campaign and the capabilities of the armies fighting it, while at the same time providing a balanced and intense competitive experience for both players.
**5.0 Turn Sequence**

5.1 In General. Every full “game turn” is divided into two “player turns” and a “Terminal Logistics Phase,” which altogether comprise a strictly sequenced series of steps or “phases.” Each full sequence of phases (see 5.2 below) makes up one “game turn,” of which there are a maximum of 11 in an entire match.

Every action taken by a player must be carried out during the appropriate part of the sequence outlined below. Once a player has finished a particular phase, or a specific activity within a phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.2 Turn Sequence. The turn sequence is given below in outline. The rest of the rules are organized, as much as possible, to explain things in the order they’re encountered as you go through this sequence in each game turn. *Note that the phase sequence is altered if Operation Watch on the Rhine is put into motion at the very end of Game Turn 6. See 5.4 next page for the details on that.*

**Initial Game Turn Sequence Outline**

I. Allied Player Turn
   A. Allied Supply Sector Allocation Phase*
   B. 1AAA Entry Phase**
   C. Allied Reinforcement & Replacement Phase
   D. Allied Movement or Combat Phase
   E. Allied Combat or Movement Phase

II. German Player Turn
   A. German Reinforcement & Withdrawal Phase
   B. German Movement or Combat Phase
   C. German Combat or Movement Phase
   D. Watch on the Rhine Determination Phase***

III. Terminal Logistics Phases
   A. German Terminal Supply Check Phase
   B. Allied Terminal Supply Check Phase

*Permanently omitted once Antwerp is up and running.
**This phase will occur no more than once during all 1944 game turns.
***Only on Turn 6. If Operation Watch on the Rhine is launched, starting on Turn 7 and for the rest of the game, switch the order of the two opposing players’ turns, so the phase sequence then looks like this.

**Post Watch on the Rhine Declaration Game Turn Sequence Outline**

I. German Player Turn
   A. German Reinforcement & Withdrawal Phase
   B. German Movement or Combat Phase
   C. German Combat or Movement Phase

II. Allied Player Turn
   A. 1AAA Entry Phase*
   B. Allied Reinforcement & Replacement Phase
   C. Allied Movement or Combat Phase
   D. Allied Combat or Movement Phase

III. Terminal Logistics Phases
   A. German Terminal Supply Check Phase
   B. Allied Terminal Supply Check Phase

*This phase will occur no more than once during all 1945 game turns.

**5.3 Ending Game Turns.** Each game turns is completed when its Phase III.B is concluded. At those times move forward by one box the Turn markers on both players’ Turn Tracks printed on the mapsheet and start a new game turn.

**5.4 Possible Phase Sequence Switch.** At very end of Game Turn 6, the German player openly rolls a die. On a result of one, two or three, Hitler has decided to throw his last strategic reserves into a counteroffensive on the eastern front (Operation Watch on the Oder). In that case no change takes place to the game turn phase sequence. On a result of four, five or six, however, he had decided to launch that counteroffensive on the western front (Operation Watch on the Rhine).

The effect of a decision for Operation Watch on the Rhine is to put in place the changed phase sequence outline shown below the first one above. The operative change in it is that the former order of the Allied and German Player Turns is reversed — permanently — starting on Turn 7 and continuing through the rest of the game turns.

Further, the final game turn in a match with Operation Watch on the Rhine activated is Turn 1 (II March). If Operation Watch on the Oder is launched instead, the final game turn is Turn 9 (February).
Last, if Operation Watch on the Rhine is activated, the offensive requirement set out in rule 4.6 is brought into play, and all German attacks made during Game Turn 7 (December) gain a one-column shift right bonus. Also see 9.2.

Design Note. If Watch on the Rhine is activated, that will mean the Germans will, in effect, be allowed to go twice in a row as Turn 6 transitions into Turn 7. Both players, but particularly the Allied player, should take that possibility into account as they go through their Turn 6 player turns.

5.5 1AAA Entry Phase. This phase will only actually occur during one or two turns in entire match, once during any one 1944 game turn and once during any one 1945 game turn. See section 12.0 for details.

5.6 Move/Fight or Fight/Move. Prior to the start of each player turn, the player about to take his turn must announce in what order he will carry out his movement and combat phases for that turn. That is, he may choose to have his units move first and attack after that, or he may make take his combat phase first and his movement phase second. That decision is always up to each commander. No matter what phase order a player chooses, all his units are allowed to participate to the limit of their normal capabilities in both of those phases.

The players only make one phase order declaration per turn, which is then applied to all their own units throughout the following two phases. It’s prohibited to choose one phase order for some of your units and the other phase order for others. There are no penalties or bonuses for either player in regard to his phase order choice each turn.

5.7 Reinforcement, Replacement & Withdrawal Phases. See section 9.0 for details on these phases.

5.8 Game Turn 1 Unique Rules. During the first game turn, all four of the following unique rules apply.
1. German units may not use column movement.
2. All German attacks suffer a one-left column shift in addition to all other applicable shifts.
3. West Wall hexes provide no defensive column shift, but they still do block probing attacks and they also function to allow for German reinforcement arrival placement.
4. All German Fifteenth Army (15A) units are automatically in supply while in any of the “A” hexes marked on the map. Further, they may also move into coastal polder hexes, and cross East and West Scheldt Estuary hexesides, as if they were clear terrain.

### 6.0 Stacking

6.1 In General. Stacking is the term used to describe the piling of more than one friendly unit in the same hex at the same time. In general, opposing grounds units never stack together; only friendly units stack together. For the exception, see section 12.0.

6.2 Stacking rules are not in effect all through the game turn; rather, they only pertain at the end of every individual unit’s or stack’s movement, when a retreat-after-combat is made (see 11.21), and during an overall stacking check to be made by both players at the end of every phase. If, at those times, any hexes are found to be over-stacked, the player owning the units in those hexes must eliminate enough excess units there, of his choice, so as to bring the hexes into compliance with the stacking rules.

