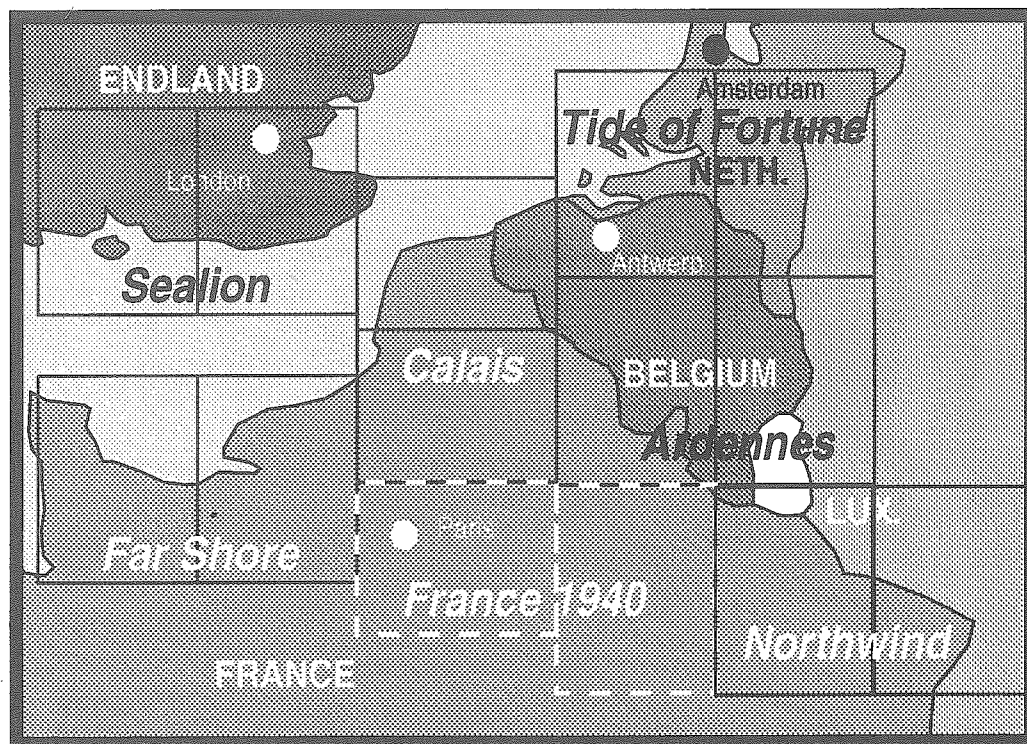


BATTLES FOR FRANCE SERIES

BASIC RULES OF PLAY



Series Titles:

TIDE OF FORTUNE

Battle for Antwerp, Market-Garden, Aachen



PAS DE CALAIS

Allied Invasion of France at Calais (hypothetical). Expansion scenarios will include Decision at Dunkirk: France 1940.

TO THE FAR SHORE

Allied invasion at Normandy, Operation Cobra, Falais Pocket.

OPERATION SEALION

Planned German Invasion of England.

TABLE OF CONTENTS

- 1.0 Introduction
- 2.0 The Playing Pieces
- 3.0 Sequence of Play
- 4.0 Weather Phase
- 5.0 Command Phase
- 6.0 Operations Phase
- 7.0 Movement
- 8.0 Combat
- 9.0 Final Resolution Phase
- 10.0 Glossary of Terms

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1.0 INTRODUCTION

The basic rules contained in this booklet attempt to model World War II warfare at the operational level. Each game in the series uses these basic rules. Knowing the material contained here will allow players to master any game in the series. The rules are laid out in a logical order, generally following the structure of the game turn. Players are urged to read briefly through the rule book to get a feel for the overall approach and then begin a detailed reading.

1.1 CALCULATIONS

When calculating factors which are halved, unless otherwise noted, always round down. In cases where multiple units are involved in combat, first total the combined value of all of the units involved, and then halve. Do not halve each unit individually. This applies to all values: Combat Factors, Armor Bonus, Artillery Factors, Tactical Support, etc.

EXCEPTION: The Player losing the bid may always round up when exchanging CPs for RPs (see 5.3).

1.2 MORALE CALCULATIONS

When units of different morale are in the same stack and are required to check morale for some reason, roll *one* die and use the result to check each individual unit's morale. Some may pass, and others may fail, but they may still remain stacked.

2.0 THE PLAYING PIECES

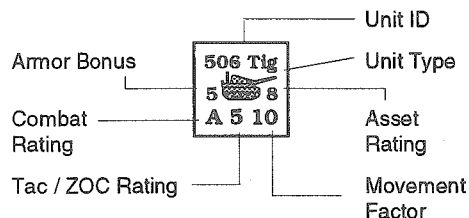
The playing pieces included with this game represent the various frontline combat units, their headquarters and assorted markers necessary to play the game. Except for markers, these pieces are generally referred to as units throughout the rules.

There are two basic types of units, HQs and Combat units. The values of each type are detailed below. When a unit is disrupted, it flips to its reverse side and uses lower values. (The Combat Rating is the Same, but generally speaking, the Tactical Rating is -3 and the Movement rating is reduced by -2 for Leg units and by -4 for Motorized units. Armor Bonuses and Asset Ratings are reduced by -1 each.).

2.1 COMBAT UNITS

Combat units represent the actual fighting formations used to attack the enemy. All Combat units bear a standard military unit symbol along with identification numbers and other printed information designating their combat and movement potential.

Sample Combat Unit:



2.11 Unit Identification:

Most Combat units are assigned an historical identification number, which appears above the unit symbol. These division IDs show which units are subordinate to a particular division headquarters.

2.12 Unit Type Symbol:

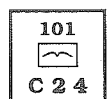
The central box on each combat unit will have a symbol designating the basic type of unit represented by the counter, such as infantry, armor, artillery etc.

Unit Samples:

For other counter symbols and silhouettes used, see the counter silhouette I.D. Chart.

Counter Errata

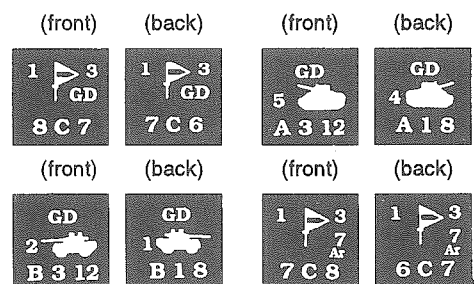
Sometime between proofing the counters and printing out the negatives, a computer glitch wiped out the data on 4 of the British counters! For this we apologize, and have taken steps to avoid such a problem in the future. When the opportunity occurs we will reprint these 4 counters, and make them available. In the meanwhile, here is what they should look like:



Paratroops



Infantry



2.13 Morale Rating:

The number to the right of the unit type symbol is the Asset/Morale Rating of the unit (see 2.81).

2.14 Armor Bonus (AB):

To the left of the unit type symbol is the unit's Armor Bonus. This number represents

the amount of tank (and anti-tank) capability the unit has when attacking (or defending) and results in a CRT die-roll modifier. Generally, the higher the Armor Bonus, the more successful the unit will be when attacking (or defending). The Armor Bonus modifier can be lowered due to Step Losses when attacking and defending (see Rule 8.42).

2.141: If the Armor Bonus number is circled, the bonus may only be used when defending. Units with circled numbers which attack may not claim an Armor Bonus. However, a circled Armor Bonus on a Combat unit is still subject to attrition from Step Losses when defending (see Rule 8.42).

2.15 Combat Rating (CR):

All Combat units have a Combat Rating printed in the lower left hand corner of the counter. This rating ranges from A to E. In general, units rated A are the most powerful in combat while units rated E are weakest. The CR is used to generate combat factors when attacking and defending. If the CR is parenthesized, the unit may only defend, it may not attack.

2.151: A and B rated units represent regiments or brigades, while C and D rated units are weaker formations of one or two battalions, and E class units formations of one company.

2.16 Tactical Rating/Zone of Control (TR/ZOC):

The small number underneath the unit type symbol is both the combat unit's TR (representing its training and expertise), its ability to support friendly units that are attacking, and the strength of the ZOC it projects to inhibit enemy movement. The TR is also the unit's minimum defense strength when attacked by enemy units.

2.17 Movement Allowance:

In the lower right hand corner of the counter is the combat unit's Movement Allowance, expressed in terms of Movement Points (MPs). Units with 6 or less Ps are leg formations and use the leg unit terrain costs to move across the map. Units with 7 or more MPs are motorized formations, and use the motorized unit terrain costs to move across the map.

2.18 Asset Units:

Most Combat units are directly subordinate to a particular division HQ unit for Command Control purposes. Some Combat units, however, are Assets and free of such restrictions. Assets may be freely switched from one division HQ to another to receive Command Control.

2.181: Unlike regular Combat units, Asset Combat units possess their own

"Asset Rating," printed to the right of the unit type symbol, which is used to generate their Offensive/Defensive values. Just like Headquarters units (see Rules 2.28 & 2.29), these ratings are used to develop combat factors in conjunction with the Asset's CR.

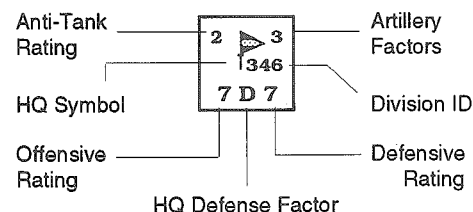
2.19 Reverse Counter Values:

All Combat units have lower TR and Movement values on their reverse side. These reduced values indicate the effects of disrupted status on the unit. Whenever a unit is disrupted, flip it over to its back side until regrouped. Units are returned to their front side in the recovery segment of the final resolution segment.

2.2 HEADQUARTERS UNITS (HQS)

Most Combat units are subordinate to a division-sized Headquarters unit (HQ), which provides command control and supply for the Combat units. Assets that are attached to a particular HQ unit will be required to trace Command Control to that HQ unit as well.

Sample HQ Unit:



2.21 Identification:

All HQs are printed with a flag symbol, and a division number next to the flag.

2.22 Armor Bonus:

In the upper left of the HQ is the HQ's Armor Bonus. This number may be enclosed by a circle. (See 2.221). *In all cases, an HQ armor bonus may only be used on defense.* They may never be used in an attack. HQ Armor Bonuses are *not* subject to Step Losses and Fatigue Points (see Rule 8.421).

2.221: Each unit under the command of the HQ with a *circled* Armor Bonus number that is *adjacent* to the HQ unit when attacked by enemy units may use the HQ's Armor Bonus in addition to its own printed Armor Bonus, if any.

2.222: Each unit under the command of the HQ with an *Uncircled* Armor Bonus number may use the HQ's Armor Bonus in addition to its own printed Armor Bonus, even if it is not adjacent to the HQ unit.

2.23 Combat Rating (CR):

The letter in the center of the HQ unit is its CR. HQ units cannot attack, they use their CR in defense only.

2.24 Artillery Factor/Zone of Control (AF/ZOC):

In place of a Tactical Rating, HQ units possess Artillery Factors equal to the small number printed in the upper right corner. AFs are used to assist friendly subordinate Combat units under the command of the HQ to successfully attack and defend, and to conduct Barrage attacks. This number is also the ZOC the HQ unit projects to inhibit enemy movement in adjacent hexes. (Not all hexes within its artillery range.)

2.25 Movement Allowance:

HQ movement ratings are not printed on the counter. All HQs move at a standard rate of 12 movement points.

2.26 Offensive Rating (OR):

The HQ's Offensive Rating is printed in the lower left hand corner. It is a numerical representation of the HQ's attack capabilities and is used to generate combat factors for the HQ's subordinate Combat units when they attack enemy units. The OR is subject to Step Losses and Fatigue Points and may be less than the printed value during play.

2.27 Defensive Rating (DR):

The HQ's Defensive Rating is printed in the lower right of the counter, and represents the defensive capabilities and the staying power of the division. The DR is used to generate combat factors for the HQ's subordinate Combat units when defending against enemy attacks. Like the OR, the DR is subject to Step Losses and Fatigue Points during play and may be less than the printed number.

2.3 REVERSE COUNTER VALUES

HQ's are printed with lower values on the reversed side, indicating that the division is operating in a fatigued or unsupplied state.

3.0 SEQUENCE OF PLAY

Each game "Turn" will follow an established sequence of smaller actions called "Phases." These Phases are enacted one after another until the entire sequence is complete and a new Turn begins. Phases may in turn be divided into "Segments."

1. The Weather Phase

2. Strategic Operations Phase

3. The Command Phase

- Mutual Command Point Segment
- Mutual Command Control Segment
- The Initiative Bid Segment
- Calculate Initiative and Reaction Points.

4. The Operations Phase

- Each Initiative Impulse (Mandatory):

1. Declare an Operation.
 2. Check for Supply Links.
 3. Conduct the Operation, adjust Initiative Point total, and advance the Impulse Marker. Check for a Reaction or Spoiling Impulse.
 4. Repeat Steps 4a1-4a3 for each Impulse.
- b) Each Reaction Impulse (Optional):
1. Declare an Operation.
 2. Check for Supply Links.
 3. Conduct the Operation, adjust Reaction Point total and advance the Impulse Marker.
 4. Advance the Time marker one space.
- c) Each Spoiling Impulse (Optional):
1. Declare a Spoiling Operation.
 2. Check for Supply Links.
 3. Conduct the Spoiling Operation, adjust Spoiling Pt. Totals.
- d) The Final Reaction Segment (Mandatory):
1. Reduce Operations Support -1.
 2. Reaction Player Operation.
 3. Check for Supply Links.
 4. Conduct the Operation and adjust Reaction or Spoiling Pt. Totals.
 5. Repeat Steps 4d1 - 4d4 until no Reaction or Spoiling Points remain and then advance the Impulse Marker.
- e) The Exploitation Segment (Mandatory):

1. Reduce Operations Support -1.
2. Declare an Operation.
3. Check for Supply Links.
4. Conduct the Operation and adjust IP total.
5. Repeat Steps 4e1 - 4e4 until no Initiative Points remain and then advance the Time marker two spaces.

5. The Final Resolution Phase

- Breakthrough Movement Segment
- Mutual Recovery Segment
 - Recover from Disruption
 - Remove Op Fatigue
- Support Point Replenishment
- Mutual Demolitions/Construction Segment
 - Demolitions
 - Construction
- Asset Bonus Movement Segment

6. Post-Game Turn Special Activities Phase

3.1 THE WEATHER PHASE

Each turn the Allied Player must roll on the Weather Table to determine weather conditions. Refer to this game's Exclusive Rules for specific weather effects. Turn 1 weather may be set by scenario instructions.

3.2 STRATEGIC OPERATIONS

Both Players conduct any Strategic Operations they are eligible for, alternating one after another with the Allied player conducting one operation and then the German player until all operations

Sample Markers

3	OPS +1	+	German Support	GER	TAC	3 pts Counter Attack
MULL BERRY	Reserve +	★	U-Boats	AIR LIFT	OCC	OPS COMP
SPOIL	BREAK THROUGH	Strategic Sealift	E-Boats	Tactical Sealift	Buffalo Amphib	Barge Trans
BEACH HEAD	MINES	Naval Gunnery	ALLIED Initiative Reaction	GERMAN Initiative Reaction	Allied Support	Artillery 1 Hit
OP TRACK	DELAY 1	PORT	Repair	+1 LC	+1 Die Modifier	
TIME TRACK	1 - 3 = HIT	NO Further OPS	Allied Command Points	German Command Points	LIFT 20	ISO

are completed. Strategic Operations are Airborne, Invasion, Tactical Landings, Refit and Road March. Each operation costs 1 command point, taken directly from the player CP tracks, and allows up to **THREE** divisions to undertake the specified strategic operation. *A player may conduct as many Strategic Operations as he has CPs, but can only conduct each operation type ONCE in this phase. (Only one road march, one refit, etc. even if he has enough CPs to pay for more.)*

3.3 THE COMMAND PHASE

In this phase, both Players determine the degree of logistical support (Command Points) coming from the rear areas. In addition, they must determine which of their forces are in Command Control for the Operations Phase. Finally, they must secretly bid their Command Points to determine who will be the Initiative or Reaction Player in the Operations Phase.

3.4 THE OPERATIONS PHASE

The movement and combat of units takes place in the Operations Phase. Basically, the Initiative Player must conduct one Operation per Initiative Impulse until he triggers a Reaction or Spoiling Impulse by the Reaction Player. Play passes to the Reaction Player who then completes his Operation. The Initiative Player then completes more Initiative Impulses until another Reaction or Spoiling Impulse is triggered and so on. During the Final Reaction Segment, the Reaction Player must conduct multiple Operations until he has no Reaction or Spoiling Points left. Play then passes back to the Initiative Player to conduct the Exploitation Segment and use up all of his remaining Initiative Points. The Operations Phase is then over.

3.5 THE FINAL RESOLUTION PHASE

In this phase, Players who scored Breakthrough results may move their units. Players then take care of marker adjustments on their units. This is followed by a chance to construct or destroy bridges. Next all asset units may conduct a free move using **HALF** of their normal printed movement rating. This enables players to reposition assets prior to the next turn. The game turn is then over and play should proceed to the start of the Sequence of Play for the next turn. Move the time track marker two boxes.

3.6 THE POST GAME TURN PHASE

Certain games in this series may require one or both Players to conduct certain post game turn activities. Refer to this game's Exclusive Rules for more information on this phase (if any). This

phase is included here to establish its presence in the Sequence of Play.

4.0 THE WEATHER PHASE

Each turn the Allied Player rolls a die and consults the Weather Table to establish the weather for the upcoming Operations Phase. The weather condition rolled is in effect throughout the rest of the turn.

4.1 WEATHER EFFECTS

Typically, weather will affect a unit's ability to move, the ZOC penalty and the stacking limit in certain types of terrain. It may also affect airborne operations or amphibious landings. Refer to this game's Exclusive Rules for specific weather effects.

5.0 THE COMMAND PHASE

In the Command Phase, both Players establish the degree of rear area logistical support and high level control (symbolized by the number of "Command Points" received) for the turn, the present Command Control status of their Combat units, and who will be the Initiative Player for the upcoming Operations Phase.

5.1 COMMAND POINT (CP) SEGMENT

Command Points represent an abstraction of the rear area supply and planning necessary to support Corps-level operations. Roughly, one CP will allow anywhere from one to three divisions to carry out one order during an Impulse. To establish the number of CPs received each turn, the Players each roll one die in order to determine how many additional command points they receive (refer to the Command Point table for details of how this is done: the procedure may vary from player to player, and from game to game in the series). Add the number of CPs received to the current CP total and mark the new total on the Command Point Track.

5.11 Restrictions:

No Player may have more CPs than the maximum listed on the CP Track. Any excess CPs are lost.