6.3 Stacking Limit. The per-hex stacking limit is four divisions for both sides. Brigades and regiments each count as half a division for stacking purposes, and the each of the 1AAA corps count as two divisions.

6.4 Allied Army Group Stacking Restrictions. The overall Allied ground force is divided into four “army groups” based on nationality. They are: the United States (US) army group, the British Commonwealth (BC) army group, the French (F) army group, and the 1AAA. In general, units of those four groups may not stack together during the times given above in 6.2.
6.5 1AAA & French 2nd Armored Division Nationality Exceptionalism. Whenever one or both 1AAA corps are on the map (see section 12.0), the Allied player may consider them to belong to the US or BC army group, changing that status from moment to moment at his convenience. Further, he may even consider one of the corps to belong to one army group while the other corps belongs to the other army group. Similarly, the Allied player may consider the French 2nd Armored Division to belong to the US or F army group in the same manner and for any purpose.

6.6. Free Stacking Markers. None of the markers pictured in 2.13 have any stacking value, and they may be placed in any hexes according to the rules governing their specific uses.

6.7 Fog of War. Neither player may look beneath the top unit of any stack belonging to his opponent until such time as he begins the resolution of an attack against it. At that time, it’s too late to call off that attack.

6.8 Stacking Order. The top-down/bottom-up order in which units in a hex are piled together has no significance.

6.9 Antwerp Stacking Exceptionalism. Once Antwerp is up and running (see 8.15), Allied units of all nationalities may stack together in it at all times within the overall four-division limit given above.

7.0 Zones of Control

7.1 In General. The six hexes immediately surrounding a hex containing one or more ground units constitute the “zone of control” (ZOC) of the units in that hex. There’s no difference in effect between ZOC projected by units of different sides into the same hex. Opposing units may simultaneously project their ZOC into the same hexes.

7.2 Terrain & ZOC. In general, ZOC project into, out of, and across all types of terrain and water barriers. The exception is: ZOC don’t extend across all-sea or estuary hexes.

7.3 Enemy Zones of Control (EZOC) & Movement. A moving unit must stop its movement for that phase when it first enters a hex containing an EZOC. The presence of a friendly unit in a EZOC hex doesn’t negate that EZOC for purposes of movement phase movement.

7.4 EZOC & Supply. Your units are always able to trace their supply lines into one EZOC hex without penalty. In order to trace supply both into and through one or more EZOC hexes, a friendly ground unit must be in each such hex in order to negate the effect of the EZOC.

7.5 EZOC & Retreat After Combat. For purposes of defender retreats after combat results, EZOC are negated by the presence of friendly units.

7.6 EZOC & Advance After Combat. EZOC don’t in any way inhibit or stop the ability of victorious units advancing after-combat.

7.7 EZOC & 1AAA Airdrops. EZOC by themselves don’t prohibit an otherwise allowably paratroop drop into those hexes.

7.8 ZOC & Supply. Out of supply units of both sides continue to exert their ZOC normally while in that state, as do Allied units with attenuated supply. See next section for details.

8.0 Supply

8.1 In General, in order for a unit to be able to move and fight at its full potential, it must be in supply. Supply for movement is determined at the moment a given unit begins to move and, once determined, that status lasts all during a unit’s move. Supply for combat is determined at the start of each individual battle for all the units of both sides involved in that battle.

8.2 Tracing Supply Lines. No counters are provided to represent the materiel consumed by the combat units.
Instead, that's abstracted into the process of supply line tracing ("tracing supply"). A unit has supply ("is in supply") if it can trace a path of contiguous hexes of any length from a friendly "supply source hex" to its own location. A unit without a valid supply line is said to be "out of supply" or "OOS."

8.3 Enemy Units & Supply Lines. Supply paths may never be traced into enemy occupied hexes.

8.4 EZOC & Supply Lines. A supply line may be traced into any one EZOC hex; however, no supply line may ever be traced through an EZOC hex into any other hex unless there are one or more friendly units in each such EZOC hex. That friendly unit presence works to negate EZOC for purposes of supply tracing.

8.5 Terrain & Supply & West Wall Hexes. Within the strictures given above, the supply lines of both sides may be traced into, across and through all kinds of terrain but not across all-sea or estuary hexsides (but see 5.8 for an exception to that last point). Further, Allied supply lines may not be traced into or through intact West Wall hexes. An “intact West Wall hex” is one that’s never yet been brought under Allied control. Whenever a West Wall hex is brought under Allied control, mark it with an Allied hex control marker (see 2.13). After that, even if the hex is retaken by the German player, it's no longer considered an intact West Wall hex for any purpose.

8.6 OOS Movement. If a unit or stack is found to be OOS at the start of its move, the movement factor of that force is halved (round up) for that phase. That halving remains in effect throughout that movement phase even if the moving force moves into a location where it would've been judged to have had supply had it started its move there.

8.7 OOS Combat. In general, if an attack contains one or more units of either side that are found to be OOS at the start of that battle’s resolution, those OOS units have their attack factor halved when that battle’s odds are calculated. Defense factors aren’t affected by OOS status. If more than one unit in a given battle is to be halved, add together the combat factors of all such units and then perform just one halving and rounding.

8.8 OOS Elimination. Each game turn ends with an overall supply check of all the units of both sides, first German and then Allied. Units found to be OOS at that time are eliminated.

8.9 Willful OOS. It’s permitted for both players to move units into hexes in which they may or will become OOS.

8.10 Appropriate Supply Sources. Units may only use supply sources appropriate to their own side as described in the rules below.

8.11 International Supply Line Tracing. The supply lines of units of the various Allied nationalities, as well as of the two opposing sides, may freely cross each another and may even run through same hex paths.

8.12 German Supply Sources are all the friendly controlled hexes along the map's east edge. German supply source hexes lose their supply providing capacity while Allied controlled, but they regain it the instant they’re brought back into German control (and that’s true potentially any number of times per phase, turn or match).

8.13 German Auto-Supplied Units. The two static German garrison unit — “Fortress Walcheren” and “Strongpoint Ostend” — are always automatically supplied without having to do any supply line tracing. They do not, however, grant that supply to any other German units that may come to be stacked with them. German units in Metz (1710S) have automatic supply in that hex; however, that capacity may not be extended to any units outside the city hex itself. Finally in regard to German supply, also see point four of rule 5.8.

8.14 Allied Supply Source Hexes. At the start of every game, Allied supply sources are all friendly-controlled hexes along the map’s west and south edges that lie outside...
of Germany, from 1117N to 2912S, inclusive. Allied supply source hexes lose their supply providing capacity while German controlled, but they regain it the instant they’re brought back into Allied control, and that’s true potentially any number of times per phase, turn or match.

**8.15 Allied Antwerp Supply.** The city of Antwerp (1511N) becomes an Allied supply source (of superior quality) when a game turn begins in which it’s under that side’s control along with all seven of the “Antwerp Access” hexes — each marked on the map with an ‘A’ in them: 1112N, 1212N, 1213N, 1311N, 1312N, 1411N & 1412N — as well as (1116N) the coastal town of Ostend. When that happens, Antwerp is thereafter said to be “up and running” as an Allied supply source (though the map edge source hexes listed above are also still available for use). Once Antwerp is up and running, all the rules regard “Allied attenuated supply” in non-coastal hexes are ignored for the rest of the game. All Allied supply lines traced to up and running Antwerp provide full supply.

**8.16 Allied Attenuated Supply.** Prior to the opening of Antwerp as a supply source, the Allied player must decide where he will allocate his full supply capacity and where he will allocate his attenuated supply capacity. Allied units with attenuated supply have their attack factors and movement allowances halved (round up), while their defense factors remain full.

That’s the same operative penalty for being OOS, but the crucial difference is that units with attenuated supply are thereby saved from being eliminated during the Allied Terminal Supply Check Phase. Further, however, no column movement or probing attack or momentum attack capability is available for Allied units on attenuated supply.

Without Antwerp, the Allied logistics network — as traced from the map edge supply source hexes described above — has enough materiel in it to provide full supply to the northern or southern supply sector — as chosen at the start of each game turn by the Allied player, and as demarcated on the map by the hexside line running from 1100S/1200S to 1417S/1517S — and attenuated supply to the unchosen sector.

See 3.6 for the special procedure used for that choice during set up prior to Game Turn 1. After that, the choice is made openly by the Allied player and the markers only serve as a reminder if needed.

**8.17 Allied Coastal Supply.** Allied units in coast hexes always have what functionally amounts to attenuated supply when no other kind of supply is available to them. That remains true even after Antwerp is up and running.

**8.18 Allied Aerial Supply.** During turns in which neither of the 1AAA corps (1st and/or 18th) is on the map, the Allied player has two Aerial Supply markers available for use anywhere on the map. One or both markers may be committed to any Allied occupied but OOS hex or hexes anywhere on the map, at any time during the game turn, and that’s true whether or not Antwerp is up and running. The effect is to grant what amounts to attenuated supply to the aerially supplied hex(es); however, the markers are immobile and the special supply is only granted to Allied units in chosen hex(es).

**8.19 1AAA Corps Auto-Aerial Supply.** Whenever one or both of the 1AAA corps are on the map, those units have automatic and mandatory aerial supply, and on that account neither of the Aerial Supply markers is available. Both markers are unavailable even if only one corps is on the map.

**9.0 Reinforcements, Replacements, & Withdrawals**

**9.1 German Reinforcements are the units set on that side’s Turn Track as described in rule 3.3. All arriving German reinforcements must immediately be placed by that player in any of the functioning supply source hexes of his side, and/or in any intact and in-supply West Wall hexes, as he chooses on a turn by turn and unit by unit basis. Stacking counts during reinforcement placement, and no available unit may be withheld for placement in later turns or phases. All such units immediately have their normal movement and combat capabilities available to them (as expressed via the turn sequence).**

**9.2 Operation Watch on the Rhine Special Reinforcements & Replacements.** If, as given in rule 5.4, Hitler orders the launch of Operation Watch on the Rhine, the 12 German units with “7WR” in their upper-left corners become available as reinforcements. Beyond the fact they’re only available if the counteroffensive is launched, they enter play and operate in all ways as regular German reinforcements. Also note, the German is at the same time also allowed to deliberately select any seven units from his side’s dead pile.
They are also entered into play as regular reinforcements that turn, with two-step units entering at their full step strength.

9.3 German Withdrawals. If Operation Watch on the Rhine was launched, the German player must withdraw a grand total of any six panzer divisions and/or panzer grenadier divisions, plus a grand total of any three panzer brigades and/or panzer grenadier brigades and/or assault gun brigades during Phase I.A. of Turn 9 (February). To be eligible for withdrawal, a unit must only be in supply anywhere on the map. They may be in EZOC, and the divisions chosen may be at full or reduced step strength. The chosen units are simply picked up from the map and put aside for the rest of the game.

If for any reason the German player can't meet this withdrawal requirement, he forfeits the game at that time. If Operation Watch on the Rhine isn't launched, there is no German withdrawal requirement. Also note there is no Allied withdrawal requirement.

9.4 Allied Reinforcements. There are no Allied units set up anywhere on the map at the start of play; instead, they all enter as reinforcements starting on Game Turn 1 and extending through every game turn thereafter. All arriving units must immediately be placed by the Allied player in any of his functioning supply source hexes, generally as he chooses on a turn by turn and unit by unit basis at the start of each of the Allied Reinforcement & Replacement Phases in every game turn (see 5.2), but also see the further restrictions given below in 9.5.