5.2 COMMAND CONTROL SEGMENT

During this segment of the turn, both Players must check to see if their Combat units are in Command Control. Motorized division HQs trace along highways or roads (not minor roads), back to some Ultimate supply source. Infantry (Leg) Division HQs may trace on any highway or road, including minor roads. Do not check for Asset units. Assets are checked only when named to an Operation.

5.21 Command Control Radius:

All Combat units are in Command Control if they are within 5 hexes of their

parent HQ (when determining radius, count the hex the unit is in, but not the hex occupied by the HQ). This radius is not affected by the type of terrain crossed or the presence of enemy units. Disrupted units have their command control radius reduced to 3 hexes. Units which are judged to be in Command Control during this segment remain in Command Control throughout the remainder of the turn until the next Command Control Segment. Units that are not in Command Control are Out of Command Control instead.

5.22 Out of Command Control (OCC):

Combat units that are judged not in Command Control are OCC instead. Place an OCC marker on them. OCC Combat units remain OCC until an Impulse (or the following Command Control Segment) when they are judged within the proper Command Control radii listed above.

5.221: If an OCC Combat unit's parent HQ is not named to an Operation during an Impulse, the OCC Combat unit may not move or attack in any way. In effect, it sits there, in OCC status, throughout the rest of the turn.

5.222: If an OCC Combat unit's parent HQ is named to operate during an Impulse, the OCC Combat unit must if possible move to within the Command Control radius of its HQ; or if this is not possible, it must move as close to the HQ as it can. The OCC Combat unit cannot attack in any way. Once it reaches the Command Control radius of its parent HQ, the unit must stop. Remove the OCC marker. The Combat unit is no longer considered OCC but may not move or attack in any way the rest of that Impulse.

NOTE: Using the above rule, it is possible for a Combat unit's Command Control status to improve during the course of a turn, but it can never get worse than that initially established during the Command Control Segment.

5.23 Assets and Command Control:

Command Control for Asset Combat units is checked during the Operations Phase during each Impulse in which the Player wishes to conduct an Operation using the Asset. During the Impulse, a Player must announce if the HQ unit named to conduct the Order is assuming Command Control of the Asset Combat unit for that Impulse (allowing it to operate with the HQ's regular Combat units). A Player may name different Asset Combat units to the same HQ unit each Impulse. However, no more than 6 stacking points worth of Assets, may be controlled by a single HQ unit each Impulse. In order to be assigned to an HQ unit, the

Asset Combat unit must be within Command Control radius of the HQ unit when it is named to operate with that HQ unit. Any Assets outside the Command Control radius of the HQ unit may not participate in the Order.

EXAMPLE: During an Impulse, a Player names an infantry division HQ and its subordinate regular Combat units to an Order and also names a nearby Asset (an armor unit) to operate along with the division. At this point the Player checks to see if the armor unit is within 5 hexes of the HQ unit and thus eligible to participate. On the next Impulse, the division is named to a new Order, but the Player may choose not to use the armor unit if he does not wish to. He could name a new Asset Combat unit instead.

5.231: Assets are never tagged with an OCC marker like regular Combat units. Their Command Control restrictions relate strictly to whether they may participate in a particular Operation or not.

5.3 THE INITIATIVE BID SEGMENT

In this segment, the Players determine who will be the Initiative Player, and who will be the Reaction Player during the Operations Phase.

5.31 Procedure:

Both Players should secretly write down how many of their available CPs they are willing to expend in order to win the initiative, and then reveal their bids. The higher bidder has won the initiative and becomes the Initiative Player in the Operations Phase. The losing Player becomes the Reaction Player in the Operations Phase. If both Players bid the same number of CPs, each should roll a die repeatedly until one Player has a higher roll than the other. That Player is the Initiative Player and the loser the Reaction Player.

5.32 Restrictions on Bidding:

A Player may not bid more than nine CPs total, the maximum permitted on the chart. *There are no other bidding restrictions.*

NOTE: It is wise to retain some CPs when bidding because Strategic Operations that occur at the beginning of the next turn must be paid for with available CPs before they are replenished again. Study the sequence of play carefully.

5.33 Initiative and Reaction Points (IPs and RPs):

After winning the bid, the Initiative Player must reduce the number of CPs on his CP Track by the amount he bid, and places the IP marker in the box on the IP Track equal to the number of CPs he bid.

The Reaction Player may then reduce his CP total on the CP Track by up to one half the amount of CPs he bid (rounded up) and places the RP marker in the box on the RP Track equal to this amount.

EXAMPLE: The Allied Player has 10 CPs available to bid, and the Axis Player has 7. During the bidding segment the Allied Player bids 8 CPs, and the Axis Player 7. The Allied Player has won the bidding, and now becomes the Initiative Player. He reduces his CP total by 8 and increases his IP total to 8. The Axis Player decides to convert 4 CPs (the maximum allowed, one half his CP bid rounded up) to RPs. Subtracting the 4 RPs from the 8 IPs leaves a total of 4. The OT marker is placed in Initiative Impulse Box 4.

5.331: IPs are expended by the Initiative Player to conduct Operations during Initiative Impulses and the Exploitation Impulse. RPs are expended by the Reaction Player during Reaction Impulses and the Final Reaction Impulse.

6.0 THE OPERATIONS PHASE

The Operations Phase is the heart of the game system. Rather than have one Player move all his units and then conduct combat with them, followed by the other Player's movement and combat, both Players move and have combat on an interactive basis.

6.1 THE OPERATIONS TRACK (OT)

The Operations Track is divided into a number of boxes. Each box represents one Impulse, and is either an Initiative Impulse or Reaction Impulse. The Initiative Impulses are numbered from 6 to 1 in descending order going left to right. Each Impulse allows one of the Players to conduct an Operation with his units. In turn, each Operations Phase will consist of a variable number of Impulses, based on the results of the Initiative bid. At the end of the track are the Final Reaction and Exploitation Segments, which allow the Reaction and Initiative Players to conduct remaining Impulses which have not been expended earlier.

6.11 Procedure:

To determine where to place the OT marker on the OT Track (the "degree of initiative") at the start of the Operations Phase, subtract the number of RPs from the number of IPs available, and place the OT marker in the numbered Initiative Impulse box equal to this total. Do not reduce the actual IP and RP totals at this stage. These points are not expended at this stage.

EXAMPLE: Based on the Initiative bids,

the Initiative Player has 6 IPs and the Reaction Player has 3 RPs. Six minus three is three so place the OT marker in Initiative Impulse Box 3. This Operations Phase will consist of an Initiative Impulse, a Reaction Impulse, two more Initiative Impulses, a Final Reaction Segment and an Exploitation Segment.

The maximum position for the OT marker at the beginning of the Operations Phase is Initiative Impulse Box 6. If the Initiative Player had a differential greater than 6, due to an anomaly in the bidding, the extra Impulses must be conducted during the Exploitation Segment. Place a +1 or +2 marker in the Exploitation Box as a reminder.

6.111 Operations Support Level:

There are no specific Corps or Army level HQs in the counter mix, but players are given a chart to track the degree of logistical support their CPs are actually providing to front line units. The Values on the Operations Support Chart set the upper limit of orders which may be given in any one operation. The initial level set by this chart may vary throughout the turn. On some impulses the Operations Point total may be "enhanced," simulating a higher level of support. In other instances the Operations Point level may be lower, simulating a slackening of support. The Operations point level is always reduced by 1 in both the Final reaction Segment and in the Exploitation segment of the turn.

6.112 Enhanced Operations Support:

Either player may declare "enhanced operations" before any initiative or reaction impulse they conduct. The Player immediately deducts one CP from his available total and may then use the "Enhanced" line on his Operations Support Chart for the ensuing operation. This increases the Operations points available to that HQ by +1 or +2. Thus the net effect of enhanced operations is to allow two more divisions to operate for the expense of 1 CP. Tactically, players can use this rule to pay for extensive barrage operations prior to an offensive, or to permit sufficient Operations points (OPs) to launch two assault operations one after another.

6.113 Unsupported Operations:

Some scenarios may specify that a given side is "unsupported" for Operations. This means that the player must use the Unsupported Line on the Operations Support Chart to determine how many OPs he has avail-

able for an operation. *In every case, Operations which are conducted in the Final Reaction or Exploitation segments are considered "unsupported," no matter what the status was earlier in the turn.*

6.12 Initiative Impulses:

Whenever the OT marker is in an Initiative Impulse box, the Initiative Player must conduct an Operation at a cost of one IP. Each "Operation" consists of a series of individual "orders" carried out by subordinate divisions. The number of orders allowed in the operation is determined by the current level of Operations Support. (This is generally set by the scenario instructions, and is usually 3, allowing 3 orders to be given.) "Orders" are listed in the Operations Summary Chart, and "cost" a certain amount of this Operations support. In general, each order will cost 1, except for the Assault operation which costs 2. Thus if a player with 3 Operations points were to select the Assault order as his first Order in an impulse, he would have to expend 2 of his 3 Operations support points, leaving only 1 point available for further orders in that Operation.

6.121 Each Order allows ONE division to carry out the activities allowed for that order. (This is different from earlier versions of the system where an Order, then called an "operation," might allow up to 3 divisions to operate, all doing the same thing.)

6.122 Sequencing Orders: Orders are conducted by one division at a time, until all Operations points have been expended or the operating player passes. All activities of one division must be concluded prior to issuing orders to the next division.

6.123 Track Adjustments: At the conclusion of the initiative impulse deduct one IP from the total available on the IP track. Advance the OT marker one box to the right. This may result in the Initiative Player gaining another Initiative Impulse, or the Reaction Player gaining a Reaction Impulse (i.e., if the marker is in an "R" or "FR" box).

6.124 EXAMPLE: The Allied player is operating with 3 Operations Points (OPs). He could order one division to maneuver, using 1 OP, then a second division to advance, using a second OP. Then a third division could still conduct any order which costs 1 OP. Alternatively, he could have begun with one division in an assault, costing 2 OPs and then one last division undertaking any operation costing 1 OP. He may mix any combination of

orders that his OP total allows. In some instances, the HQ OP total can be increased. (See 6.112 above).

6.13 Reaction Impulses:

Whenever the OT marker is in a Reaction Impulse box, the Reaction Player may (he does not have to) conduct one Operation at a cost of one RP. If he decides to do so, he names divisions and executes orders up to the limit of his current Operations Point Support as described above. The reaction player follows the same procedures outlined in 6.121 to 6.122. He then deducts one RP from his total available on the RP track, and advances the OT marker one box to the right. This always results in an Initiative Impulse occurring next. If the Reaction Player does not choose to conduct a Reaction Impulse, he may "pass." Simply move the OT marker one box to the right without expending any RPs.

6.131 Time Adjustment:

Regardless of whether the Reaction Player chooses to conduct a Reaction Impulse or not, always advance the Time marker one space on the Time Track for each Reaction Impulse that occurs.

6.14 Spoiling Impulses:

At the start of each Operations Phase, the Reaction Player must place a Spoiling Point marker on the Reaction Track in the symbol box. During the Operations Phase, whenever the Initiative Player suffers a negative Combat Result, the Reaction Player must move the Spoiling Point marker a number of boxes to the left equal to the number on the CRT the Initiative Player sustained (no matter how negative the Initiative Player's result). At the instant the Spoiling Point marker enters a box labeled "*" (boxes 3, 6 and 9), the Reaction Player has the option to conduct a Spoiling Impulse (even if it interrupts the Initiative Player's Impulse). Conducting a Spoiling Impulse costs *three Spoiling Points* and the Reaction Player should adjust the marker accordingly. To conduct a Spoiling Impulse, the Reaction Player should declare what units will conduct a Spoiling Attack with ONE division. (No other Order may be chosen during a Spoiling Impulse). Check for supply links and execute the Spoiling attack.

6.141: If the Reaction Player chooses not to conduct a Spoiling Impulse, he must pass. By passing he retains all his Spoiling Points until the next opportunity to conduct a Spoiling Impulse. He could theoretically accumulate a total of 9 (maximum) Spoiling Points and conduct three consecutive Spoiling attacks using them all. Spoiling Points may *not* be saved from one

turn to the next however. Any Spoiling Points which remain when the Final Reaction Segment occurs must be used or they will be lost. If only two points were remaining on the Spoiling Track during the Final Reaction Segment, they are lost because at least three points are required to declare a Spoiling Impulse.

EXAMPLE: At the start of an Initiative Impulse, the Reaction Player has already accumulated two Spoiling Points. The Initiative Player conducts an Operation and announces three attacks. During the first attack, the Initiative Player receives a negative result. The Reaction Player advances his Spoiling Point marker one box to the left for a total of three Spoiling Points so far. Before the Initiative Player is allowed to resolve his second attack, the Reaction Player may conduct a Spoiling Impulse. If he does so, play is temporarily suspended for the Initiative Player and the Spoiling Impulse is executed. At the conclusion of the Spoiling Impulse, play resumes at the point it was interrupted for the Initiative Player.

6.15 The Final Reaction Segment:

When the OT marker enters the Final Reaction Segment box all operations are immediately considered unsupported. Players must use that line on the Operations Support table to determine how many Orders they may carry out in a Final reaction impulse. The Reaction Player must now conduct as many Reaction Impulses as he has RPs remaining (at one RP per Operation per Reaction Impulse). In addition, he may conduct as many Spoiling Impulses as he can, using up any remaining Spoiling Points. At the conclusion of the Final Reaction Segment, move the OT marker one box to the right.

EXAMPLE: In the Final Reaction Segment, the Reaction Player has 2 RPs and 4 Spoiling Points remaining. He must conduct two Reaction Impulses and may conduct one Spoiling Impulse (which uses three of the four Spoiling Points, the fourth is lost).

6.16 The Exploitation Segment:

When the OT marker enters the Exploitation Segment box, the Initiative Player must conduct as many Initiative Impulses as he has IPs remaining (at one IP per Operation per Initiative Impulse). These operations are considered unsupported, no matter what his operational status was earlier in the turn. He must conduct one Impulse at a time using up his remaining IPs. At the conclusion of the Exploitation Segment, advance the Time marker two spaces.

EXAMPLE: In the Exploitation Segment,

the Initiative Player has 3 IPs remaining. He must conduct three Initiative Impulses to use them up. At the conclusion of the Exploitation Segment he must advance the Time marker two spaces.

6.2 OPERATIONS

Operations are the heart of the game system, where all movement and combat between units occurs. It begins with a Declaration Step where the Operating Player names which Corps/Army HQ and its divisions (+ any attached Assets) are being activated for a given Operation. Supply links for all the named units are checked and then the Operation is executed. At the conclusion of the Operation, the Impulse is over and the OT Marker adjusted.

6.21 Declaring Operations:

The Initiative Player may declare Operations during Initiative Impulses and the Exploitation Segment. The Reaction Player may do so during Reaction, Final Reaction and Spoiling Impulses. Both Players may choose from the list of available Orders on the Operations Summary Chart.

EXCEPTION: The Spoiling Attack Order may only be chosen by the Reaction Player using Spoiling Points.

6.221: Players may declare and execute Operations even if all the units named to participate could not possibly do so. The units unable to participate fully may do so as best they can or sit.

EXAMPLE: A division ordered to Maneuver begins with one of its subordinate Combat units completely surrounded by enemy units. The units that can go ahead and conduct the Maneuver may do so, leaving the surrounded unit to its fate.

6.23 Multiple Orders:

Units may be named to carry out more than one Order per turn. Although only one Order per Initiative, Reaction or Spoiling Impulse may be conducted, the same units could be named to carry out Orders in two different Impulses. Division Fatigue is used to track how many times a division has operated.

6.24 Fatigue Points (FPs):

Each time a division conducts an Order, it accumulates either ZERO or ONE fatigue point (FP). The first fatigue point accumulated is marked by flipping the Division HQ to its reverse side at the conclusion of the order. If the HQ begins the order already on its reversed side, then mark it "Operations Complete" (Ops Comp) at the conclusion of the order. Units marked Ops Comp may not conduct any further orders for the duration of the turn. This prevents a player from using units too many times in an unrealistic manner.

6.241: FPs result in lower HQ Offensive (OR) or Defensive (DR), and overall lower performance from divisions. This penalty is cumulative with any Step Losses the HQ unit suffered during combat. The first FP flips the HQ and results in lower values printed on the back side of the counter. The second FP, indicated by units which are Ops Comp, results in an additional -1 to the HQ OR or DR. This is a total of two reductions from the original printed OR or DR on the front of the counter.

EXAMPLE: An HQ unit with a printed DR of 8 that had accumulated 2 FPs (Ops Comp) would be treated as if it had an DR of 6 instead. If the HQ unit had also taken a Step Loss as well, its new DR would be 5.

6.242: Asset Combat units never accumulate FPs. Do not tag the Asset Combat unit with an Ops Comp marker. Do not tag regular units either. Only HQs receive fatigue status markers.

6.243: Players may only remove FPs during the Marker Removal Segment in the Final Resolution Phase of the game turn. Remove all Ops Comp markers and flip the HQ to its strong side.

EXCEPTION: HQs with an original printed OR of 5 or less may only remove ONE FP.

6.3 ORDERS

All orders allow ONE division to participate, and cause either ZERO or ONE level of fatigue (FP) to the operating HQ. This is different from earlier versions of the "Westwar" system and should not be overlooked in this new series. The "Cost" column on the Operations Summary Chart refers exclusively to the cost of Operations Points to conduct the operation. Consult the Operations Support Chart for the appropriate Army, to determine how many Operations Points are available.

6.31 The Assault Order:

This Order costs 2 OPs and allows the units of any one division (plus attached Assets) to move, up to one hex for leg units, and 2 hexes for mobile units. Treat any sort of off-road terrain hex as two hexes for mobile unit movement purposes. Units that Assault may enter, exit, and penetrate any type of ZOC. The controlling Division HQ receives ONE FP when conducting an Assault Order. (Not 2FPs as in earlier versions of the system).

6.311: When attacking, regular Combat units may use all of their controlling HQ's current OR to generate their combat factors. Units may use all their Armor Bonus CRT modifiers plus any other CRT modifiers they

are eligible for. Tactical Support by friendly units, all HQ AFs, and up to 4 Support Points may be used to assist the Assaulting units.

6.312 Infantry Assault Bonus: Any time an infantry division is named in an assault, it may claim the assault bonus marked on the coordinating Corps or Army HQ as a positive die-roll modifier. Note that some games in the series have separate higher HQ units, in others these bonuses are simply represented on a chart.

6.313 Infantry Morale Bonus: Any time an infantry division assaults, take a differential of morale by subtracting the defending division HQ DR from the assaulting division HQ OR. Any positive result is claimed as a positive die-roll modifier by the attacker. No negative die-roll modifiers are awarded if the differential is negative.