Stacking counts during placement, and no available unit may be withheld for placement in later turns or phases. All such units have their normal movement and combat capabilities available to them starting with the following phase. Placement onto the map doesn't use up any movement factors.

9.5 Allied Operational Geographic Restrictions. Allied units are restricted, on the basis of their army group membership, to entering the map and moving and attacking on it, within the following areas.

1. British Commonwealth (BC) units may only move and attack north of the supply sector line. Further, prior to the opening of Antwerp as given in 8.1.5, they may only enter the map via west edge hexes on the northern map half: N1117 through N2917, inclusive. They have an “N” printed next to their turn of entry on their counters as a reminded of that. Once Antwerp is up and running, BC units may also be entered through that city.

2. French (F) units, with the exception of the 2nd Armored Division, may only move and attack south of the supply sector line. Further, all through the game, even after the opening of Antwerp, they may generally only enter the map via the south edge hexes of the southern map that lie inside France: S2912 through S2917, inclusive. Again, the French 2nd Armored is the exception, in that regard, as it enters as if it were a US “N” unit.

3. Prior to the opening of Antwerp, US “N” units may only move and attack north of the supply sector line, and US “S” and “SW” units may only do so south of it. The US “S” units enter via S2912–S2917, like the French, while the SW units enter along the south map’s west edge from S1517 through S2917, inclusive. Once Antwerp is up and running, all US units may move and fight on both sides of the supply sector boundary line, they may also use Antwerp for entry onto the map.

4. 1AAA units may generally operate on both sides of the supply sector line when in static (zero movement factor) airdrop mode, but they may only be airdropped into hexes on the fully supplied map portion. When the various divisions and brigades that can be constituted into the 1AAA are instead operating as divisions and brigades, rather than 1AAA corps, those units operate within the limits given above based on their individual nationalities.

9.6 Allied Replacements in General. Replacements represent increments of fresh troops and materiel — not themselves represented by unit-counters — which can be added to reduced Allied divisions on the map in order to bring them back up to full strength, and/or they may also be used to reclaim fully eliminated divisions from the dead pile. In that latter case, a reappearing division may only be brought out of the dead pile and reentered onto the map at one-step strength, though it could be brought back up to full two-step strength on a later turn.

Replacements may not be saved from turn to turn; those not used on the turn of their availability are forfeit. Reduced units on the map are eligible to received a replacement step, and thereby be rebuilt to full two-step strength, only if they are in full overland (not coastal or aerial or attenuated) supply. Units reclaimed from the dead pile via replacements reenter play as if they were newly arriving reinforcements.
Units receiving replacements operate normally in all other respects during that turn. Within the strictures given here and below, there is no abstract limit on the number of replacement steps an otherwise eligible unit might receive over the course of the game.

The only German equivalent to Allied replacements is given above in rule 9.2. Also see section 12.0 for special 1AAA considerations in regard to replacements.

**9.7 US & French Replacements.** The US replacement rate is two steps per game turn, and both those steps may be of any type. French replacements are deducted from that same US allotment.

**9.8 BC Replacements.** The BC replacement rate is one step per game turn, and that step may be of any type during 1944. In 1945 only BC armor units may take replacements. Further, and also starting in 1945, no fully eliminated BC division may be reclaimed from the dead pile.

**9.9 1AAA Replacements.** The component BC and US paratroop (airborne) divisions and brigades that can be constituted into the 1AAA each receive replacements according to their own nationalities as described above. The 1AAA corps units may be rebuilt only according to the strictures given in section 12.0.

### 10.0 Movement

**10.1 In General.** Every unit in the game has a movement factor in its lower-right corner ranging from 0 to 13. That factor is the number of "movement points" (also called "MP," "movement factors" and "MF") available to the unit to use to move across the hex grid during its side’s movement phase in each game turn. Units move from hex to adjacent hex — no “skipping” of hexes is allowed — paying varied costs to do so depending on the terrain in, and barriers along the sides of, the hexes being entered. In general, the movement of each player’s units takes place only during his own side’s movement phase; no enemy movement takes place during your own movement phases.

**10.2 Limits.** MP may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit or stack to another. A player may potentially move all, some, or none of his units in each of his movement phases throughout the game. Moving units aren’t required to expend all their MP before stopping. The movement of each unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent agrees to allow it. Units with printed movement factors of 0 (zero) may not move except to go into the dead pile or, in the case of 1AAA corps, to go back into that army’s holding box (see section 12.0).

**10.3 No Minimum Movement Ability.** There’s no guaranteed ability for any unit to be able to move at least one hex during a friendly movement phase. To enter any hex, a moving unit must have sufficient MP available to pay all the involved cost or the move may not be made. Also note your units generally never enter hexes containing enemy units. *(For the single exception, see section 12.0.)*

**10.4 Stack Movement.** To move together as a stack, units must begin a friendly movement phase already stacked together in the same hex. Units aren’t, however, required to move together simply because they started a friendly movement phase in the same hex; such units might be moved together, individually or in sub-stacks.

**10.5 Splitting Stacks.** When moving a stack, you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original (or “parent”) stack may then resume their own movement, even splitting off other units if desired. Once you begin moving an entirely different parent stack, or an individual unit that began in a different hex than the currently moving parent stack, you may no longer resume the movement of the earlier stack without your opponent’s permission.

**10.6 Terrain & Movement.** All terrain features on the map are classified into two broad categories: natural and manmade. Both those categories are further divided into different types (see below). There is never more than one type of natural terrain in any one hex, but more than one type of manmade terrain may exist in the same hex.

**10.7 Natural Terrain & Water Barriers.** There are the following types of natural terrain and hydrographic features on the map: clear hexes, rough hexes, polder hexes, river hexsides, Rhine River hexsides, blocked hexsides all-sea hexsides and estuary hexsides. The effects those various features have on the movement of units are described below and are also summarized on the Terrain Effects Chart (TEC) printed on the mapsheet for quick reference during play.
10.8 Clear terrain is the “base” terrain of the game; it’s devoid of any natural features that would enhance defense or slow movement at this level of operations. Each clear hex costs all ground units one MP to enter. All city, Ruhr city and town hexes are considered to otherwise be clear terrain.

10.9 Rough. In general, each rough hex costs all units two MP to enter. Note, however, that mountain infantry units pay only one MP per rough hex.

10.10 Polder. Each polder hex costs all units two MP to enter.

10.11 River & Rhine River Hexsides. Rivers run between hexes, along the hexsides, rather than existing in-hex. Every river hex side may be crossed by units by paying one extra MP for that crossing. “Extra” means in addition to whatever movement cost is involved for the hex being moved into. The Rhine River is the same except it costs Allied units +2 MP to cross it rather than the usual +1.

10.12 All-Sea & Estuary Hexsides. No movement is generally allowed across them, but see rule 5.8.4 for an important exception.

10.13 Blocked Hexsides. Blocked (roadless) hex sides exist between hexes, along the hexsides, rather than existing in-hex. Every blocked hex side may be crossed by units by paying one extra MP for that crossing. “Extra” means in addition to whatever movement cost is involved for the hex being moved into.

10.14 Manmade Terrain & Movement. Manmade terrain exists in the following types: Hell’s Highway, cities, Ruhr cities and towns.

10.15 Towns, Cities & Ruhr Cities. The cost for entering these kinds of hexes is one MP for all units.

10.16 Hell’s Highway. The cost for entering a Hell’s Highway hex is one MP, but only if the moving unit is moving from highway hex to highway hex across a hexside overlapped by the highway symbol. Also note highway doesn’t by itself negate river-crossing costs (but also see 12.0 for more in that regard).

10.17 Cumulative Costs. The total movement cost for entering any hex is always the sum of all the applicable in-hex and hexside costs.

10.18 Roer River Flood. At the start of the game, the Roer River dam is in (German controlled) hex N2504. The Roer River itself is normally too small to be represented except as given in this rule. At the start of any game turn after the first in which he still controls the dam hex, the German player may announce he’s opening the dam. He shows that by placing the five flood markers included in the counter-mix in the hexes printed on them.

If the dam is opened during Game Turns 2 or 3, the flood effectively works to take the marked hexes out of play for that turn. That is, no unit of either side may move or airdrop or attack into any of them, and any units in the flood zone when the dam is opened are simply frozen in place for that turn, and are themselves unable to attack. Supply may be traced into, but not through, flood hexes. Remove all the markers at the end of the flood game turn.

If the dam is opened during any turn after the third, the effect — due to the greater amount of time represented by those poor weather turns — the effect is to increase the entry cost of the flood hexes by +3. Further, any attack made into or out of a flood hex suffers a one-column-left penalty shift on that account (not per hex, but in total). Remove all the markers at the end of the flood game turn.

The German player isn’t required to trigger the flood. If the Allied player gains control of the dam hex before a flood has been triggered by the German player, he (the Allied player) then inherits that flood-triggering ability. Either way, no more than one flood may be triggered per game.

10.19 Column Movement. Moving units in full overland supply may double their MF whenever they conduct a move such that they don’t start, enter anywhere along it, or end it in any EZOC hex. The presence of a non-moving friendly unit in such EZOC hexes doesn’t serve to negate that EZOC for purposes of determining column movement eligibility.
Allied column movement is never permitted, not even on Turn 1, into intact West Wall hexes, even if they’re unoccupied by any German unit(s).

10.20 Patton Exceptionalism. In further regard to column movement, during 1944 game turns, US units that entered play under the reinforcement code “SW” may conduct column movement even if they start in an EZOC. Note, though, they may still not enter any EZOC during or at the end of such moves.

11.0 Combat

11.1 In General. Attacks take place between adjacent opposing units during the combat phases in every player turn. Attacking is always voluntary; the mere fact of enemy unit adjacency doesn’t necessitate your units launch attacks against those adjacent enemy units. Both players are always free to attack or not, as each chooses on a case by case basis, during his own combat phases in each turn throughout the game. The player whose combat phase it is, is considered the “attacker,” and the other player is considered the “defender,” no matter the general situation across the map. Note there are generally never any joint US and/or BC and/or F army group attacks, not even along the boundary line between them; however, see 11.26 and section 12.0 for the exceptions.

11.2 Multiple Defenders in One Hex. If there are two or more enemy units in a hex being attacked by your units, you may only attack that stack as if it were one combined defending unit.

11.3 Multi-Hex Attacks. An enemy occupied hex may be attacked in one battle by as many of your units as you can bring to bear from one, some or all the surrounding hexes; however, no more than one hex may ever be the object of any one attack.

11.4 Indivisibility of Individual Units. No single attacking unit may have its attack factor divided and applied in parts to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or a few attackers while another part is attacked by others. No attacking unit may attack more than once per combat phase. Defending units may generally not be attacked more than once per combat phase. See the bulleted “DR” result explanation in 11.21, 11.24 and section 12.0 for the exceptions.

11.5 Attack Sequencing. There’s no arbitrary limit on the number of attacks each player may resolve during his combat phases. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

11.6 Stacks Attacking & Defending. It’s not necessary for all the units you have stacked in a given hex to participate in the same attack. Some of the units in a stack might attack into one hex while others attacked into some other hex or simply didn’t attack at all. No defending unit may ever refuse combat; all units in an attacked hex must participate in its defense.

11.7 Combat Procedure. Normally the attacking player should strive to have several times more attack factors involved in a battle than the defender has defense factors. Such battles are called “high odds” attacks. To resolve such fights, the attacking player begins by calculating his “odds.” Do that by adding together the attack factors of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle. Divide the defender-total into the attacker-total and round down any remainder. For example, if 26 attack factors attack 7 defense factors, the situation yields an odds ratio of 3:1 (“three to one”). That is, 27÷7=3.71, which rounds down to 3. To turn that “3” into a ratio, you must set a “1” next to it on the right. Thus “3” becomes “3:1,” which corresponds to a column-heading on the Combat Results Table (CRT) printed on the mapsheet.