6.32 The Advance Operation:

This Order costs one OP, and allows the units of any ONE division (plus attached Assets) to move up to one half of their normal Movement Allowance. Units that Advance may enter and exit any type of ZOC, but may penetrate weak ZOCs only. The controlling division HQ receives one FP when conducting an Advance Order.

6.321: When attacking, Combat units use their HQ's current OR to generate their combat factors, then halve the result. Units may use up to one half of their Armor Bonus CRT modifiers plus any other CRT modifiers they are eligible for. Tactical Support by friendly units, up to one half of their HQ's AFs, and up to 2 Support Points may be used to assist the Advancing units.

6.33 The Maneuver Order:

This Order costs one OP and allows the units of any ONE division (plus attached Assets) to move up to their full Movement Allowance. Units that Maneuver may enter and exit weak ZOCs only, and may not penetrate ZOCs at all. The controlling division HQ receives one FP when conducting a Maneuver Order.

6.331: When attacking, regular Combat units and Assets must use their Tactical Ratings (TR) as their combat factors. Units may use only one of their Armor Bonus CRT modifiers (no matter how many they normally possess), plus any other CRT modifiers they are eligible for. Tactical Support by friendly units may be used to assist the Maneuvering Combat units, but no HQ AFs or Support Points may be assigned. *Units that attack using a Maneuver Order cannot suffer attacker Step Losses on the CRT. Ig-*

nore any such results. Units can be Disrupted or forced to make Morale Checks however.

6.332 Delay Tactics: Units which undertake a maneuver and pass a morale check may leave a delay marker (equal to or less than the value of their tactical rating), in any hex along the path of their maneuver. This simulates a small detachment left behind to delay the enemy. Use the original printed DR or asset rating to make the morale check, and roll equal to or less than that number to pass. Delay markers are eliminated by being overrun by any enemy combat unit. It costs the overrunning unit a number of movement points equal to the value of the delay marker to enter (overrun) the delay marker hex. If a unit does not have sufficient MPs it may not enter the delay marker hex. Obviously this tactic is excellent for delaying enemy movement along highways or roads, or at bridges.

6.34 The Spoiling Order:

This Order costs NO OPs to the coordinating Corps or Army HQ. Instead it is paid for using accumulated "Spoiling points." For this reason it may only be selected by the reaction player to conduct a Spoiling Impulse. It allows the units of any one division (plus attached Assets) to move up to one half of their normal Movement Allowance and then attack. Units that make a Spoiling attack may enter and exit any type of ZOC, but may penetrate weak ZOCs only. The controlling division HQ receives one FP when conducting a Spoiling Order.

6.341: When Spoiling, Combat units may use their HQ's current OR to generate their combat factors. Units may use up to ONE point of their Armor Bonus CRT modifiers plus any other CRT modifiers they are eligible for. Tactical Support by friendly units, ONE of their controlling HQ's AFs, and up to ONE Support Point may be used to assist the Spoiling Combat units.

6.35 The Barrage Order: This Order costs one OP and allows the HQs of any ONE division to conduct a Barrage attack by doubling its printed AF rating. Combat units may not move. The HQ unit may move up to one half its normal Movement Allowance before the Barrage attacks begin. They may not enter, exit or penetrate ZOCs. *The HQ does not receive any FPs from conducting a Barrage Order.*

6.351: Barrage attacks are conducted by naming target hexes that are adjacent to the HQ's subordinate Combat units that are also within range of the barraging HQ. The range is ex-

actly equal to the original (not doubled) AF rating on the HQ. Thus HQs rated 5 can fire at targets up to 5 hexes away as long as they have a subordinate unit adjacent to spot. The HQ unit's AFs are then used to barrage the target hex. An HQ unit may barrage as many target hexes as it has friendly subordinate Combat units adjacent to, dividing its doubled AFs any way it sees fit. It may also add in support points as described below. Each support point is equal to one AF. A Barrage Order may be assigned a total of 8 Support Points to be used among the individual barrage attacks in any denomination.

6.4 STRATEGIC ORDERS:

These orders occur only in the strategic operations segment and may not be selected in any initiative or reaction impulse. *They do not cost any OPs but are paid with Command points (CPs) taken directly from a player's command point track.*

6.41 The Refitting Order:

This Order costs one CP and allows

the Player to allot Replacement Points to remove Step Losses simultaneously from up to THREE HQ units (but not attached Assets). Refitting units may not move at all. Refitting may not take place if the Refitting HQ, or any of its subordinate Combat units, are adjacent to an enemy unit. Units performing the Refitting Order may not initiate combat. The HQs do not receive any FPs when conducting a Refitting Order.

6.411: Each Replacement Point will remove one Step Loss from one leg HQ unit, and 2 Replacement Points will remove one Step Loss from one mobile HQ unit. Simply state the application of the points to the affected HQs and adjust the Step Loss markers accordingly.

6.412: Assets can never recover Step Losses during the game.

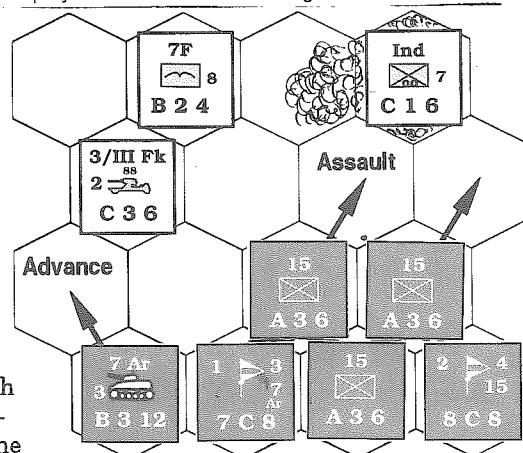
6.42 The Road March Order:

This Order costs one CP and allows the units of any THREE divisions (plus attached Assets) to move up to DOUBLE their normal Movement Allowance. Road

Example of Play:

In this brief example of play the British player wishes to operate with his 15th infantry division and elements of the 7th armored and is opposed by the German 7th Para regiment, which is supported by an 88 flak battalion and an independent battalion. The Corps HQ controlling the operation has 3 Operations (OP) points available. In order to gain maximum combat power with his infantry, the British player elects to Assault with the 15th division and moves against the independent battalion as shown. Since the Assault only allows his units to move one hex, he commits two regiments and retains the 3rd in reserve since it cannot move adjacent to an enemy unit. The two assaulting regiments use their combat factor of "A" and cross index with the division HQ offensive rating of 8 to generate 18 offensive combat factors each. The defending independent unit uses its asset rating of 7 to cross index with the combat class "C." This generates a defensive strength of 8. The combat is resolved as follows: 36 to 8 is reduced to odds of 4.0 to 1 in terrain code 1. The die is a "2" but is increased by the British Corps HQ assault bonus of +1 to a "3" (rule 6.312). This results in a 0/3 split. The British player passes a morale check as mandated by the "0" portion of the

Note that the counters used in examples of play are drawn from various games in the series.



result. The German defender is required to disrupt, then retreat 1 hex and take a step loss. The British occupy the fallen position. Since the assault used up 2 of the 3 available OP points, only 1 is left. The British player orders 7th armored to "Advance." The armored Brigade element moves adjacent to the German 88 flak unit, and evaluates the situation. His "A" class unit generates 16 combat factors, which are halved for the advance. Since the flak unit generates 8 defensive combat factors, the British player elects not to attack. His armor die modifier of +3 is largely neutralized by the -2 anti-tank rating of the flak unit, and the odds of success are not good. With no more OP points to spend, the operation concludes. □

Marching units may not enter, exit or penetrate an enemy ZOC of any type, but may not initiate combat. The controlling HQs each receive one FP when conducting a Road March Order.

6.421: Whenever a unit moves using the Road March Order, it must pay mobile unit terrain costs to enter a hex (or cross a hexside), even if it is a leg unit. The Road Marching unit follows all mobile unit terrain restrictions as well.

6.422: *Road movement must be conducted exclusively on highway, road or minor road hexes.* The first hex entered must be a road hex, thereafter no off-road movement is allowed.

6.43 Airborne Orders:

This order costs One CP and allows units of up to THREE airborne divisions to be air lifted to any clear hex(es) on the map. Air lift points are expended to lift desired units. Each air lift point will lift 2 stacking points (one C class unit).

6.431 **Placement:** Place the Division HQ first and then all subordinate units being lifted in some adjacent hex. All hexes must be clear, (Terrain code 0).

6.432 **Scatter:** Roll one die for EACH airlifted unit and consult the scatter chart. Scatter results are affected by the prevailing weather and German Flak. Overcast weather results in a +1 die modifier to the scatter roll. Drops into a German Flak zone also cause a +1 modifier. These modifiers are cumulative.

6.433 **German Flak:** Any hex adjacent to a German Division HQ or flak unit, within 2 hexes of a German Army HQ, or within 3 hexes of the following cities is considered a German flak zone. The cities are Kleve, Goch, Roermond.

6.434 **Disruption:** Airborne units which land owing to scatter in any non-clear hex or on any enemy unit, are immediately disrupted and flipped to their reverse side. They must immediately vacate the enemy hex, and move to some unoccupied adjacent hex.

6.435 **Airborne activities:** After resolving scatter, airborne units may move up to HALF their printed movement allowance; they may use only their tactical ratings to conduct attacks.

6.436 **German reaction:** After all airborne units have landed, all German units adjacent to an airlifted Allied unit may initiate an attack, using tactical ratings only and rolling on the counterattack table. Follow instructions for counterattacks. All German asset units within 5 hexes of an Allied Airlifted unit may move up to

HALF their movement rating in a reaction move, and counterattack as described above using tactical ratings.

6.44 Invasions:

Some series games may allow for strategic invasions using Sealift. *Tide of Fortune* does not allow this option. See exclusive rules in *Pas de Calais*, *To the Far Shore*, or *Operation Sealion*.

6.45 Tactical Landings:

In certain cases players may transport units via small barges, or tactical landing craft. The Allied player may use tactical landing points to lift up to 4 stacking points from any friendly port to any coastal hex. These points may not be used to make a cross-river assault.

6.5 SUPPLY LINKS

In order for regular Combat units and Assets to participate in an Operation, they must be able to demonstrate a supply link back to their controlling HQ unit. In turn, the controlling HQ unit must be able to trace a supply link back to its Ultimate Supply Source (USS). USSs are any friendly map entry area. Unlike Command Control, supply links require a relatively clear overland route from the unit in question to a supply source.

6.51 When Supply Links are Judged:

Supply links are judged at the instant a division is first named to an Operation. The presence of a supply link persists for the rest of the Operation. The absence of a supply link lasts for the rest of a turn.

EXAMPLE: A unit may not begin an Operation without a supply link, then move into a supply link, and then claim supply link benefits in subsequent Operations that turn.

6.511: Units that are named to an Operation without a supply link are Isolated (ISO). Mark the units in question (or the HQ unit if all its subordinate Combat units are ISO) with an ISO counter. This counter remains until the end of the turn.

NOTE: Obviously a clever Player can avoid the penalty of not having a supply link by not naming units to Operations (supply links are checked only when units are named to Operations). However, such units are useless for play purposes, and will eventually be Eliminated if left to wither on the vine.

6.52 HQ Unit Supply Links:

An HQ unit has a supply link if it is able to trace an unbroken path of hexes to its friendly USS. To trace the path, start with the HQ unit and work back to the USS. The first hex of the path (not including the hex the HQ occupies) must be a

road, city or town hex. Then the path must travel along highway, road or minor road hexes (Infantry Divs only) until it reaches the USS. The path may not be traced through enemy units, or their ZOCs unless a friendly unit also occupies the hex being traced through. If an HQ cannot trace a supply link, then it and all its subordinate Combat units and Assets become Isolated (see Rule 6.54 below).

6.53 Combat Unit Supply Links:

Regular Combat units and Assets have a supply link if they are able to trace an unbroken path of hexes back to their controlling HQ unit, which itself has a supply link back to the USS. To trace the path, start with each regular Combat unit or Asset and work back to its parent HQ. The path may be no longer than 6 MPs for leg units and 12 MPs for mobile units. The path may not be traced through enemy units or their ZOCs, unless a friendly unit also occupies the hex being traced through. In addition, the path may not be traced through terrain with a CRT Defense Line of 3 or 4 unless it is traced along a road. If a Combat unit or Asset cannot trace a supply link, then it becomes Isolated (see Rule 6.54 below).

6.54 Isolation:

Isolated Combat units, Assets and HQs may still conduct Operations, but with severe restrictions. ISO units possess a Movement Allowance of 3 MPs (regardless of how many they normally have). When attacking, ISO Combat units and Assets must use their TRs as their combat factors. When defending, they use their HQ's current DR to generate their combat factors, then halve the total. ISO units may not use any of their Armor Bonus CRT die-roll modifiers, but may use any other CRT modifiers they might normally be entitled to. ISO units may receive Tactical Support and HQ AFs, but may not receive Support Points for either attack or defense. ISO HQs may conduct Barrage Orders, and provide HQ AFs for attacks and defenses, at one half (round down) their normal AF strength.

7.0 MOVEMENT

Units which wish to change their position on the map utilize the movement rules to do so. In general, a Player is free to move all of his pieces on the map subject to Command Control, the Order being undertaken, supply links and the unit's Movement Allowances. Movement may be further restricted by the Stacking and Zone of Control rules.

7.1 MOVING UNITS

All units are given a Movement Allowance expressed in Movement Points (MPs)

printed on the counter. Units move from hex to hex by expending a certain number of MPs to enter a hex or cross a hexside (see the Terrain Effects Chart). The Movement Allowances are different for leg and mobile units, as are the MP costs for entering different types of terrain.

7.2 STACKING LIMITS

Each hex on the map has a maximum stacking point limit. In addition, each road type has a road stacking limit which restricts the number of stacking points which may use the road hex at any time. *Units may not pass through other units which are on a road, if by so doing they would exceed the road stacking limit. No unit may violate road limit stacking at any time in the course of its movement.* Units may pass through other friendly units in non-road hexes, even if this exceeds the stacking limit.

7.21 Stacking Values:

Units have a stacking point value based on their Combat Rating letter. The stacking point values are:

Combat Rating	Stacking Points
A	4
B	3
C	2
D	1
E	0

7.22 Step Losses and Stacking Values:

For every two Step Losses suffered by an Asset, or a Combat unit's controlling HQ, its stacking point value is reduced by one.

EXAMPLE: A regular Combat unit with a printed CR of "A" whose controlling HQ is marked with 5 Step Losses, would have a stacking point value of 2 rather than its normal 4 (five Step Losses divided by two equals 2.5 rounded down to two. Four minus two equals two stacking points).

7.23 When Stacking is Judged:

For units moving along roads, stacking is judged at each and every road hex entered, and the road stacking limit can never be violated. (Units cannot "pass through" other units while moving along a road if this would violate stacking.) For units moving in other non-road terrain, stacking is judged at the conclusion of the movement. Units may pass through other friendly units regardless of stacking in this case. Units may not voluntarily end an Order overstacked. Units may Retreat in a manner which violates the stacking limits of a hex, but the overstacking must be corrected the next time the units are named to an Operation.

7.24 Effects of Disruption on Stacking:

Motorized units which are disrupted

have their stacking point value **DOUBLED**. Thus a class A motorized unit would be counted as 8 stacking points if disrupted. Leg units have their stacking increased by +2. A class "A" Brigade, for example, would be increased from 4 to 6 stacking points if disrupted. This can cause a major traffic jam on roads, since each individual road type has a stacking point limit that is enforced at all times and can never be violated. If the disruption of a stack causes violation of stacking limits, the owning player must immediately retreat sufficient units to make the stack legal. If necessary in order to meet stacking limits, the units may have to retreat more than one hex. The TEC specifies road stacking limits.

7.3 ZONES OF CONTROL (ZOCs)

All units project a theoretical "Zone of Control" in the hex they occupy, as well as into all six adjacent hexes.

7.31 Unit ZOC Ratings:

The ZOC strength of a Combat unit or Asset is equal to its Tactical Rating printed on the counter. The ZOC strength of an HQ unit is equal to its AF total printed on the counter (HQs have no Tactical Rating). When calculating the total of the ZOCs projected into any hex, add the combined TRs of all the units in all the stacks adjacent to the hex. A unit's ZOC strength is doubled in the hex the unit occupies.

7.32 Terrain and ZOCs:

The type of terrain projected into will reduce a unit's ZOC. The ZOC column on the TEC lists the specific reduction for each terrain type. This number is subtracted from the total ZOC being projected into the hex by all the units and/or stacks.

EXAMPLE: A stack of units that projected a total ZOC of 6 into a city hex would have this total reduced by -2, for a new total of 4.

7.321: Ridges have a special effect on ZOCs. Units at the top of the ridge have their ZOC total increased by +1 in all hexes that are downslope of the ridge. Units that are downslope of the ridge have their ZOC total reduced by -1 in all hexes that are upslope (not every game in the series will have this terrain feature).

7.33 Controlled, Contested and Open Hexes:

Both Player's units may project ZOCs into the same hex. If a Player is projecting at least twice the ZOC strength of his opponent into a hex, his opponent's ZOC is canceled and only his is in effect. The hex is "controlled" by the Player. If both Players project a ZOC into a hex but neither is at least twice as strong as the other, then both Player's ZOCs are in ef-

fect and the hex is "contested" by both Players. Hexes that are neither controlled nor contested are "open" hexes instead.

7.331: Units do project their ZOC into adjacent hexes occupied by enemy units. However the enemy unit projects a doubled ZOC strength in the hex it occupies, so most of the time it will control its own hex and the enemy ZOC being projected onto it will have no effect (but not always).

7.34 Strong and Weak ZOCs:

The "strength" of a ZOC projected into a hex by either side is rated "weak" if it totals 3 or less and "strong" if it totals 4 or more.

EXAMPLE: If Player A projects a total ZOC of 4 into an adjacent hex and Player B projects a strength of 3 into the same hex, then the hex is "contested." Player A projects a strong ZOC, Player B projects a weak ZOC into the hex. If Player B only projected a ZOC strength of 2, Player A would "control" the hex and Player B would not project a ZOC into that hex at all.

7.35 Entering and Exiting ZOCs:

Entering a ZOC is defined as moving from an open hex to a contested or controlled hex. Exiting a ZOC is defined as moving from an enemy-controlled or contested hex to an open hex.

7.351: Certain Orders have restrictions listed for "entering" and "exiting" enemy ZOCs. Units that are restricted by the Order being conducted from entering strong or weak ZOCs must obey this restriction as well.

7.36 Penetrating a ZOC:

Penetrating a ZOC is defined as moving from a contested hex to another contested hex, or to an enemy controlled hex.

7.361: Units may never directly move from one enemy controlled hex to another enemy controlled hex, regardless of the Order being conducted.

7.362: Certain Orders have restrictions listed for "penetrating" enemy ZOCs. Units that are restricted by the Order being conducted from penetrating strong or weak ZOCs must obey this restriction as well.

EXAMPLE: Only units conducting an Assault Order may penetrate into a strong enemy ZOC.

EXCEPTION: If a Combat unit's printed Armor Bonus modifier is greater than the strength of enemy ZOC being projected, the unit may always penetrate an enemy ZOC, regardless of the Order being conducted or the strength of the ZOC, so long as it is not moving from one enemy controlled hex to another.

8.0 COMBAT

Combat is always voluntary. A Player must conduct an Order that allows him to attack in order to have combat, but combat itself is not mandatory action.

8.1 BARRAGE COMBAT

Barrage combat may only be conducted by the HQ that is named to a Barrage Order. To conduct a Barrage attack with an HQ, the Player must have at least one friendly subordinate Combat unit adjacent to the hex to be Barraged.

8.11 Barrage Procedure: Double the printed AFs of the Barraging HQ and add any Support Points (8 Max). Find this value on the Barrage Line on the Combat Results Table (CRT). Roll TWO DICE and apply any die-roll modifiers. All modifiers are cumulative. The terrain code of the target hex (CRT line on the TEC) is always used as a positive dice modifier. Cross-reference the adjusted die-roll with the total number of AFs and Support Points barraging the hex. Refer only to the *shaded* column on the CRT and apply results to the units in the target hex. Note that in Barrage attacks the attacker can never suffer an adverse result.

8.12 Barrage Combat Modifiers: The effect of Barrage attacks is modified by the terrain type the defending units occupy. Add 2 to die-roll for fire against terrain code 3, and add 1 to die-roll against terrain code 2. Terrain coded with a "+" (like water obstacles) does not modify barrage attacks.

8.13 Barrage Combat Results:

The following results are possible when conducting a Barrage attack:

- 0: All units in the target hex must make a Morale Check. Units which pass are unaffected. Units which fail become Disrupted instead. If already disrupted, mark the hex with an artillery hit.
- #: The defender must Disrupt a number of units in the target hex equal to the value of #. If the value exceeds the number of units in the hex, Disrupt all the defending units and place an Artillery Hit marker equal to the difference in the hex.

EXAMPLE: Two enemy units are in a Clear terrain hex that is the target of a Barrage attack. The final adjusted die-roll results in a "3" hit on the defenders. Both units are Disrupted and an Artillery Hit marker rated "1" is placed in the hex.

8.14 Artillery Hit Markers:

Artillery Hit markers remain on the target hex until they are used as CRT die-roll modifiers by the barraging Player

in a subsequent Impulse (see Rule 8.43) or voluntarily removed by the barraging Player. However, if the opposing Player conducts an Impulse before the marker is used, it is removed automatically.

NOTE: Thus Barrage is an operation that is best used when the attacker knows he can immediately follow up with a ground attack. Some players have successfully used barrage in a reaction impulse to shell an enemy build-up and attempt to disrupt the units which appear to be massing for an attack. Since a disrupted unit is counted as DOUBLE stacking, this is a particularly good way to clog up a road.

8.2 REGULAR COMBAT:

Regular ground combat is used by Combat units to attack opposing Combat and HQ units. Only units named to Assault, Advance, Maneuver or Spoiling Orders may engage in combat. Units must start or move adjacent to the enemy units they wish to attack, and announce their intention to do so.

8.21 Combat Procedure:

In order to resolve a combat, first compute the total combat factors of the attacking units. This is done by cross-indexing each attacking Combat unit's HQ's current OR with the unit's Combat Rating (CR) on the Combat Factor Generator (CFG). Remember to take into account any Step Losses or Fatigue Points the HQ may have accumulated. Then add the TRs of any friendly units that are providing Tactical Support for the attack (see Rule 8.31) plus any HQ AFs and Support Points allocated to the attack. This total is the final offensive combat factor of the attacking units.

8.211: Now compute the total defensive combat factors of the defending units. This is done by cross-indexing each defending unit's HQ's current DR with the unit's CR on the CFG. Remember to take into account any Step Losses or Fatigue Points the HQ has accumulated. Then add the TRs of any friendly units that are providing Tactical Support for the defense (see Rule 8.31) plus any HQ AFs or Support Points allocated for the defense. This total is the final defensive combat factor of the defending units.

NOTE: If either Player is required to use his Combat unit's TR in place of its HQ's OR or DR, use that printed factor instead. Do not cross-reference the TR on the CFG to develop combat factors.

8.212: Now compare the attacker's total combat factors to the defender's total combat factors and express them as a ratio. Find the terrain type occupied by the defending units on the TEC

and check to see what Combat Results Table Defense Line row is used to resolve the attack. Move across to the right on the Defense Line row until you reach the column containing the number that is closest to the combat ratio established previously. If the combat ratio is exactly equidistant between two columns, round down. The attacking Player now rolls one die, adding and subtracting any die-roll modifiers that apply. Cross-reference the final adjusted die-roll with the odds column to obtain the result. The result may affect only the attacker, only the defender, or both Players.

EXAMPLE: 30 attacking combat factors to 20 defending combat factors in Clear terrain would be expressed as 1.5 to 1. Now find the terrain type (Clear) occupied by the defending force on the TEC to note which Defense Line of the CRT to use (0) in resolving the combat. Move across to the right until you reach the number that is closest to the calculated combat ratio. Roll one die and add or subtract any die-roll modifiers. Assume the attacking Player rolls a 4 and has +2 die-roll modifiers. The final result is 6 and the result is 0, 2.

8.22 Attacker Strength Modifications:

Isolated Combat units that attack must use their TR as their combat factor. Do not cross-reference their Combat Rating (CR) on the CFG.

8.23 Defender Strength Modifications:

A unit defends with its full defensive strength, as generated by cross-referencing its CR with its HQ's DR on the CFG. Isolated units have their combat factors halved when defending. However, a unit's defensive combat factors can never be reduced below the value of its printed TR for any given combat. Thus, if a Combat unit with a TR of 3 generated a combat factor of 2 on the CFG after cross-referencing, the value would be adjusted upward to 3 instead.

8.24 Combat Rating D and E Units:

Note that these units can sometimes yield a bracketed combat factor at very low levels. This means the unit may not attack, but may still use the bracketed number on defense.

8.25 Assets and Combat:

Asset Combat units do not cross-reference their CR with the OR or DR of the HQ unit they are assigned to. Instead they use the asset rating printed on the counter. Cross reference the unit's OR and DR with the unit's CR to determine its combat factor in any given combat situation.

8.26 Combat and Terrain:

Each terrain type on the map possesses a CRT Defense Line and an Anti-Tank CRT die-roll modifier that the defending units occupying the terrain type use when attacked. The CRT Defense Line and Anti-Tank values are listed on the TEC under respective columns. The two values are not always the same as in previous *Westwar* Series games.

8.261: Units attacked across linear obstacles (like ridges or rivers) do not gain the CRT Defense Line and Armor Bonuses for such obstacles unless they are attacked exclusively across such obstacles. If even one unit is able to attack them in such a way that it does not have to cross the obstacle, the defenders may not claim the terrain benefit.

8.262: Defensive terrain codes are cumulative up to a maximum of 4. Thus a unit in a town (code 2) and behind a minor river (+2) would use the code 4 line of the CRT on defense.

8.3 SUPPORTING ATTACKS AND DEFENSES:

Both the attacking and defending Players may add to their respective combat factor totals in order to improve or decrease the odds of success, beyond the basic combat factors of the attacking and defending units themselves. The three options are Tactical Support, HQ AFs, and Support Points. The attacking Player always announces his supporting options first.

8.31 Tactical Support:

Tactical Support is a way for friendly adjacent non-involved Combat units to assist in the attack or defense of a hex. Units conducting Tactical Support must be undisrupted and adjacent to the hex under attack. Any unit conducting Tactical Support may contribute its TR as additional combat factors to the attack or defense total. Simply announce which units are doing so. Tactical Support is free, and costs no Initiative, Reaction or Spoiling Points to use. There is no limit to the number of times a unit may conduct Tactical Support to assist friendly attacking or defending units during a turn. A unit could conduct an Order in one Impulse, provide Tactical Support in another, and conduct another Order in a third.

8.311: When conducting Tactical Support in the defense of a hex, the defending Player may only use regular Combat units that belong to the same division as the unit(s) under attack (no Asset Combat units). Friendly regular Combat units from different divisions, even if adjacent to the hex under attack, may not provide Tactical

Support. In addition, if the units designated to provide Tactical Support are themselves to be attacked or were already attacked that Impulse, they may not provide Tactical Support to other friendly units.

8.312: Units providing Tactical Support are not affected by unfavorable combat results, nor may they Advance After Combat if a favorable result occurs.

8.32 HQ Unit Artillery Factors:

This option is a way for friendly HQ units to assist their subordinate regular Combat units in the attack or defense of a hex. HQs contributing AFs must be undisrupted and within range of the hex under attack (3 hexes for attacking HQs, 2 hexes for defending HQs). HQs contribute their AFs as additional combat factors to the attack or defense total. Simply announce which HQs are doing so. This artillery fire is free, and costs no Initiative, Reaction or Spoiling Points to use. There is no limit to the number of times an HQ may contribute AFs to assist friendly attacking or defending units during a turn, but each Order has specific maximum HQ AF limits that may be used. This limit is defined by the "combat" line on the Operations Summary Chart. Orders permitting "full" combat allow the HQ to use all of its AFs to support the attack. Orders permitting "half" strength combat allow the HQ to support with Half of its AFs, etc.

8.321: Defending HQs may never contribute more than 1 AF to the defense of a specific hex per Impulse, even if they have more available. Multiple HQs could each contribute 1 AF (if otherwise eligible to do so) and one HQ could contribute multiple AFs over the course of a turn so long as no more than 1 defensive AF per combat situation were contributed.

8.322: Assets under the command of an HQ unit may not benefit from HQ AFs when attacking or defending, unless stacked with at least one of that HQ's subordinate regular Combat units.

8.33 Support Points:

This option is a way for Players to assist their units in the attack or defense of a hex. Unlike HQ AFs above, there is no range restriction on Support Points, as they are an abstraction of the Player's rear area artillery forces. Support Points count on a one for one basis as additional combat factors to the attack or defense total. Simply announce how many Support Points are being committed and add just the Support Point Track accordingly. Committing Support Points is free, and costs no Initiative, Reaction or Spoiling Points to use. There is no limit to the

number of Support Points that may be committed throughout the turn to assist friendly attacking or defending units, but each Order has specific maximum Support Point limits that may be used per Order.

8.331: Defending Players may never commit more than 1 Support Point to the defense of a specific hex per Impulse, even if they have more available. A Player could contribute multiple Support Points over the course of a turn, so long as no more than 1 defensive Support Point per combat situation were committed.

8.332: Support Points may not be committed to attacking or defending units that are Disrupted or ISO.

8.333: In games with Naval Support Points (representing off-shore naval gunfire), these may be added above the limits imposed above. Refer to this games Exclusive Rules or scenario setups for more information.

8.4 CRT DIE-ROLL MODIFIERS:

Die-roll modifiers to the CRT can be more important than the basic odds ratio in determining the success or failure of an attack. The four categories of CRT die-roll modifiers are Air Support, Armor Bonuses, Artillery Hits and Assault Order Bonus. The attacking Player receives positive die-roll modifiers and the defending Player receives negative die-roll modifiers for each of the above categories. Compare the defender's die-roll modifiers to the attacker's die-roll modifiers to determine a net die-roll modifier. This final modifier (whether positive or negative) is applied to the attacker's die-roll.

8.41 Tac Air Support:

Air Support Points are an abstraction of a Player's tactical air forces. Only the attacking Player may use Air Support. For each combat resolution, he may expend one of his Air Support Points (if any) to increase the die-roll by +1. Reduce the number of air points available on the Air Support Track by one. There is no range restriction on applying Air Support.

8.42 Armor Bonus:

Both the attacking and defending Players may claim Armor Bonuses. For each attacking Combat unit that possesses an Armor Bonus, the attacker may add +1 to the die-roll for each point of the bonus. For each defending unit that possesses an Armor Bonus, the defender may subtract -1 to the die-roll for each point of the bonus. Units possessing circled Armor Bonuses may not use them in an attack, only in defense. The Order the attacker is conducting may place additional restrictions on the maximum Armor Bonus die-roll modifier as well. An

Assault allows the full use of all printed armor bonuses, but an Advance only allows half, etc.

8.421: If the HQ controlling the attacking or defending units has a current OR of less than 6, the attacking Player loses one modifier from each of his Combat unit's total Armor Bonus modifiers for each point below 6 the HQ's current OR or DR is at.

EXCEPTION: The Armor Bonus printed on the HQ unit itself is not subject to reduction for the above reason. HQ units may always claim their full Armor Bonus, regardless of their current OR or DR.

EXAMPLE: A Player is attacking with units that possess a total of 5 Armor Bonus modifiers. However, the unit's controlling HQ, with a printed OR of 8, has suffered two Step Losses and one Fatigue Point, which lowers its current OR to 5. This is one less than 6, so the Player may only claim 4 Armor Bonus modifiers (5-1= 4) instead of his full 5.

8.422: If the Player is attacking across a water obstacle of some sort, and attempts to claim an Armor Bonus, the following restrictions apply. Attacks across unbridged Major River hexsides are prohibited unless a friendly engineer unit is in the same hex with the attacking unit (Leg Unit Only). Attacks across unbridged Minor River hexsides are allowed by infantry only. Attacks across a *Highway* bridge result in all Armor Bonuses being halved (round down). Attacks across a *Road* bridge result in each unit's Armor Bonus being reduced to one, regardless of how many the unit normally possesses (if the unit possesses an Armor Bonus at all). Attacks across *Minor Road* bridges may not use any armor bonus points.

8.423: As stated above, the defending Player may claim the Armor Bonus die-roll modifier for each defending unit that possesses an Armor Bonus. In addition, any defending Combat units with printed Armor Bonuses, that are stacked with or adjacent to their controlling HQ unit when attacked by enemy units, may use the HQ's Armor Bonus *in addition* to their own if the Armor Bonus on the HQ is encircled. If not circled, defending Combat units may use their HQ's Armor Bonus in addition to their own *even if they are not adjacent to the HQ*. (These divisions are presumed to have greater AFV and AT support in each of the subordinate brigades or regiments.)

8.424: As stated earlier, the defending Player may also claim extra Armor Bonuses for the terrain type he occupies. This extra bonus is listed on the TEC.

8.425: If the differential between the attacking and defending armor bonuses results in a negative number, indicating a defensive advantage, then the defender may only claim a -1 die-roll modifier, regardless of the actual differential. To compute the differential for any attack, total all attacking armor bonuses and then subtract all defending armor bonuses. This applies even to attacks where an all-infantry force is attacking an armored force. The attacker may have 0 armor bonuses in his infantry force, and the defender 3 in his armored unit. This results in a differential of -3, but the defender can only claim a -1 die-roll modifier in this case.

8.43 Artillery Hits:

Only the attacking Player may claim CRT die-roll modifiers for Artillery Hits. On any defending stack of units that was the target of a Barrage Order in a previous Impulse and received an Artillery Hit marker as a result, and is now being attacked in a subsequent Impulse, the attacking Player may claim a number of CRT die-roll modifiers equal to the number of Artillery Hits the defending stack received. The attacker may claim a +1 CRT die-roll modifier for each Artillery Hit.

8.44 Infantry Assault Order Bonus:

If the attacking Player is conducting an Assault Order, he may claim any CRT die-roll modifier printed on his Operations Support Chart. In addition, if the attacker's controlling HQ's current OR is greater than the defending unit's controlling HQ's current DR, he may claim an additional +1 CRT die-roll modifier for each point of difference. If it is less, then there is no benefit, but the defender does not receive a bonus either.

8.5 COMBAT RESULTS:

Each combat resolution consists of one of three possibilities. Either the defender only was affected, or the attacker only was affected, or both the attacker and defender were affected. This last result is termed a "split result." Combat results take the form of numbers, running from 0 to 9. Numbers on the left hand (shaded) side of the CRT result apply only to the attacking Player. Those on the right hand side apply only to the defending Player. An empty result for either the attacker or defender means they suffered no effect as a result of the combat. In the case of a split result, the defending Player always implements combat results against his units first.

8.51 Attacker Results: Based on the number in the attacker's side of the CRT, the following effects take place:

0: All attacking units must make a Morale Check (see Rule 8.53). A passed Morale Check results in no effect to the attacking units which passed. A failed Morale Check means at least one of the attacking Combat units that failed must Disrupt (see Rule 8.53), and its parent HQ must suffer a Step Loss (see Rule 8.56). Make only one Morale Check for all of the attacking units.

1 to 4: The attacking Player must Disrupt a number of attacking Combat units equal to the numbered result. Their parent HQ unit must also suffer ONE Step Loss. If the numbered result is greater than the number of attacking Combat units, then each of the attacking Combat units must also Retreat (see Rule 8.55) one hex.

EXCEPTION: If the attacking units were executing a Maneuver Order, the Combat units must still Disrupt and Retreat as above, but their parent HQs do not suffer any Step Losses at all (this type of attack would really be nothing more than a probe, quickly called off before significant casualties were taken).

If the defending Player is also the Reaction Player for the turn, then he receives a number of Spoiling Points equal to the attacker's number result as well. This may enable the Reaction Player to initiate a Spoiling Impulse following the resolution of the combat. If the Initiative Player were defending against an attack by the Reaction Player, he does not receive the Spoiling Points.

EXAMPLE: The Initiative Player conducts an attack using four Combat units under the command of a single HQ. The attack is made and the Initiative Player receives an attacker result of "3." At least three of the Combat units must Disrupt, and the HQ unit suffers 1 Step Loss. If there had been only two Combat units attacking, both would be Disrupted and then have to Retreat one hex as well. In either case, the Reaction Player receives 3 Spoiling Points.

8.52 Defender Results:

Based on the number in the defender's side of the CRT result, the following effects take place:

0: The defending units must make a Morale Check (see Rule 8.53). A passed Morale Check results in no effect to the defending units which passed. A failed Morale Check means those defending units which failed must Retreat one hex. Make only one Morale Check for all of the defending units present in the hex (see 8.53).

- 1: All defending units Disrupt (see Rule 8.54)
- 2: All defending units Disrupt and then must Retreat one hex (see Rule 8.55).
- 3: All defending units Disrupt and must Retreat one hex and then one of their parent HQs suffers a Step Loss (see Rule 8.56).
- 4: All defending units Disrupt and must Retreat one hex and then one of their parent HQs suffers a Step Loss. All defending units must then Retreat a second hex.
- 5 or more: Follow the procedure under 4 above and apply any results greater than four as additional hexes retreated.