11.8 Poor Odds Attacks. Battles in which the attacking force has fewer combat factors than the defender are called “poor odds attacks.” Procedures in such situations are modified from what’s described above in that here you divide the defender’s total by the attacker’s, round up all remainders, and set the “1” on the left side of that result. For example, if a force with 5 attack factors is attacking a force with 9 defense factors, it’s a poor odds attack. In that case, divide 9 by 5 (9÷5=1.8), and round up (1.8 becomes 2); then set a “1” on the left of that “2,” yielding odds of 1:2 (“one to two”).

11.9 CRT Odds Limits & Nationality Differentiation. Note the column headings on the CRT range from 1:2 to 6:1. Final odds greater than 6:1 always receive automatic “DE” results. Odds less than 1:2 always receive automatic “AL1” results.
11.10 Odds Shifters. Combat odds may be modified by the terrain in the defender's hex and around its perimeter, as well as by other factors described below. All applicable odds shifters are cumulative in their effects. That is, in every battle, all applicable shifts are applied to get one final left or right shift. Leftward shifts favor the defender; rightward shifts favor the attacker.

11.11 Clear Terrain. Units defending in clear terrain hexes devoid of all other terrain features derive no benefit to their defense.

11.12 Rough. Units defending in a rough hex receive a one-column-left benefit on that account.

11.13 Polder & Hell's Highway. Units defending in polder hexes generally derive no benefit to their defense. The exception is, German units defending in Hell's Highway hexes that are also polder hexes receive a one-column-left odds shift on that account. In highway hexes that contain a town, simply use the town defensive benefit by itself.

11.14 River & Rhine River Hexsides. If all the attacking units in a battle are coming across a river hexside, or a combination of river and Rhine River hexsides, that attack suffers a one-column-left odds shift on that account. If all the attacking units in a battle are coming across Rhine River hexsides, that attack suffers a two-column-left odds shift on that account.

11.15 All-Sea & Estuary Hexsides. In general no combat is allowed across these hexsides. The exception is that British commando units may move, attack and advance and retreat after combat across Scheldt Estuary hexsides as if they were river hexsides.

11.16 Towns, Cities & Ruhr Cities. Units of both sides defending in a town hex receive a one-column-left odds shift on that account, and the concentric attack bonus (see 11.19 below) is never applied against such defenses. Units of both sides defending in a city or Ruhr city hex receive a two-column-left odds shift on that account, and the concentric attack bonus (see 11.19 below) is never applied against such defenses. Further, every rolled DR or DE result (see 11.21 below) is converted to a BB result before being applied.

11.17 German West Wall Defenses. West Wall hexes are either “intact” or “cleared” (of minefields, roadblocks, dragon’s teeth, etc.). At the start of play, all West Wall hexes are intact; however, also note 5.8.3 for a unique consideration in regard to them on Game Turn 1. A West Wall hex is “cleared,” permanently and all purposes, the instant an Allied unit enters it. Allied defenses never benefit from taking place in a cleared West Wall hex. Also note that cities that appear visually to be part of the West Wall are simply treated as city hexes. Intact West Wall hexes generate a one-column-left bonus odds shift, and every rolled DR or DE result (see 11.21 below) is converted to a BB result before being applied. Also note no intact West Wall hex may ever be the objective of a probing or momentum attack (see 11.24 and 11.25 below). In further regard to West Wall hexes and German reinforcement arrivals, see 9.1.

11.18 Allied Heavy Bomber Support. During each of his combat phases throughout the game, the Allied player may call in heavy bomber combat support for any one US or BC attack. The bombers may not be called in to aid in a 1AAA drop-hex attack nor any F army group attack.

During turns when the Allied phase sequence is move-fight, at that start of the chosen attack's resolution he should roll one die and subtract one from it to get a final result of zero through five. If that result is a one through five, he adds that number of additional attack factors into his odds calculation for that battle. If, however, zero is the final result, that attack’s odds are shifted one-column left (as the bombs have “fallen short”). Such attacks may not be called off.

When fight-move is the phase sequence, the procedure is the same except two dice are rolled (one die is rolled twice). If a one, two or three is the final result, the bombs have fallen short and the one-column-left odds shift penalty is applied. If the rolled result is a four higher, add those factors into the battle's odds calculation.

11.19 Concentric Attack. In general, if a defending hex is attacked by units in opposite hexes, or by units from three surrounding hexes with one hex between each and the next attacker-occupied hex, or by units from more than three hexes, that attack may be eligible to receive the “concentric attack” odds shift bonus. The concentric shift is never awarded for attacks into town, city, Ruhr city or intact West Wall hexes, nor is it ever available for attacks against 1AAA corps, but it’s otherwise available when the attacking
units are positioned as described above. The odds shift bonus is one column rightward for concentric attacks by both sides.

11.20 Final Combat Resolution. After all applicable odds shifts have been applied, the attacker rolls a die and cross-indexes that result beneath that proper odds ratio column to get a “combat result.” For example, a result of “3” rolled for an attack made at 3:1 odds yields a combat result of “BB.”

11.21 Combat Results are defined and applied as follows:

1. **DE = Defender Eliminated.** Remove to the dead pile all involved one-step defending units; then reduce to one-step strength all involved two-step defending units. Survivors units must then suffer a DR result or they are also fully eliminated in their present position.

2. **BB = Bloodbath.** Both sides lose one step (total) from among their involved units. Within the stricture given below in 11.22, each player chooses which among his own involved units he’ll reduce or eliminate. That ends the battle unless the attacking player immediately decides to eliminate a second step from among his involved units. If he does so, the defending player must remove another step from his involved force or take a DR result. That escalatory process may go on, at the attacker’s option, until such time as he’s down to his last step. He may not choose to entirely wipe out his involved attack force. Also note, when/if the defender decides to retreat, that doesn’t work to negate the last step sacrificed by the attacker.