EXAMPLE: The defending Player suffers a result of "7." He must follow the procedure under 4. above and then retreat 3 additional hexes (7 - 4 = 3).

NOTE: The defending Player must rigidly follow the sequence of combat results laid out above. Do not Retreat two hexes and then execute the Step Losses. Interweave the results. This procedure is especially important when Retreating through ZOCs (see Rule 8.55)

8.53 Morale Check (MC):

Morale Checks for Combat units are conducted by rolling two dice once for all of the units required to check morale, and comparing the score to each unit's parent HQ's current Offensive Rating (in the case of attacking units) or Defensive Rating (for defending units). A Player must roll less than or equal to the HQ's OR or DR score to pass the Morale Check. If a unit passes the MC, there is no effect. If a unit fails the MC, it becomes Disrupted. It is possible for some units in a stack to pass and others to fail, if they were under the control of two different HQs with different ORs or DRs.

8.531: HQs required to make a MC follow the above procedure using their current OR or DR to check against. Asset units use their current Asset rating to check morale. As above, a passed MC results in no effect. A failed MC results in Disruption for the unit that fails.

8.54 Disruption:

Disrupted Combat units and Assets lose two hexes from their Command Control radius. Any final combat factor totals are reduced by -2 (but can never be reduced below zero). The unit is flipped to its back side and must use lower movement and TAC/ZOC values as well. Disrupted Combat units and Assets may not be supported using Tactical Support, HQ AFs or Support Points, nor may they provide Tactical Support for a friendly unit.

8.541: Disrupted HQs may not provide Command Control or supply links for their subordinate units. Their final combat factor totals and ZOC strength are reduced by -2 (but can never be reduced below zero) and they may not use their AFs at all. An HQ's Movement Allowance is reduced by -2 MPs. Support Points may not be allocated to Combat units whose controlling HQ is Disrupted.

8.542: Disruption is removed by waiting for the Marker Removal Segment in the Final Resolution Phase.

8.543: If units that are already Disrupted are Disrupted a second time, they remain Disrupted and must Retreat one hex instead, or take a step loss if they cannot retreat.

8.55 Retreats:

Retreat results require the Retreating Player to vacate the hex he was occupying and move his units a number of hexes equal to the Retreat result. Players must retreat their units so that they are a number of hexes (equal to the Retreat result) further away from the units that caused the retreat; having satisfied this distance priority, they should then move closer to their USS. If possible, they should remain within Command Control Radius of their controlling HQ.

8.551: Units may Retreat through enemy ZOCs, with the following penalties. Each enemy ZOC Retreated through requires the unit to make an MC, using its HQ's current DR. A passed MC results in no effect and the unit is free to continue with its Retreat. A failed MC results in a Step Loss on the controlling HQ; alternatively, the Player may Eliminate the unit instead, avoiding the Step Loss on the HQ.

EXCEPTION: Isolated units (only) that Retreat through enemy ZOCs always suffer step losses. Each enemy ZOC retreated through results in an automatic Step Loss. Losses exceeding the tactical rating of the unit will eliminate it.

8.552: Units that are required to Retreat but cannot, owing to prohibited terrain or the presence of enemy units, must either be Eliminated or may remain in place with their controlling HQ receiving a number of Step Losses equal to the number of hexes that were not Retreated.

EXCEPTION: Isolated units that cannot Retreat are Eliminated instead.

8.56 Step Losses:

Whenever a regular Combat unit that is not isolated suffers a Step Loss result,

mark its controlling HQ with a Step Loss marker, placed under the HQ counter. Do the same if the HQ itself is attacked and suffers a Step Loss. Do not place a Step Loss marker on the Combat unit that suffered the Step Loss. Instead, the game system simulates the weakening of units by attritioning the controlling HQ instead.

8.561: Each Step Loss result on an HQ lowers its printed OR and DR by one. As the OR and DR values are cross-indexed with the Combat unit's CR to develop combat factors for attack and defense, an HQ with many Step Losses, having lower adjusted ORs and DRs, will cause its subordinate units to possess lower combat factors, neatly simulating the weakening of the frontline units after heavy combat.

8.562: Players may choose to eliminate Combat units instead of suffering Step Losses on their HQs. In the case of isolated units, this is mandatory. (Otherwise units cut off and isolated in one part of the battlefield would cause attrition to the remaining fresh units in their division elsewhere.) Each Combat unit eliminated absorbs a number of Step Losses equal to its TR in place of HQ step losses. If all units in a defending force are eliminated in this manner, ignore all further losses called for by the CRT result for that combat.

EXAMPLE: One of a three-unit division is attacked. Its TR is "1." The enemy achieves a result of 6 against it. The defender chooses to eliminate the unit. Even though this does not account for all of the step losses which would normally be inflicted by this result, the remainder are not applied to the parent division. They are ignored; elimination is the only result. If this option is chosen by the defense, the attacker may occupy the fallen position and deploy a breakthrough arrow.

8.563: HQ units do not absorb Step Losses suffered by Assets. Instead, Assets possess a number of Steps equal to their TR. When an Asset has suffered a number of Step Losses equal to its TR, it is Eliminated. Until that point, each Step Loss result will lower an Asset's OR and DR by -2.

8.564: If either the attacking or defending Player is claiming Armor Bonus modifiers during the combat, and suffers one or more Step Losses, then at least one of the HQs controlling a unit with an Armor Bonus modifier must suffer at least one Step Loss result.

8.6 ADVANCE AFTER COMBAT:

If the attacking Player has forced the defending Player to vacate the hex he was occupying as a result of combat, the attacking Player is allowed to Advance After Combat. There are two kinds of Advance After Combat; Occupying Fallen Positions and Breakthroughs. These are explained below.

8.61: Fallen Positions:

If all the defending units have Retreat from the hex under attack, any undisrupted attacking units may occupy the hex formerly held by the defending Player, so long as they do not violate stacking restrictions.

8.62: Counterattacks:

This rule is new to the system. Immediately following the loss of a position (except in a breakthrough), the defending player may attempt to initiate a counterattack to recover the lost ground. To do so, he first checks the morale of the defending unit, or its controlling division HQ. Units which pass may participate in the counterattack. Any friendly unit adjacent to the fallen position may be checked to participate in the counterattack. (One die-roll is sufficient to check all, or players may roll on a unit by unit basis to create more tension. State which way you are doing it first.) Counterattacks will match the tactical ratings of the counterattacking units against those of the units which have advanced after combat into the fallen position. Take a differential and roll on the counterattack table.

8.621 Counterattack Results:

Results preceded by an A apply to the counterattacking player (The defender attempting to recover his fallen position). Results preceded by a D apply to the attacker attempting to secure the fallen position by advance after combat. A result of R indicates a retreat one hex. The Advancing units have been driven off and the fallen position has been regained. A result of D indicates Disruption, or a retreat if already disrupted. A result of M indicates a morale check and either disruption or a retreat of one hex on failure. Counterattacking units which force the advancing units out of the Fallen position may then advance and reclaim the fallen position. Play then reverts back to the other player, but he may not attempt to counterattack the recovered hex. Only the defending player can initiate a counterattack to attempt to recover a fallen position.

NOTE: This rule captures one of the hallmarks of German infantry tactics, the immediate counterattack to

recover a fallen position. Tactical ratings and morale are crucial in this regard, as is the foresight of having a strong local reserve adjacent to the hex to join in the attack!

8.62 Breakthroughs:

In any combat result where the defending units were forced to Retreat 2 or more hexes, or were eliminated entirely, a breakthrough has occurred. *Breakthrough results are immune to counterattack as described above.* Any attacking units that occupy the Fallen Position may do so uncontested, and also deploy a Breakthrough marker in any unoccupied hex adjacent to the Fallen Position. This marker negates any enemy ZOCs that might be projected into the hex it is placed in. In the Breakthrough Segment of the Final Resolution Phase of each turn, friendly units that are adjacent to the Breakthrough marker may advance into the hex the marker occupies. The marker is then removed.

8.621: In order for the opposing Player to enter an enemy Breakthrough hex (possibly to forestall the enemy Player from occupying the hex in the Breakthrough Segment), the ZOC/TRs of the entering units must exceed the total of all enemy ZOCs that are projected into the Breakthrough hex.

9.0 THE FINAL RESOLUTION PHASE

After the conclusion of the Exploitation Segment, both Players conduct the Final Resolution Phase. This phase allows for breakthrough movement, certain housekeeping functions and bridging.

9.1 THE BREAKTHROUGH SEGMENT

Players who are eligible for Breakthrough Movement as a result of combat during an earlier Impulse, may now conduct Breakthrough Movement. The Initiative Player does so first, followed by the Reaction Player. Advance eligible units into Breakthrough hexes and then remove the Breakthrough marker.

9.2 RECOVERY SEGMENT

First the Reaction Player, and then the Initiative Player, removes all disruption, Artillery Hit, and Operational Fatigue Point markers from their units or HQs within the restrictions outlined below. Do not remove Out of Command Control or Isolated markers during this segment. Flip all disrupted units to their strong side.

9.21 Disruption Removal Restrictions:

If a disrupted unit begins the Recovery Segment adjacent to an enemy unit,

and wishes to recover, it must retreat one hex before doing so; recovery is then immediate.

9.22 Fatigue Removal Restrictions:

HQ units with a printed OR of 5 or less may remove only 1 Fatigue Point per segment. If they are marked Ops Comp, remove this chit, but do not flip the HQ to its strong side.

9.3 SUPPORT POINT REPLENISHMENT SEGMENT:

Generally, each Player will receive a certain number of new Support Points each turn to replace any Support Points that were expended during the turn. There may be Air and Naval as well as regular Support Point replenishments. Players should consult the Exclusive Rules Book for the exact number they may receive. Adjust the Support Point Track totals accordingly. This turn's remaining Support Points, plus the new Support Points received this segment, is the new total available during the next turn.

9.4 DEMOLITIONS SEGMENT

Both Players may attempt to build or destroy bridges during the Final Resolution Phase. Some games may limit this activity to either the German or Allied player. Use the rules below to govern these procedures.

9.5 BRIDGE DESTRUCTION

To blow up a bridge, an undisrupted combat unit must be adjacent to the bridge hexside during this segment. The unit will use its tactical rating or Artillery rating (HQs) against the bridge. Total all TFs and AFs committed to a single attempt on a designated bridge. This is the "demolition total." A unit may only contribute its AF or TR to a demolition total ONCE per demolitions segment. Declare the attempt, consult the Bridge blowing chart on the correct bridge type line, and cross-index the demolition total with the roll of one die. If the result is "B" the bridge is destroyed. Subtract 1 from the die-roll if an enemy unit (or units) is also adjacent to the bridge hexside.

9.51 Limitations:

Blown bridges are limited to the available markers (6); use them judiciously. Scenarios may allow placement of a given number of blown bridge markers at start. In *Tide of Fortune*, only the German player may blow bridges.

9.52 Special Demolitions:

Either player may attempt to destroy port facilities, on-map airfields, or other targets allowed in exclusive rules. This is done exactly as described in bridge blowing above, and always use the "Hwy" line for these special demolitions. If the result

is a "B" place one artillery hit marker in the hex to indicate damage. The value of this marker is deducted from the victory point value, if any, of the objective.

EXAMPLE: In *Tide of Fortune*, the German player may wish to destroy the Docks at Antwerp before they can be captured. Antwerp is worth 3 Victory points to the Allied player if captured intact. Deduct 1 VP for each damage point the German player inflicts on the port facilities. The Allied player can repair the damage as described below to regain the VPs lost.

9.53 Bridge Construction:

Bridges may only be constructed at locations where they were blown by the enemy. To construct a bridge, an undisrupted HQ or engineer unit must start this segment adjacent to the river hexside to be bridged and declare its intention to do so. Flip the blown bridge marker over to indicate that a new bridge is being built. The division MAY be named to any Operations in the ensuing game turn *as long as the HQ or engineer does not move*. If it does move, flip the building marker back to its blown side. If the HQ or engineer remains undisrupted and adjacent to the river hexside in the next Bridging Segment, the bridge is completed and the marker is removed.

9.54 Repairs:

Players may repair damage caused by enemy demolitions, by using engineers or HQs and by spending CPs. To repair a damaged port facility, an engineer unit or a Higher Level HQ (Corps/Army) must be in the damaged hex. Expend a number of CPs (Command Points) as desired if available on the player CP track. Roll 1 die and if the result is equal to or less than the number of CPs committed, ONE level of damage is repaired. (If there were 2 damage points on a facility, they would be reduced to one. Then in some future turn, another repair attempt could remove the last damage point.) As you can see, destroying things is easier than building them.

9.6 ASSET BONUS MOVEMENT SEGMENT:

All asset units may now move up to HALF of their printed movement. This move requires no command control of any type. The initiative player moves one of his asset units, then the reaction player. Players alternate until all asset movement is completed.

9.7 TIME TRACK:

At the conclusion of the Final Resolution Segment adjust the time track marker according to the scenario. Usually this requires two time boxes to pass.

9.8 POST-GAME TURN SPECIAL ACTIVITIES:

Exclusive rules may mandate that certain activities occur in this phase prior to beginning the next turn.

10.0 GLOSSARY OF TERMS

The following key terms are used in the game, along with a brief definition.

Units:

Leg Unit: Any unit with 6 or less Movement Points

Motorized Unit: Any unit with more than 6 Movement Points

Combat Rating (CR); Lower Left: Cross indexed with HQ OR to generate combat strength

Armor Bonus (AB); Middle left: Used as a die-roll modifier in combat.

Tactical Rating; Lower Middle: Used to project ZOC strength and conduct counterattacks or delay

Asset Rating; Middle: Right Used to generate Asset unit strength / morale.

HQ Offensive Rating (OR); Lower left: Cross indexed with subordinate unit combat class on attack.

HQ Defensive Rating (DR); Lower: right Cross indexed with subordinate unit combat class on defense.

Game System Terms:

Command Points (CPs): Used to bid for initiative. Exchanged for initiative or reaction Points.

Initiative Points (IPs): Received for each CP bid by the winning bid player. Used to buy operations in each Initiative Impulse.

Reaction Points (RPs): Received for Half the CPs bid by the losing bid player. Used to buy operations in each Reaction Impulse.

Operation: A series of individual Division Orders

Operations Points (OPs): Determine how many orders are carried out in each Operation.

Orders: Allow 1 division to undertake movement and combat functions.

Command Control Radius: Distance in hexes from subordinate units to their HQ (5).

Supply Link: Distance in MPs from Subordinate unit to HQ. 6 MPs for Leg Units & 12 MPs for Mot units.

Spoiling Points (SPs): Used to launch a Spoiling Attack (3 required)

Strong ZOC: A zone strength of 4 or greater Tac or AF points.

Weak ZOC: A zone strength of 3 or less Tac or AF points.

HQ Artillery Factors (AFs): Upper Right Used to support combat and generate HQ ZOCs

Supporting Attacks: Using Tac or AFs to increase a unit's attack or defense.

Support Points (SPs); (Tracked on a chart): Higher level Artillery used to support attacks or conduct barrages.

Artillery Hits: Used to indicate + die-roll modifiers due to barrage attacks.

Air Support (Tac Air): An Abstraction of tactical air units. Used to modify the combat dice.

Assault Bonus: Claimed by assaulting infantry only. Noted on Operations Support Chart.

Disruption; (Unit back side values): A disorganized state with lower unit performance.

Step Losses: Marked on HQ counters to track losses. Step losses reduce OR & DR ratings by the # of loss.

Fallen Position: Any hex vacated by a retreating enemy unit due to combat.

Advance after Combat: Occupation of a fallen position by victorious units.

Counterattack: An attempt to reclaim a fallen position.

Breakthrough: A second hex in an advance marked with a breakthrough arrow.

10.1 ABBREVIATIONS

AB	Armor Bonus
AF	Artillery Factor
AFV	Armored fighting vehicles
AT	Anti-tank
CFG	Combat Factor Generator
CP	Command Point
CR	Combat Rating
CRT	Combat Results Table
DR	Defensive Rating
HD	Headquarters
IP	Initiative Point
ISO	Isolation
MC	Morale Check]
MP	Movement Point
OCC	Out of Command Control
OP	Operations Point
OPS	
COMP	Operations Complete
OR	Offensive Rating
OT	Operations Track
RP	Reaction Point
SP	Spoiling Point
TEC	Terrain Effects Chart
TF	Tactical Factor
USS	Ultimate Supply Source
ZOC	Zone of Control

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John Schettler's
BATTLES FOR FRANCE SERIES



STANDARD INVASION RULES

TO THE FAR SHORE • OPERATION SEALION • PAS DE CALAIS



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TABLE OF CONTENTS

1.0 THE PRE-INVASION PHASE

1.1 Allied Planning

- 1.11 The Twelve Point Rule
- 1.12 The Lift Method
- 1.13 Selecting Landing Sites

1.2 German Planning

- 1.21 German Defensive Front
- 1.22 Minefields
- 1.23 German Division HQ Placement

1.3 The Invasion Watch

- 1.31 The Weather Report
- 1.32 The Alert Segment
- 1.33 Resolution Segment
- 1.34 German HQ Reaction Segment
- 1.35 German Reserve Reaction
- 1.36 Obstacle Buildup
- 1.37 Allied Reaction Segment

2.0 INVASION PHASE

2.1 The Invasion Setup

2.2 Initial Allied Command Allocation

2.3 Initial German Command/Supply

2.4 Determining Landing Conditions

- 2.41 Weather Determination
- 2.42 Beach Hex Conditions

2.5 The Air Drop Segment

- 2.51 Airborne Supply
- 2.6 The Naval Barrage Segment
- 2.61 Shore Batteries
- 2.62 Naval Barrage

2.7 Assault Landing Segment

- 2.71 Invasion Die Modifiers
- 2.72 Landing Results
- 2.73 Special Rules for Ports
- 2.74 Clearing Permanent Forts
- 2.75 Invasion Reaction
- 2.76 Invasion Counterattacks
- 2.77 Re-entry
- 2.78 Allied Post-Invasion Morale Check
- 2.79 Beachheads

2.8 Time Track Movement

1.0 THE PRE-INVASION PHASE

During this phase players will set their respective strategic plans to determine the time and place of the invasion or to prepare defenses to repel the expected invasion.

1.1 ALLIED PLANNING

Players may use the historical invasion and order of battle, or create their own. In these so called "Free Invasion" games, the Allied player must secretly write down the invasion zones he will use for the landing, and the drop hexes of any airborne divisions to be used in support. He may then select an order of battle for the invasion using "the twelve point rule," or the "lift method."

1.11 The Twelve Point Rule

This basic method is simpler for players who want quick unit selection. The Allied player must determine which divisions he will use to take part in the invasion by "buying" them. Each infantry type asset unit like commandos or rangers costs one third of one point. Each Mobile type asset (with movement rates of 8 or higher) costs one half of a point. Each complete infantry or airborne *division* selected costs 2 points. (Divisions include the HQ and all subordinate units). A maximum of 12 points worth of troops may be selected. (*Note:* These points have no relation to command points, and are simply used for this application). The Allied player may spend all or some of his points for an invasion in designated coastal zones. Points which are not used may be used to place troops in "floating reserve," as long as they do not exceed 4 points worth. Units in floating reserve may be used to initiate additional beach assaults or airborne drops, or landed on secured beachheads or ports on turn two or three. All reserve units must be landed by the beginning of turn 4, and may not be held in floating reserve beyond that time. Thereafter, new units arrive as per the reinforcement procedure beginning with turn 4 reinforcements.

1.12 The Lift Method

Alternatively, the Allied player may use Lift Points to move troops to coastal invasion zones. This method is more realistic, but also more time consuming for unit selection. Strategic sealift and airlift points represent the Allied capability to move units from England to France in the first *three turns* of the invasion. The Allied player has a total of 8 strate-

gic sealift points, 9 strategic airlift points and 4 tactical landing points available on his support tracks at start. (Place the naval markers on the naval track, and the air lift marker on the air track.)

Sealift:

Each Strategic Sealift point may carry a maximum of 20 stacking points worth of troops. Each tactical landing craft point may carry a maximum of 4 stacking points worth of troops. The stacking value of any unit is determined by the combat class:

CLASS	STACKING POINTS
A	4
B	3
C	2
D	1
E	Free

To load his transports, the Allied player selects divisions from the available counters and adds up the total stacking point cost for troops and HQs to be lifted. When counting up stacking points *all Mobile class units with a printed movement rating of 8 or greater must count double their normal stacking value.* Add up the total number of stacking points to be carried and divide by 20 to see how many strategic Sealift points are required. Tactical landing points may be used to absorb fractions. Extra space available on a Sealift point is lost if not used.

Restrictions:

A maximum of 5 strategic sealift and 3 tactical sealift points may be expended to move troops for the first invasion turn. Thereafter the remaining lift points may be expended for any follow on invasions, reinforcement entry at secured beachheads or ports or tactical landings conducted on turns 2 or 3. On turn 4, the sealift method is discontinued and new troops arrive according to the reinforcement schedule.

Airlift:

Each airlift point may carry a maximum of 5 stacking points worth of troops to be air landed in France. Add up the total number of air transportable troop stacking points to be

lifted and divide by 5 to determine how many airlift points are required.

Restrictions

No more than 6 airlift points may be used on the initial pre-invasion air-drop. Thereafter the remaining 3 points may be used to airland reinforcements on turns two or three on any clear terrain hex within 5 hexes of an Allied airborne HQ. No points may be used after turn three.

NOTE: By using either method above the Allied player is now determining the scale of his initial landings, and the initial buildup plan to support the invasion on turn two and three. Using the twelve point rule, the Axis player has a slight advantage in being able to see available reserves in the floating reserve box. Using the lift point method, the Allied player does not have to reveal the identity of any follow on units until he pays for them with lift points of the appropriate type. This keeps the Axis player guessing a bit, but this method forces more planing and work on the Allied player.

1.13 Selecting Landing Sites

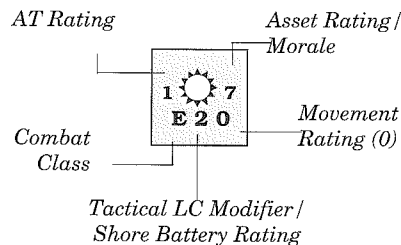
The Allied player may select any of the coastal invasion zones printed on the map for his landing. Once selected the Allied player assigns units to each specific invasion zone. Full divisions may only be assigned to a three box coastal invasion zone. Asset units may accompany a full division or choose a single tactical landing box instead. Any clear map hex may be used for an airborne dropzone, though players are advised to be cautious about dropping too far inland. (A suggested historical restriction is that no dropzone marker may be placed more than 5 hexes from a coastal hex.) The Allied player may not change his designations once they have been made, except for minor adjustments allowed in the Allied Reaction phase below.

1.2 GERMAN PLANNING

While the Allied player is making his pre-invasion decisions, the German player will try and predict the time of the invasion. He should decide which bi-weekly time period on the invasion watch track he believes the invasion will occur in.

1.21 German Defensive Front

The *Atlantic Wall* was actually a series of fortified gun and observation posts linked by an extensive network of beach obstacles, tank traps, minefields, and wire. For months prior to the invasion, Rommel conducted inspection tours of the beach areas ordering adjustments and increased fortification. To simulate this the German player is given a number of "obstacle counters" which he must place in any coastal hex. There are 20 obstacle counters available in *To the Far Shore* and additional counters will be available with the expanded and revised second Edition of *Pas de Calais* to be published later in this series. The German player may assign 16 of these 20 counters to any coastal hex on the map at start. (All 20 may be assigned if players are simply using the historical invasion plan.) This simulates fortifications built in the months prior to the invasion watch. Each counter has a graphic along with several alpha-numerical values. They are shown below:



The German player will use the remaining 4 obstacle counters during his pre-invasion reaction segments, placing one additional obstacle counter each segment.

1.22 Minefields

The six mine markers represent offshore minefields and thus may only be placed in some offshore hex. Any Allied Assault which must pass through an offshore mine field must add the value of the minefield (1), to the landing conditions for that hex. Placement of the minefields does not count against the German total for obstacle counters. In effect, they are a free placement.

NOTE: Historically the Germans used them primarily to cover the river estuaries and to protect the two major ports of Cherbourg and Le Havre.

1.23 German Division HQ Placement

In scenarios using historical setups, the German player is required to place HQ units for all divisions listed in specific hexes. In free campaign scenarios the German player may wish to alter the deployment chosen by his historical counterparts. In this instance he must still position the headquarters counters for divisions in play on the map, and in full view of the Allied player. Specifics and exceptions to this general rule will be dealt with in scenario instructions.

NOTE: Allied intelligence had pinpointed the locations of most German formations prior to the invasion. Scenario variations, however, may allow for one or more division HQs to remain "hidden" from Allied view during the planning phase. These hidden formations, if any, are written down secretly. All other HQs are placed on the map, and the Allied player may demand to see the German HQ placement before finalizing his invasion plan.)

Once both sides have completed their plans play proceeds to the invasion watch segment of this phase.

1.3 THE INVASION WATCH

The Invasion watch track shows the months most likely for an invasion beginning in April of 1944. (1943 for *Pas de Calais*). Each month is divided into two bi-weekly periods labeled "Early" and "Late." This segment involves a brief four step routine during each bi-weekly segment until the invasion is declared. The Allied player places a track marker into the first box on the track, early April for 1944 scenarios.)

1.31 The Weather Report

The Allied player consults the *Weather Table* and rolls to determine the result.

1.32 The Alert Segment

Based on his assessment of the weather, the German player must decide whether or not to issue an "alert" to his troops. He may issue a maximum of three such alerts during the invasion watch. If this is the weekly time segment he has selected as his guess for the invasion he **MUST** issue an alert, and announce to the Allied player that the invasion is ex-

pected. If he has selected some other time period as his guess for the invasion, he may still issue an alert, as long as he does not exceed the maximum of three alerts, including the mandatory alert which must be called for the time period he has chosen.

1.33 Resolution Segment

The Allied player now announces whether or not he is invading this turn. If he has selected this time period for the invasion, he **MUST** now announce that fact, though he need not reveal the places chosen for the attack. If the invasion has not been declared he must report that all is quiet on the coast.

1.34 German HQ Reaction Segment

The German player now rolls one die and consults the HQ reaction line on the *Invasion Watch Table*. If the result falls within the indicated range he may move any two on map HQs a maximum of *six hexes in any direction*.

NOTE: Players wishing to impose historical restrictions should not move any mobile unit HQ, as the location of the Panzers was the subject of an intense debate and command tangle for the Germans. This restriction is optional, but is suggested for players wanting to simulate this.

1.35 German Reserve Reaction

At the beginning of the Game the German player must set up the HQs for all his reserve units on the *German Reinforcement Chart*. Each box on the chart lists the HQs assigned to it. The two shaded boxes represent two playing maps, and the historical HQs assigned to each map are listed for an easy reference. In the Invasion watch, and in the Strategic Operations Phase of each game turn the German player will have an opportunity to shift a number of HQs from one box to some other linked adjacent box on this chart. This simulates the movement of German reinforcements to the playing map.

If the result of the die roll obtained in 1.34 allowed for HQ movement, the German player may move any 1 HQ 1 box at this time. German reserve activity in the Strategic Operations Phase will be dealt with later.

1.36 Obstacle Buildup

The German player consults the "Obstacles" line on the *Invasion Watch Chart* to see if he adds another obstacle counter to the playing map for this time period.

1.37 Allied Reaction Segment

Based on his observation of German troop movements, the Allied player may make the following adjustments to his invasion plan:

1. If using the 12 point method he may spend points he had previously allocated to "reserve" to augment his initial landing, and note this on his planning sheet.
2. He may alter the airborne drop zone location of one parachute division. If the Invasion has been declared, play moves to the invasion setup below. If not, play returns to the weather report segment above, and the time track marker on the *Invasion Watch Chart* is moved one box to the right. This cycle continues until the invasion is declared.

2.0 INVASION PHASE

Upon declaring the invasion the following steps must be taken.

2.1 THE INVASION SETUP

1. The German player first sets up all units attached to HQs he has on the map anywhere within FIVE hexes of the HQ.
2. The Allied player now reveals the coastal landing zones he has chosen for the invasion.
3. The Allied player places his Airborne HQ units in their designated drop-zone hexes.
4. The Allied player now places his chosen assault units in the appropriate beach landing boxes printed on the map. No more than one division may be assigned to each three box coastal zone, and each sub beach box within the zone may contain a maximum of 8 stacking points. These may be comprised of one class A unit, and any lower class units as long as the total stacking does not exceed 8. Only asset units may be assigned to single tactical landing boxes. Units subordinate to a division HQ must land at a 3-box coastal landing zone. Both

Players determine their Command allocations as described below.

2.2 INITIAL ALLIED COMMAND ALLOCATION

The Allied player receives Command Supply points equal to the number of Strategic Command points he was allotted on the *Invasion Watch Track*. Place a track marker in the appropriate box of the *Allied Command Track*.

2.3 INITIAL GERMAN COMMAND/SUPPLY

The German player also receives an allotment of Command points equal to his Strategic command point total on the *Invasion Watch Track*. In addition, he receives 1 point if he correctly guessed the time of the invasion, and 1 point if his troops were on alert when the invasion was declared. Thus the German player can increase his CP total by a maximum of +2. Place a track marker equal to the German total on the *Command Track*. Command points (CPs) will be used during the Initiative Determination phase later. For general considerations, if the German total exceeds the Allied total, the Allies have not achieved surprise by their landings, and the German player will enjoy greater flexibility in response to the invasion.

OPTIONAL NOTES

Players may wish to consider the optional rules for postponing the invasion or emergency reinforcements, if the German player gains too much initiative after the landing. These options were inserted as a play balancing feature when testing showed that a large percentage of the landings were repulsed when the Germans enjoyed any substantial command point advantage in the early weeks. Before using these options, players are encouraged to try out several invasions to get the feel of how much initiative advantage it takes to gain a decisive edge over your opponent. Going in "cold" can also be a fun way to simulate the uncertainty Allied planners faced in assessing their chances for an attack.

2.4 DETERMINING LANDING CONDITIONS

"Landing Conditions" encompasses the basic suitability of the invasion beaches, the weather, and the extent of German resistance on the chosen

beaches by obstacles or troops. These factors will be abstracted into a single number which will be used to calculate the result of the landing. The beach quality number is printed on the map for each coastal invasion zone. The weather is rolled and any modifier due to weather conditions will apply to ALL coastal landing zones. The extent of German resistance will be added to this total.

2.41 Weather Determination

Earlier the Allied player revealed the weather prediction for the time of the invasion and placed a track marker in that column of the *Weather Table*. Now he rolls one die and reads the result. "C" indicates clear weather, "O" indicates overcast, "R" indicates rain, and "S" indicates stormy conditions. Clear weather contributes a value of zero (0) to the landing conditions for ALL beaches, Overcast weather contributes a value of 2, rain contributes a value of 4, and stormy weather contributes a value of 6. If the weather has changed due to this die-roll, reposition your weather track marker by moving the marker to the new column to indicate the change.

2.42 Beach Hex Conditions

When the Allied player begins his actual assault landings, he will add the landing conditions number for beach quality, the weather modifier determined above and the total of all German defensive factors in the hex to be assaulted. This will be described in greater detail below.

2.5 THE AIR DROP SEGMENT

The Allied player now places his air-drop units on or adjacent to their HQ. Now each unit in the airdrop, including the HQ, is rolled for in turn to determine possible scatter. Use the *Airdrop Scatter Table* and be sure to apply any modifiers for bad weather. Units that land in cities or towns, forest hexes, lowland flooded hexes, or on a German unit are automatically disrupted and should be flipped to their reverse side. Units which land in an all-sea hex are eliminated. No combat occurs at this time.

2.51 Airborne Supply

Airborne units are presumed to be in supply throughout the first three game turns. Thereafter they must trace a supply route over roads from

the division HQ back to some friendly Beachhead, port or Mulberry.

2.6 THE NAVAL BARRAGE SEGMENT

The Allied player is assigned an abstract number of 9 naval "Bombardment points" to simulate bombardment support. This total may be changed by German pre-emptive shore battery fire.

2.61 Shore Batteries

The permanent fortification symbols printed on the map (if any) represent heavy German coastal guns emplaced in 1942 and 1943. If the German player was on alert at the time of the invasion all guns on shoreline hexes within 5 hexes of an Allied coastal invasion zone may fire at Allied naval units presumed to be off-shore. This fire occurs immediately prior to the Allied Naval Barrage. Roll one die for each battery and if the result is equal to or less than the battery tactical/artillery rating (the center number on the counter) a hit has been scored. Track the total number of hits and when all guns have fired divide by TWO. Deduct this result from the number of Allied naval bombardment attacks allowed in the naval barrage segment of the invasion sequence.

2.62 Naval Barrage

The Allied player may assign one point to attack German obstacles counters, shore batteries or troops in a given hex, but no hex may be targeted more than once. As each hex is targeted, roll on the *Naval Barrage Table* to determine whether or not the fortifications have been damaged. Each hit on the table reduces the tactical/artillery rating (the center number on the counter) in that hex by one. An artillery hit marker can be used to indicate damage points inflicted by naval bombardment. If troops are shelled, they will deduct the value of the hit marker from their tactical defense rating in the invasion segment. Bombardment continues against coastal hexes until the Allied player has used up all of his bombardment points. *No points may be held back for later use.*

2.7 ASSAULT LANDING SEGMENT

The Allied Player now conducts his assault landings in any order he wishes.

Remember that units of two nationalities may not land in the same coastal zone. (*Exception:* Canadians units may cooperate with either US or British units.) All landings in one coastal zone must be completed before moving on to the next. As Divisions generally consist of three regimental counters and an HQ, the maximum frontage allowed for a division is three beach hexes. The landing boxes on the map should contain all units assigned to initial landings, with their HQs positioned behind the shaded boxes in the named area of the beach displays. No more than one class A unit may be assigned to a landing box, though it may be accompanied by up to 4 stacking points of lower class units on the assault. This means that the maximum number of stacking points which may be placed in a beach box is 8. The Invasion Assault is resolved as follows:

1. The Allied player announces which hex he wishes to attack.

2. Calculating the Defense

The German player calculates the defense factor of the beach hex under assault as follows: Taking the landing conditions number printed on the map, he adds any modifier for weather and finally adds the tactical/artillery rating of any obstacle counters in the targeted hex. (The center number on the counter). Be sure to count any permanent forts which have been printed on the map-sheet if they are present. Keep in mind that the value of these fortifications may have been altered by naval bombardment, and be sure to deduct the value of any naval barrage hit. Finally, the German player adds the tactical rating of all units he has positioned *in or adjacent* to the assault hex, adjusting for naval hits. If a German Division HQ is defending it uses its artillery rating for this purpose.

NOTE: Any unit occupying a port CITY hex will have its tactical rating doubled in the hex it occupies and all adjacent hexes; see 2.73 (1).

SUMMARY

The Defense of a coastal hex is calculated by adding:

- a. the Coastal Zone landing condition printed on the map;

- b. the weather modifier (if any);
- c. the tactical/artillery rating of any permanent fort of obstacle counter in the hex;
- d. the tactical rating of any German unit *in or adjacent* to the hex;
- e. the artillery rating of any German HQ *in or adjacent* to the hex.

EXAMPLE: Assume the current landing conditions are 3 for the coastal landing zone and the weather is overcast, allowing for no weather modification. The German player has placed a obstacle marker with an artillery rating of 3 in the hex under assault, but it has been damaged (-1) by Allied bombardment to yield a value of 2. No permanent forts are printed on the map. The German player also has a unit with a tactical rating of 2 *adjacent* to the target hex and a second unit with a tactical rating of 1 in the hex itself for a total of 3. No German HQ is within range. Adding all these together the German player announces the defense value of the hex as 8.)

3. Calculating the Invasion Attack

Now the Allied player calculates the value of his assaulting force by adding the division offensive rating and all assaulting units' tactical ratings. If special forces have been allocated to a single tactical landing box, they add their asset rating and tactical rating to determine the attack value.

EXAMPLE: The US 1st infantry division is rated 8 on offensive operations, and sends one of its regiments with a tactical rating of 3 against a coastal hex. This assault is further augmented by an engineer unit stacked with the regiment rated 1, and a battalion of rangers with a tactical rating of 1. The total assault factor against the hex is therefore 13, and the Allied player finds this number in the appropriate column on the *Assault Landing Chart*. Roll one die and cross index the result with the German hex defense factor ob-

tained earlier, to yield the result of the landing. (If the ranger had been assaulting from a single tactical landing box, it would use its asset rating of 9 plus the tactical rating of 1 to yield a total of 10.)

2.71 Invasion Die Modifiers

1. Secured Beaches

The die-roll of any invasion attack may claim a plus 1 modifier if any hex adjacent to the target of the attack has already been secured by an S or B result. A maximum of one such modifier for adjacent secured beaches is allowed.