3. **AL1 = Attacker Loses 1 Step.** The attacking player must eliminate one step (total) from among his involved units. The choice of which step to lose is up to the attacking player within the stricture given below in 11.22.

4. **AS = Attack Stalled.** Nothing happens; neither side suffers any losses; none of the involved units of either side change position.

5. **DR = Defender Retreat.** The player owning the defending force must move it from its present hex to any adjacent hex into which it could move normally while still observing the stacking limit. If no such hex is available, the defending force remains in place and suffers a DE result instead. If more than one hex is available to receive the retreating force, the owning player must chose the one that brings the retreating force closer to its nearest source of supply. The presence of a friendly unit in an EZOC hex negates that EZOC for retreat purposes, but stacking limits must still be taken into account. In that regard, a retreating force should be considered in a unitary fashion unless stacking strictures would dictate otherwise. That is, all the units in it must retreat together to one new hex unless that would cause a partial elimination due to the stacking rules. In that case, the stack splitting must be kept to the minimum necessary in order to comport with stacking restrictions. If a unit retreats into a hex containing other friendly units that haven’t yet been attacked, the newly arrived unit does contribute to that hex’s defense in any battle there. Finally here, note that the special ability of German Fifteenth Army units to move across Scheldt Estuary hexes during Game Turn 1 does not extend to retreating after combat.

11.22 Apportioning Losses. Within the strictures given above, both players are generally free to apportion his own side’s step losses among his involved attacking or defending units as he sees fit. The exception is: no involved one-step unit may be eliminated until all involved two-step units are first reduced to one-step strength.

11.23 Advance-After-Combat. At the end of every attack, whenever the defender’s hex is left empty of all units (no matter the reason) the victorious attacking units may advance-after-combat into that hex. Stacking limitations must be observed. Such advances aren’t part of normal movement; they don’t cost any MP, but advancing units must also observe normal terrain prohibitions. EZOC and supply status don’t block advances after combat. Advancing-after-combat is an option; it’s never mandatory; however, the decision to advance must be made immediately after the battle is resolved and before that of another is begun. It’s not necessary for advancing attackers to stack-full the newly won hex; the victorious player may send just one or a few units. There’s never any defender advance-after-combat; victorious defenders and simply hold in place.
11.24 Momentum Attacks. Attacking units that advance-after-combat may attack again immediately (owning player’s choice), but this is always done only as one hex of newly advanced attackers versus one hex of defenders. Further, the option to do it must be exercised immediately, prior to starting the resolution of any other battle. This is an exception to the one-combat limit given above in 11.4 but, even so, there are never any serial momentum attacks. That is, even if a given momentum attack is successful in clearing another defended hex, those victorious attacking units advance-after-combat again, they would then not be allowed to make a second momentum attack that same phase. In all other ways, momentum attacks are resolved as normal combat. Also note no intact West Wall hex may ever be the objective of a momentum attack nor may one be launched across a blocked hexside.

11.25 Probing Attacks. If you have units located such that they’re adjacent to one or more hexes containing enemy units, and those same units are also adjacent to one or more other hexes that contain only EZOC, you may decide to attack into the empty-but-EZOC-containing hex in a procedure known as a “probing attack.” Probing attacks are conducted using the same general procedures as regular attacks, with the important exceptions no odds calculation process is undertaken and neither side can in anyway suffer any losses. Instead, just announce the probing attack and then make an advance-after-combat into the probed hex. Momentum attacks may be conducted as probing attacks, and the advance resulting from an initial probing attack may be used to create the opportunity for a momentum attack. Again, though, no given attacking unit or stack may make more than one probing attack and one momentum attack per friendly combat phase (in either order). Also note no intact West Wall hex may ever be the objective of a probing attack, nor may one ever be launched across a blocked hexside.

11.26 Antwerp International Attacks. Allied units of different army groups may only attack together when stacked together in Antwerp and Antwerp is up and running (see 6.9 and 8.15). Such an international Antwerp attack force could even join in a multi-hex attack with Allied units belonging to any one other army group but located in outside the city.

11.27 Roer River Flood Combat Effects. See 10.17.

12.0 1AAA Unique Rules

12.1 At the start of play, both 1AAA corps (1st & 18th) along with the US 82nd and 101st Airborne Divisions and the BC Paratroop Division and Polish 1st Paratroop Brigade, are placed into the 1AAA holding box printed on the mapsheet.

12.2 To be eligible to make a combat airdrop during a game turn, at least three steps of BC (to activate 1st Corps) and three steps of US paratroop/airborne units (to activate 18th Corps) must be in the holding box at the start of that game turn. At the discretion of the Allied player, newly arriving units of that type may be put directly into the holding box and kept there indefinitely, or they may be entered onto the map as regular infantry-type ground reinforcements. Alternatively, divisions and brigades in the holding box may be moved from there onto the map as regular ground reinforcements of their respective army groups as given in section 9.0. Similarly, paratroop/airborne units on the map,
provided they’re in full overland supply at the time, may be withdrawn from there to the box simply being picked up and moved to it at any time during the Allied Player Turn.

12.3 To airdrop a 1AAA corps, the Allied player selects any clear or town hex(es) anywhere on the map. The chosen hex(es) may contain EZOC or even enemy units. If two hexes are chosen they must be within six hexes of each other. Both corps may be dropped into the same hex, and, either way, they are always automatically in aerial supply when on the map. If Antwerp isn’t yet up and running, the selected hex(es) must be in the fully supplied Allied supply sector.

12.4 If a drop hex contains German defenders, use the airdropped force’s printed defense factor(s) as a special airdrop attack factor. Place the airdropped unit(s) atop the German defenders and calculate odds normally. If the combat result doesn’t clear the hex of German defenders, run as many ‘rounds’ of combat as necessary, recalculating the odds each time, until the German defenders are gone (they may retreat out from under the paratroops) or the corps are wiped out. Airdrop attacks may never be assisted by regular Allied ground units or heavy bombers, and the whole battle is always entirely resolved during the 1AAA Entry Phase of the turn.

12.5 When they corps are on the map, the concentric column shift bonus is never available to German units attacking them. If a corps suffers a DR result when defending, that result is converted to a BB. If either corps is ever fully eliminated, it may never reappear during that game, and the divisions and/or brigades used to constitute it (and sitting in the holding box) are permanently eliminated. If a corps loses one step, reduce one of those component divisions by one step or eliminate one component brigade.

12.6 When an Allied player turn ends with one or more regular ground units stacked with or adjacent to a corps, remove it and replace it/them with its component divisions/brigades. Those units are immediately part of their US or BC army groups.

12.7 The effect of an airborne corps in a hex is to change all Allied hex entry movement costs in its hex, and in all the immediately adjacent hexes, to one MP, while also negating all hexside-crossing costs.

12.8 The Allied player isn’t required to enter either corps into play, but if he does so it may only be by using the procedures and strictures given above. There may be only one airdrop turn — of either one-corps or two-corps strength — in 1944 and another in 1945.

12.9 Airborne corps project ZOC normally and each one’s stacking value is equal to two divisions.
**Initial Game Turn Sequence Outline**

I. Allied Player Turn
   A. Allied Supply Sector Allocation Phase*
   B. 1AAA Entry Phase**
   C. Allied Reinforcement & Replacement Phase
   D. Allied Movement or Combat Phase
   E. Allied Combat or Movement Phase

II. German Player Turn
   A. German Reinforcement & Withdrawal Phase
   B. German Movement or Combat Phase
   C. German Combat or Movement Phase
   D. Watch on the Rhine Determination Phase***

III. Terminal Logistics Phases
   A. German Terminal Supply Check Phase
   B. Allied Terminal Supply Check Phase

*Permanently omitted once Antwerp is up & running.
**This phase will occur no more than once during all the 1944 game turns.
***Only on Turn 6. If Operation Watch on the Rhine is launched, starting on Turn 7 and for the rest of the game, switch the order of the two opposing players’ turns, so the phase sequence then looks like this.

**Post Watch on the Rhine Declaration Game Turn Sequence Outline**

I. German Player Turn
   A. German Reinforcement & Withdrawal Phase
   B. German Movement or Combat Phase
   C. German Combat or Movement Phase

II. Allied Player Turn
   A. 1AAA Entry Phase*
   B. Allied Reinforcement & Replacement Phase
   C. Allied Movement or Combat Phase
   D. Allied Combat or Movement Phase

III. Terminal Logistics Phases
   A. German Terminal Supply Check Phase
   B. Allied Terminal Supply Check Phase

*This phase will occur no more than once during all 1945 game turns.
### Terrain Effects Chart

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Movement Cost</th>
<th>Combat Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Hex</td>
<td>1</td>
<td>No Effect</td>
</tr>
<tr>
<td>Polder Hex</td>
<td>2</td>
<td>No Effect</td>
</tr>
<tr>
<td>Hell’s Highway Hex</td>
<td>1*</td>
<td>German Defenses: 1L Allied</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Defenses: No Effect</td>
</tr>
<tr>
<td>Rough Hex</td>
<td>Mountain</td>
<td>1L</td>
</tr>
<tr>
<td></td>
<td>Infantry: 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Others: 2</td>
<td></td>
</tr>
<tr>
<td>Blocked Hexside</td>
<td>+1</td>
<td>No probing or momentum attacks</td>
</tr>
<tr>
<td></td>
<td></td>
<td>across</td>
</tr>
<tr>
<td>Town</td>
<td>1</td>
<td>1L &amp; No Concentric</td>
</tr>
<tr>
<td>City Hex</td>
<td>1</td>
<td>2L, No Concentric &amp; Convert DR &amp; DE to BB</td>
</tr>
<tr>
<td>Ruhr City Hex</td>
<td>1</td>
<td>2L, No Concentric &amp; Convert DR &amp; DE to BB</td>
</tr>
<tr>
<td>River Hexside</td>
<td>+1</td>
<td>1L if all attackers are coming</td>
</tr>
<tr>
<td></td>
<td></td>
<td>across river and/or Rhine hexsides.</td>
</tr>
</tbody>
</table>

### Combat Results Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1:2</th>
<th>1:1</th>
<th>2:1</th>
<th>3:1</th>
<th>4:1</th>
<th>5:1</th>
<th>6:1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>AL1</td>
<td>AL1</td>
<td>AL1</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
<td>DR</td>
</tr>
<tr>
<td>2</td>
<td>AL1</td>
<td>AL1</td>
<td>AS</td>
<td>DR</td>
<td>BB</td>
<td>DR</td>
<td>DE</td>
</tr>
<tr>
<td>3</td>
<td>AL1</td>
<td>AL1</td>
<td>AS</td>
<td>BB</td>
<td>DR</td>
<td>DE</td>
<td>DE</td>
</tr>
<tr>
<td>4</td>
<td>AL1</td>
<td>AS</td>
<td>BB</td>
<td>DR</td>
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<td>DE</td>
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<tr>
<td>5</td>
<td>AS</td>
<td>BB</td>
<td>DR</td>
<td>DE</td>
<td>DE</td>
<td>DE</td>
<td>DE</td>
</tr>
<tr>
<td>6</td>
<td>AS</td>
<td>DR</td>
<td>DE</td>
<td>DE</td>
<td>DE</td>
<td>DE</td>
<td>DE</td>
</tr>
</tbody>
</table>

Final odds less than 1:2 have automatic AL1 results. Final odds greater than 6:1 have automatic DE results.