2. Armor Values in Invasion Assaults

Armor supported units which participate in an invasion assault may claim *one* positive die roll modifier no matter what the offensive rating of the armor unit is. This modifier may be offset or neutralized if the assault is against a German obstacle factor with an anti-tank rating. Even if the AT rating of the defence is greater than the assault, the bonus for armor can never be reduced below zero. Thus the Allied player will either enjoy a +1 modifier for armor, or it will be neutralized to zero.

2.72 Landing Results

R = The landing is repulsed. The Assaulting units remain in the landing box and disrupt. One step loss is marked on the HQ (or on the one assaulting asset, at the Allied player's choice). All step losses on HQs will lower the offensive rating of the HQ by an amount equal to the loss, and therefore result in lower assault totals from subsequent invasion attacks conducted by remaining subordinate units.

D = A disrupted landing. The assaulting units move ashore and flip to their disrupted side. This may find them stacked in the same hex with German defenders or obstacle markers. German defenders hold their position, and **MUST** counterattack as described later.

S = Secure. The assaulting units are placed in the target hex, and any obstacle markers are in the hex are eliminated. Any enemy units in the

hex must immediately retreat one hex and check the defensive morale (The defensive number in the lower right hand corner of their HQ, or their asset rating for non-divisional units), by rolling two dice. If the total exceeds the rating they are disrupted and flip to their reverse side.

B = Breakthrough. All obstacle markers in the target hex are eliminated. All enemy units in the hex must retreat two hexes and disrupt. Place the assaulting force in the target hex, and in addition the Allied player may place a "breakthrough arrow" marker into any hex adjacent to the landing hex as long as it is not occupied by an enemy unit. Play proceeds until all landing assaults have been resolved.

2.73 Special Rules for Ports

1. Port Defense Bonus

During the invasion phase *double* the tactical ratings of all German units which occupy coastal city port hexes.

2. Capturing a Port

To claim a captured port, the Allied player must first secure all city hexes of the port so that no enemy unit or fortification remains adjacent to the port. Mined ports must be swept to clear the mines by committing naval points to a minesweeping operation in the final resolution phase of the turn the port was captured.

3. Sweeping Ports

To conduct this sweep the Allied player first assigns available naval factors up to a maximum of six. Roll one die and if the result is equal to or less than the number of naval factors the port has been swept and the mine marker is removed.

4. Using Cleared Ports

Cleared ports may now contribute their ratings to the Allied landing capacity beginning on the turn *after* they are cleared.

2.74 Clearing Permanent Forts

Any permanent German forts on the map are considered German controlled hexes until "cleared" by the Allied Player. These fort hexes have no ZOC, but Allied units may not enter them and must attack them in some way before clearing the hex. As stated above, a result of "secured" in

an invasion assault will eliminate all German Fortification markers in a hex. In addition, if there are any permanent forts printed in the hex, they are considered cleared. The only other way these forts can be cleared is to launch a regular attack in the operational turn sequence. The defense value of the fort is equal to its combat class cross indexed with its asset/morale rating. All German units in the hex may also add their values to the defense of the fort hex. (The Allied player may not single out the fort alone if there are other defending units in the hex.)

1. Losses

Any numbered result in combat against a fort is considered as a permanent damage point on the fort. Forts must absorb all hits before any units in the same hex take losses. Use artillery hit markers to mark this damage.

2. Special Weapons vs. Forts

Heavy tanks, AVRE, Croc or tactical air points may be used to modify the dice in these attacks. Add a +1 modifier for each unit type participating in the attack. *Regular offensive armor modifiers are ineffective against these forts.* A numbered result on the CRT which is equal to or greater than the fort value will eliminate it. The Allied player may note cleared forts on a scratch pad for future reference if necessary.

2.75 Invasion Reaction

After the invader has resolved all invasion combat, the defender may move all units belonging to divisions which were attacked by the invader up to *half* of their printed movement allowance. After this, the defender then rolls two dice for mobile unit reaction for each mobile division HQ which begins on the playing map. Use the offensive rating on the HQ for this roll. Those that pass, by rolling a number equal to or less than the rating, may move up to *half* of their printed movement rating.

NOTE: No reacting units may enter an Allied breakthrough hex.

2.76 Invasion Counterattacks

After the defender has completed all reaction movement he may conduct

invasion counterattacks against any coastal hex containing enemy units, or against any coastal hex which is connected to a beach box containing invading units. Any German units in the same hex with Allied invading units **MUST** initiate a counterattack against those units. To conduct the attack add the total number of Axis tactical ratings in or adjacent to the target hex and subtract the tactical ratings of all Allied units in the target hex (but not those of any adjacent Allied units). Find the resulting differential on the *Invasion Counterattack Table* and roll one die for the result.

Counterattack Results

A result of AR indicates that the counterattacking units have been repulsed, must retreat two hexes and suffer disruption. A result of AD indicates that the attacking units must disrupt and retreat 1 hex. A result of DD indicates that the defending units have been disrupted. A result of DR indicates that the defending units have been repulsed as above. Units suffering a second disruption are considered repulsed and must be withdrawn to the shaded area of the invasion zone. Their HQ must also suffer step losses equal to the tactical rating of the unit.

2.77 Re-entry

Invading units which are repulsed remain in the shaded area of the invasion zone until re-entered in a re-inforcement operation.

2.78 Allied Post-Invasion Morale Check

After all counterattacks have been completed the invading player must check the morale of all his units which are disrupted. If no enemy unit is adjacent he may subtract 2 from the morale check roll. If the adjusted roll of 2 dice is equal to or lower than the offensive rating of the unit HQ (or Asset rating) the unit has passed and may rally and flip to its strong side. Units which fail, remain disrupted and suffer no further penalties. The Axis player does not attempt to rally any of his units.

2.79 Beachheads

The invading player may now place one beach head marker on any se-

cured coastal hex within *each* invasion zone where he landed troops. A maximum of 6 beach head markers may be placed in the game. If the Allied player has managed to secure any port hexes named in the chart printed on the map, he may also place a "Port" marker in that hex.

HQ Landings

HQ units may now be moved to any Beach head marker hex or secured port within their assigned invasion zone.

2.8 TIME TRACK MOVEMENT

If this concludes the initial invasion, move the time track marker TWO boxes, and proceed to the Command Phase for turn 1. (Move the time track marker only 1 box for follow on landings on the 2nd or subsequent turns). □

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—J. Schettler

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ASSAULT LANDING CHART

INVADER COLUMN					DEFENDER COLUMN						
Div HQ Off Rating + Unit Tac + Eng/Rng Tac					Landing Condition + Weather + Defender's Tac + Obstacles + Arty						
6	7-8	9-10	11-12	13-14	0-2	3-4	5-7	9-11	12-15	16-20	21+
1					E	D	D	D	R	R	R
2	1				E	E	D	D	D	R	R
3	2	1			S	E	E	D	D	D	R
4	3	2	1		S	S	E	E	D	D	D
5	4	3	2	1	S	S	S	E	E	D	D
6	5	4	3	2	S	S	S	S	S	E	D
	6	5	4	3	B	S	S	S	S	S	E
		6	5	4	B	B	S	S	S	S	S
			6	5	B	B	B	S	S	S	S
				6	B	B	B	B	B	S	S

Results (Invasion Rules 2.72)

R = Repulsed. Withdraw to Staging Area and Suffer 1 HQ Step Loss.

D = Disrupted. Remain in Beach Box and Disrupt.

E = Engaged. Remain in Beach Box.

S = Secured. Invaders move to coast hex. Enemy retreats 1 hex and Disrupts

B = Breakthrough, Enemy Retreats 2 hexes and Disrupts, Invaders move to beach and place "break-through" arrow.

Modifiers (Invasion Rule 2.71)

+1 if any adjacent beach hex is secured.

+1 for armor in invasion assault.

Note:

Any unit defending in a city hex has its tactical rating doubled vs invasion assault.

AIRDROP SCATTER TABLE

DIE	RESULT	
1	Scatter 2	Roll 1 die for direction, scatter 2 hexes away and disrupt
2-4	Scatter 1	Roll 1 die for direction and scatter 1 hex away
5-6	On Target	No Scatter, Unit lands in targeted hex

SEALIFT POINTS

COMBAT CLASS	STACKING POINTS
A	4
B	3
C	2
D	1
E	Free

NAVAL BARRAGE TABLE

DICE:	2-5	6-9	10-12
Result:	2	1	0
Reduce Obstacle counter's tactical LC/modifier by result (center number on counter).			



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TO THE FAR SHORE

EXCLUSIVE RULES

TABLE OF CONTENTS

1.0 NEW UNITS

1.1 Obstacle/Fortification Units

- 1.11 Combat Class
- 1.12 Morale
- 1.13 Tactical Landing Condition Modifier
- 1.14 Shore Battery Rating
- 1.15 Anti-Tank (AT) Rating
- 1.16 Movement

1.2 Nebelwerfers

- 1.21 Defensive Rating
- 1.22 Artillery Rating

1.3 Heavy Tanks

1.4 Engineering Tanks

- 1.41 AVRE Unit
- 1.42 Crocodiles
- 1.43 Flail

1.5 AT Guns

- 1.51 AT Fire
- 1.52 Flak

1.6 Corps HQs

- 1.61 Support Factor
- 1.62 Combat Class
- 1.63 Operations Rating
- 1.64 Enhanced Operations
- 1.65 Corps Support Attrition
- 1.66 Assigning Units to Corps

1.7 Elite Units

2.0 TERRAIN

- 2.1 Assault Movement and Terrain
- 2.2 Water Obstacles

3.0 TIME AND WEATHER

- 3.1 The Weather Table
- 3.2 Time

4.0 COMMAND POINT ALLOCATIONS

- 4.1 Allied Air Point Interdiction and German CP
 - 4.11 Allocations
- 4.2 Allied Landing Capacity and CP Allocations

5.0 REINFORCEMENTS

5.1 German Reinforcements

- 5.11 Procedure
- 5.12 Entering Play

5.13 Free German HQ Move

5.14 German Replacements

5.2 Allied Reinforcements

- 5.21 Landing Capacity
- 5.22 Procedure
- 5.23 Allied Reinforcement Operation
- 5.24 Allied Replacements

6.0 SUPPORT TRACKS

- 6.1 Allied Air/Naval Support
- 6.2 Allied Artillery
- 6.3 German Artillery Support
- 6.4 German Tactical Air

7.0 OPTIONAL RULES

- 7.1 Rommel's Plan
- 7.2 Channel Islands Abandoned
- 7.3 German Kampfgruppen (KGs)
- 7.4 Special Supply Rules
 - 7.41 Shortages
 - 7.42 German Cherbourg Supply Stores
- 7.5 Allied Carpet Bombing
- 7.6 British Infantry Shortages
- 7.7 Follow on Invasion Limitation
- 7.8 Mulberry Units
 - 7.81 Storms
- 7.9 Road Marches
 - 7.91 German Road Marches
 - 7.92 Allied Road March

8.0 PLAYING THE GAME

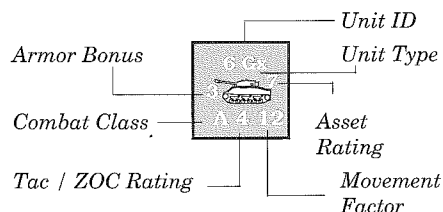
- 8.1 Invasion Scenarios
- 8.2 Alternatives
- 8.3 Breakout Scenarios
- 8.4 Victory

9.0 DESIGNER'S NOTES

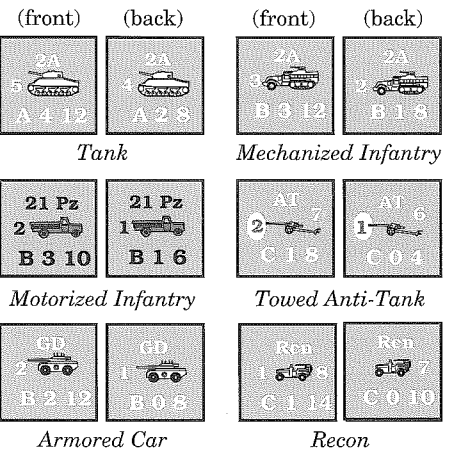
1.0 NEW UNITS

Each side has several new unit types in the system which are detailed below.

How to Read the Units:

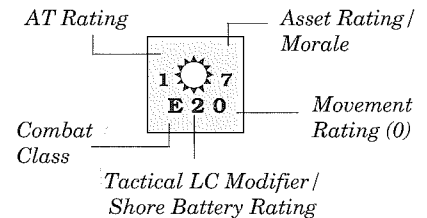


Sample Units:



1.1 OBSTACLE/FORTIFICATION UNITS (O/F)

There are 20 units representing coastal obstacles and fortifications in the invasion area. When playing the historical invasion scenario, the German player sets up all 20 units in coastal hexes as long as no more than 14 are on the Normandy map. In scenarios using the Invasion Watch routine, the German player may set up 16 units initially, and add one additional unit in each time segment of April and May that elapses prior to the invasion.



1.11 Combat Class

Obstacle/Fort units have a combat class rating (lower left) and an Asset rating (to the right of the fort symbol) which they cross index to generate defensive strength when attacked.

1.12 Morale

The Asset rating is also the morale rating of the O/F unit if it is forced to check morale.

1.13 Tactical Landing Condition Modifier

The central number on the counter is the O/F tactical rating which also represents its heavy weapons and area fire capability. Add this number to increase the landing condition against any invasion targeted into a coastal hex containing a O/F unit.

1.14 Shore Battery Rating

The Tactical rating on an O/F counter is also used as its shore battery rating. If the unit rolls equal to or less than this number it has scored a hit against Allied Invading units or Naval points. (See invasion results for application and results.)

1.15 Anti-Tank (AT) Rating

O/F units may have an Anti-Tank rating which they can only use defensively to attempt to neutralize attacking enemy armor points.

1.16 Movement

Obstacle/Fortification units have a movement, rating of 0.

1.2 NEBELWERFERS

While most artillery is abstracted into the HQ counters or support tracks, the Germans have three Nebelwerfer counters, 7N, 8N, and 9N. In most cases the ratings on these units are interpreted as with other combat units. There are two exceptions:

1.21 Defensive Rating: The combat class of nebelwerfers is bracketed to indicate that they may only use it to defend.

1.22 Artillery Rating: Nebelwerfers may contribute their artillery rating (upper right) in any barrage operation within a range of 2 hexes. They may also contribute their artillery rating to the attack or defense of any friendly unit total when they are named to participate as an asset.

1.3 HEAVY TANKS

Each side has a few armor units with boxed AT ratings indicating the presence of heavy tanks (HT). These units have their armor ratings doubled against any unit defending in clear terrain. They also double their armor bonus rating in all defensive combat.

1.4 ENGINEERING TANKS

The British fielded some unusual vehicles as part of their 79th armored division

where they were dispersed throughout the other divisions for support. Most were engineering type vehicles designed to breach minefields or fortifications. Their odd appearance led them to be called "the funnies" by the troops in the field.

1.41 AVRE Unit

This unit is considered heavy armor with two special capabilities:

- 1) it may facilitate entry into march type terrain by mobile units it is stacked with. The stack pays 1 less MP to enter the terrain than normal;
- 2) it counts as a +1 modifier against any town, city or fortification hex.

1.42 Crocodiles

These flame throwing tanks receive a +1 modifier against any village, town, city or fort hex they attack.

1.43 Flail

Designed to breach mine fields, these units lower the ZOC of any hex they attempt to enter by -1. In doing so they may be part of a stack and facilitate the movement of any unit in the stack. They also receive a +1 modifier when in an attack against any German Obstacle/fort unit.

1.5 AT GUNS

Both sides have several gun silhouette type units that have special uses. Note the British AT guns have circled ratings indicating that they may only use their AT rating on defense. Due to differences in capability and gun class, the German Flak guns are not limited in this manner.

1.51 AT Fire

Each time a mobile class unit enters the ZOC of an AT gun, the gun may roll 1 die and if the result is equal to or less than the AT gun rating (to the left of the silhouette), the mobile unit is disrupted. Allied AT guns must first pass a morale check to conduct this fire. German AT guns may fire without checking morale.

1.52 Flak

German flak guns were dual purpose and may also be used to provide flak defense to the hex they are in. Flak units may offset or neutralize the Allied +1 bonus for tactical air in the hex occupied by the flak unit.

1.6 CORPS HQS

These units are included to provide command control for operations. These

units are used instead of the *Operations Support Chart* mentioned in standard rules 6.111 etc. Every operation must be commanded by a Corps HQ which may trace a command path of 25 hexes over any terrain to each friendly division HQ it wishes to command.

1.61 Support Factor

The lower left number indicates the maximum number of divisions which may be supported by the HQ. Divisions which cannot trace a supply path via roads to a friendly corps (with no more than two off road hexes in the path), are considered unsupported and the HQ must flip to its reverse (weaker) side.

1.62 Combat Class

The central letter indicates the defensive combat class of the corps HQ. All Corps HQs are presumed to have a morale of 7 for purposes of cross indexing with their combat class or morale checks.

1.63 Operations Rating

The lower right rating indicates the number of "points" the corps may expend in any single operation. Each order carried out by a single division (or by 2 German KGs) costs 1 operations point, except the Assault order which costs 2 points. When a corps has expended all of its operations points, the operation concludes.

1.64 Enhanced Operations

Either player may declare an enhanced operation by the expenditure of 1 additional CP (Command Point). The German player may add a +2 to the Operations rating of any one corps HQ he enhances. The Allied player may add a +3 to any single corps HQ he enhances.

1.65 Corps Support Attrition

All Corps HQs begin on their strong front side. Like division HQs, they flip to their reverse side after they have completed their first operation in a turn. If utilized later in the turn for another operation, they now use the lower ratings on the reverse side. Unlike Division HQs which are limited to 2 orders per turn, the Corps HQ may continue to be named to lead operations when on its reverse side. Corps HQs flip back to their strong side in the final resolution segment of each turn.

1.66 Assigning Units to Corps

At the beginning of each turn players must assign units to some Corps HQ of the same nationality. (Except Canadians which may operate with either US or British Corps.) To make this easier, players may make this assignment when they name the Corps HQ to lead an operation. Once a unit operates with a Corps, however, it may not be reassigned to another corps until the next turn...

No using Pz Lehr with one corps on an impulse, and then switching it to another corps on the next impulse. The normal operational limits on the divisions will tend to prevent abuse, but this is the rule.

1.7 ELITE UNITS

Some units such as the 12SS division and Pz Lehr are given offensive or defensive HQ ratings of "10." To calculate their combat values, use the "9" line on the combat factor generator and add a bonus of FOUR combat points if the HQ value is still 10. (Note that the HQ value may be reduced due to step loss or fatigue, and may not always be a 10.)

2.0 TERRAIN

There are a few new terrain features in To the Far Shore.

2.1 ASSAULT MOVEMENT AND TERRAIN

The famous "hedgerow country" of Normandy was most intense in areas indicated as "Bocage." Other areas indicated as "Mixed" also contained bocage type terrain which did tend to inhibit mechanized movement a great deal. While the relative movement penalties are indicated on the *Terrain Effects Chart*, the following rule is enforced for all mobile Assault movement: Mobile units initiating an Assault order may only move two hexes in clear terrain (Code 0). All other terrain types limit these units to 1 hex in the pre-assault movement.

2.2 WATER OBSTACLES

Armor Bonus points for Mobile units which attack across a water obstacle are reduced (see table).

Penalties apply to any unit utilizing an armor bonus and attacking across or into the indicated obstacle. The pres-

ence of other friendly units in the attack which are not inhibited by the obstacle has no mitigating effect. In other words, a unit that would normally be penalized for an attack across a water obstacle cannot have this penalty negated simply because there is another friendly unit on the other side of the obstacle which is helping in the attack.

WATER OBSTACLE TABLE

OBSTACLE	REDUCTION
Across a bridged Minor River	-1/unit
Across an unbridged Minor River	Halved
Across a bridged Major River	Halved
Across an Unbridged Major River	Prohibited
Into Flooded/Marsh hexes	Halved

3.0 TIME AND WEATHER

The weather will have a profound effect on the course of play. During clear weather, the level of Allied air points, and subsequent interdiction will be higher. This will have the effect of lowering the probability of German Command points. During poor weather the Germans will enjoy a greater capability.

3.1 THE WEATHER TABLE

At the beginning of the game roll on the *Weather Table* using the CLEAR column and apply any seasonal modifier listed on the *Invasion Watch Chart* for the appropriate time period. Mark the result of the initial weather roll by placing a chit in the appropriate box. The next weather roll will use this column on the *Weather Table*.

3.2 TIME

Games beginning in the early part of the month (E) are presumed to begin on the 1st. Games beginning in the late part of the month (L) are presumed to begin on the 15th. Each turn will move the time track marker one box each time it enters a box labeled "R" or "FR" and one box at the conclusion of the Final Resolution Segment of each turn.

4.0 COMMAND POINT ALLOCATIONS

German Command Points will be very dependent on the weather and the level of Allied Interdiction. Allied Command Points will depend on the current Landing Capacity.

4.1 ALLIED AIR POINT INTERDICTION AND GERMAN CP

4.11 Allocations

At the bottom of each weather column from Clear to Storm, the Allied Air Point Availability is indicated. The Allied player decides how many of these points to assign to interdiction. The remainder are kept on his *High Level Support Track* for tactical support during the game turn using a tracking counter provided. If available the Allied player may assign from 0 to 6 points to interdiction. This decision sets which column the German player uses for his Command Point Allocation roll that turn. (NOTE: The effects of interdiction are so severe that it is almost always advisable to use as many air points as possible for this purpose.) Interdiction will also inhibit German Strategic movement of reinforcements and German Road March Operations on the Game map.

4.2 ALLIED LANDING CAPACITY AND CP ALLOCATIONS

Each Beach Head or Minor Port controlled by the Allies counts as 1 Landing Capacity (LC) point. Each Mulberry established counts as 2 LC points. Each Major port captured and cleared counts its port value toward the LC total. (i.e., Cherbourg = 10 LC Points, Le Havre = 8 LC points, etc.) The Allied player totals his Landing Capacity each turn and uses the corresponding column on his *Command Point Table* to roll for new Command points.

5.0 REINFORCEMENTS

Rather than simply providing an historical "order of appearance" for unit arrivals on both sides in the Normandy campaign, a system allowing for more player control is substituted. Historical orders of appearance assume that environmental conditions and battlefield situations in the battle being simulated are identical to those in the historical campaign. While the charts created attempt to present probable outcomes for

factors like weather, the results obtained in any given game will vary. In short, historical orders of appearance force a player to receive reinforcements which were sent in response to historical situations which arose from the decisions made by the historical generals that may have little or no bearing to the battle a player has been fighting in the game. They also allow the opponent to conveniently know where and when new enemy units will appear! In effect, the use of a historical order of appearance makes the simulation less accurate and far less faithful to the actual history. Players wishing to play the game simply as a model of the historical battle will have a difficult time initiating each and every combat on the day it was actually launched. Each decision they make in the game which differs from one made by their historical counterparts will add another degree of error to the outcome. While the "engine" of the game system is tested to produce plausible results, every game will vary based on player competence and the decisions they make.

5.1 GERMAN REINFORCEMENTS

All German divisions not listed for setup on the map at start are kept aside, and their HQ units are placed in the appropriate box, where indicated, on the *German Reinforcement Chart*. In the Strategic Operations phase of each turn, the German player will determine which, if any, HQs he will be able to move toward the playing map.

5.11 Procedure

After determining the current weather conditions and the level of Allied interdiction, the German player consults the *Strategic Movement Rate Chart* and decides how many Command Points from 0 to 3 he will spend to enhance his Strategic Movement capability. The more points spent the greater the number of HQs he will be able to move on the *Reinforcement Chart*. Deduct CPs spent and find this column in the shaded area of the *Strategic Movement Rate Chart*. Roll one die and read across until you are directly below the column corresponding to the current level of Allied interdiction. The result is the number of German HQs which may move 1 BOX on the chart. This movement can be to any other adjacent box connected to the one they presently occupy.

5.12 Entering Play

Whenever a German HQ enters a shaded area on the reinforcement track (The Normandy or Seine Box) the division is eligible for entry into play. There are 5 connecting lines to the two shaded boxes numbered 1 through 5. These German entry zones are listed on the *Reinforcement Chart* and the corresponding map entry areas (A through O) are noted. A unit entering through zone 1 for example, can enter map entry points A, B, or C. The HQ and all its subordinate units are allowed to make a free maneuver up to the normal limit of their movement rate to enter the map. (This is not a Road march, but a Maneuver.)

5.13 Free German HQ Move

The German Player may move ONE Corps level HQ 1 box free in each Strategic Movement segment. The Asset units in the Paris Box may move with the 1SS Corps HQ free.

5.14 German Replacements

The German player receives 2 replacement points each time he conducts a Refit Operation for the expense of 1 CP in the Strategic Ops phase. Two replacement points will remove 1 mobile division step loss, and 1 replacement point will remove a leg division step loss. A division may only remove a maximum of 2 steps in a single refit operation.

5.15 Any German units not called for setup in the Breakout Scenario may be placed anywhere on the *Reinforcement Chart* as long as no more than 2 Division HQs occupy the same box.

5.2 ALLIED REINFORCEMENTS

All Allied units not in play are kept aside and are presumed available for enter using the procedures described below.

5.21 Landing Capacity

The Allied player totals his Landing Capacity each turn to determine the number of reinforcement stacking points he is allowed to land. During the first 3 game turns, the reinforcements may only be taken from units in floating reserve. Thereafter any unit in the counter-mix is available.

5.22 Procedure

The Allied player is always entitled to land stacking points equal to or

less than his current landing capacity total. This if the LC total was 6 he could land 6 stacking points. All Mobile units (with movement ratings of 7 or higher) must DOUBLE their normal stacking value for this purpose. During the first 3 turns the LC sets the maximum number of stacking points which can be landed from floating reserve.

5.23 Allied Reinforcement Operation

Beginning in the Strategic Operations phase of turn 4 the Allied player may choose to TRIPLE the number of stacking points he is allowed to land, (as established by his current LC total). To do this he simply declares that he is conducting a reinforcement operation and deducts one Command Point from his track. Only one reinforcement operation may be conducted each turn.

5.24 Allied Replacements

The Allied player receives 6 replacement points each time he conducts a Refit Operation for the expense of 1 CP in the Strategic Ops phase. Two replacement points will remove 1 mobile division step loss, and 1 replacement point will remove a leg division step loss. A division may only remove a maximum of 2 steps in a single refit operation.

5.25 Any Allied reinforcements not in play at the start of the Breakout scenario are available for entry at any beach head, port or mulberry using the procedures outlined above.

6.0 SUPPORT TRACKS

There are support track counters for air, naval and higher level artillery (see *Higher Level Support Tracks*).

6.1 ALLIED AIR/NAVAL SUPPORT

The Allied player receives naval gunnery and air points depending on the weather:

WEATHER	NAVAL & AIR POINTS
Clear	9 each
Overcast	5 each
Rain	3 each
Storm	1 each

6.2 ALLIED ARTILLERY

The Allies start with zero artillery points on their track and receive artillery support points equal to the current

Landing Capacity each turn. These may be divided between British or American forces and tracked separately. British points may not be used to support US combat, and vice versa.

6.3 GERMAN ARTILLERY SUPPORT

The Germans start with 12 points on their track and receive 4 additional points each turn.

6.4 GERMAN TACTICAL AIR

The Germans receive 1 tactical air point during Overcast conditions. Players wishing to simulate the early deployment of the Me262 fighter to the Normandy battle may add 2 extra tactical air points to the German track on clear or overcast conditions. During rain or storm the Germans receive no tactical air points.

7.0 OPTIONAL RULES

Any or all of the following rules may be used in scenarios of invasion campaigns, as long as both players agree. The Rule for German Road Marches is mandatory (7.9).

7.1 ROMMEL'S PLAN

Rommel argued for placement of the Panzers closer to the coast but was eventually overruled by Hitler who retained the best divisions in Panzer Group West Reserve. This rule assumes Rommel's plan was adopted instead. The German player may move the following HQs:

1. 21pz may be moved 6 hexes before the start of the invasion,
2. 12SS may be moved 12 hexes. In addition, the German player may place the Pz Lehr HQ on the map anywhere within 20 hexes of Alencon.

7.2 CHANNEL ISLANDS ABANDONED

The German player may set up the 319th Div HQ in the Optional box on the *German Reinforcement Chart* and enter it into play as with other HQs on the chart.

7.3 GERMAN KAMPFGRUPPEN (KGS):

The German player may use the Offensive rating of his HQs to assemble battlegroups composed of any units within 3 hexes of the controlling HQ. The offensive HQ rating (modified by step losses) sets the maximum number

of stacking points which may be assigned to the KG. The German player may substitute TWO such KGs in place of a division when issuing orders.

7.4 SPECIAL SUPPLY RULES

While the Allies had plenty of supply in England, they did not have the landing capacity to use it at times.

7.4.1 Shortages

At the beginning of the command phase on any turn following D + 12 (12 days on the time track after the invasion), the Allied player must count the total number of divisions in play and compare the total to the landing capacity he has achieved thus far (multiplied by TWO). 1 Command point must be paid for each division in excess of the adjusted landing capacity TOTAL. If this penalty is not paid, all divisions in excess of the adjusted Landing Capacity are immediately flipped to their reverse (Disrupted) side and must remain so until there is adequate landing capacity to supply them. This rule is strongly recommended.

7.4.2 German Cherbourg Supply Stores

Any German HQ or unit which is able to trace a path over any road type to Cherbourg is considered in supply.

7.5 ALLIED CARPET BOMBING

On any clear weather turn after D + 15, the Allied player may initiate a carpet bombing attack immediately prior to any ground operation. To do so spend 3 air points and target any hex on the map with a maximum barrage attack. A maximum of 3 such carpet bombing attacks may be made in the game, but no more than one attack may be made per turn. No terrain modifier is applied to the die-roll, and the results are read as follows:

= number of German steps lost in the target hex and number of units disrupted.

Step losses may be applied to the division HQ or by eliminating the target unit (defending player's choice).

7.6 BRITISH INFANTRY SHORTAGES

The British were very short on replacements for their infantry divisions a fact which shaped many of their battle decisions in the campaign. To simulate

this the Allied player is limited to a maximum of 6 infantry replacement steps for British divisions in Refit operations. There is no restriction on mech/armor replacement steps.

7.7 FOLLOW ON INVASION LIMITATION

The Allied player may not declare a follow on invasion after D + 15.

7.8 MULBERRY UNITS

The Allied player may place 1 mulberry in any beach box he controls on D + 15, and a second mulberry on D + 30. These units contribute two Landing Capacity points each.

7.8.1 Storms

On any turn where the weather is "Storm" the Allied player will have his current landing capacity reduced by HALF. In addition, roll 1 die for each Mulberry and a roll of 5 will damage it lowering its LC contribution from 2 to 1. A roll of 6 will destroy it. The allied player may rebuild it on any clear weather turn at least 14 turns later.

7.9 ROAD MARCHES

Each side receives different road march movement allowances as described below. In addition to increasing the MP allowance, Road March is the only operation which allows a unit to utilize the highway Movement rate of 1/2 MP per highway hex. The Highway movement rate may ONLY be claimed by units which are road marching, (maneuver counts highway as 1 MP per highway hex, like a road.)

7.9.1 German Road Marches

The German player may spend 1 CP in the Strategic OP phase of any turn and conduct a road march with any three divisions. The procedure for this is outlined on the *Allied Interdiction Chart*. One die is rolled for each division marching and the result, under the current column for Allied interdiction, is the multiplier for road march rates. Leg units multiply this time TWO and mobile units multiply the result time FOUR. There is also a chance the road marching HQs may suffer a morale check, disruption or step loss after the road march. Failed morale checks cause disruption for the HQ and all its units.

7.92 Allied Road March

All allied units double their printed movement rate when road marching. The first hex of the march must contain some road type, and thereafter all movement can only be traced via roads. Road Marching units may not enter any type of enemy ZOC. Allied units do not check for disruption due to enemy tactical air, but the German player may spend all or some of his tactical air points to lower the MP allowance of any targeted Allied division. Each Tac air point expended lowers the original MP allowance of the targeted division by 1.

8.0 PLAYING THE GAME

To the Far Shore presents two major game types, an invasion game or a breakout game. Invasion games begin with either the historical or a free German setup. Breakout games begin with the Allied COBRA setup and allow the attempted breakout and subsequent actions like the Mortain Counterattack or Falais Gap. We found these last two scenarios to be quite lopsided and dull, and so we dropped them. (The German got the equivalent of a two hex advance in the so called "Mortain Counterattack," and Falais Gap became nothing more than a footrace.) The actions arising from player decisions will serve to determine whether battles like Mortain or Falais are ever fought.

8.1 INVASION SCENARIOS

The historical position of the German units is listed in the German setup chart below. In some cases the actual starting places of the division HQs was altered slightly to allow units to be placed in a more realistic manner.

GERMAN SETUP

HQ	LOCATION	HEX #
Seine Map:		
81	Fontaine	1506
17 (Luft)	Barville	1813
346	Goderville	2322
711 Luft*	Houlgate	3528
21Pz	St. Pierre	4630
12SS	Conches	4904

Normandy Map:

716	Douvre	3603
352 4/III Flak*	Le Breuil	3614

91	St. Sauveur	3029
709 Ost*	St. Mer Eglise	2824
243	Briquebec	2531
Ind C-1-6	Cherbourg	1730
84 Corps	St. Lo	4119

* = Attached Unit

20 obstacle/fort counters may be set up in any beach hex. All subordinate units may be set up in any hex within 5 of their HQ.

ALLIED PLAYER

The Allied player has the following units available for landing on the designated beaches:

LOCATION	UNITS AVAILABLE
Omaha (US)	1 Inf, 29 Inf, Eng, Ranger, 2 Inf, V Corps
Gold (BR)	50 Inf, 7 Ar, 30 Corps
Sword (BR)	3 Br Inf, 27Ar Brig, Cmdo x2
Utah (US)	4 Inf, 90 Inf, VII Corps, 101 Airborne, 82 Airborne
Juno (BR)	3 Can, 51 Inf (BR)
Other (BR)	6 Para, all 79 Armor units, RM unit

Use either the 12 point method or the Sealift method and make your own beach box assignments from the available units.

8.2 ALTERNATIVES

The real fun, and purpose, of the game is to allow players to create their own invasion scenarios. Any combination of setups can be used as outlined below.

1. Historical German vs. Historical Allied landing.
2. Historical German vs. Free Allied landing.
3. Free German vs. Historical Allied landing.
4. Free German vs. Free Allied landing.

Historical Allied landings occur within the named beach zones: Omaha, Utah, Gold, Sword, Juno. These can be varied by shuffling the units which invade and the airborne drop areas. Free invasions can land in any invasion zone printed on the map with any order of battle.

The historical German setup is listed above and players may wish to vary this by using optional rules for Rommel's plan of the arrival of the 319th Infantry division. Free German setup can be done in one of two ways:

1. use the historical divisions, but allow the German player to shuffle their placement on the map,
2. allow the German to choose any divisions from his Order of battle as long as he chooses no more than nine infantry divisions and two panzer divisions for setup on the map. Free German setup does not allow any alteration of assignments on the German reinforcement track. If you select other units for the initial defense, some division from the original setup must be placed in the reinforcement box in lieu of to the alternate unit.

8.3 BREAKOUT SCENARIOS

This battle bypasses the invasion and early weeks of the campaign to the point where the Allied breakout for COBRA was at hand. Follow the setup listed below. Players are also free to devise any scenario of this type that the wish.

ALLIED SETUP

UNIT	HEX	RADIUS
Seine Map:		
6P	3634	1
49	3933	1
3	4033	1
51	4133	1

Normandy Map:

Br I Corps	3502	0
11Ar	RES	1
Gd Ar	3901	1
7Ar	4002	1
2 CAN Corps	Caan	0
3C	4102	1
2C	4103	1
43	4105	1
Br 12 Corps	3908	0
53	4106	1
59	3909	2
50	4012	1
15	4014	1
30 Corps	3914	0
8 Corps	3913	0
5	4016	1

2	4017	1
35	4019	1
30	4020	1
9	3921	1
83	3823	1
4Ar	3625	1
90	3529	1
8	3528	1
79	3530	1
2Ar	3718	1
4	3720	1
3Ar	3422	1
1	RES	1
29	2923	1
6Ar	3029	1
28	3014	1
V Corps	3916	0
XIX Corps	3819	0
VII Corps	3721	0
VIII Corps	3427	0

Notes:

1. All Allied units set up at full strength.
2. Units marked RES set up anywhere within 3 of a friendly Corps HQ.
3. British Attachments: AT Guns x4, 4Ax, 8Ax, 27Ax, 31Ax, 30Ax, 33Ax, RTR, 6Gd. Any Br Div may attach 1 of the above assets
- 4.. U.S. Attachments: AT, 3Cav, 4Cav, RCN, LT, 6Cav, Any US Div may attach 1 asset.
5. Starting CP Point Allocations:
Allies = 9
Germans = 5
6. Support Track Allocations:
Allies: 18 + 8 per turn
Germans: 12 + 4 per turn
7. Weather: Clear

GERMAN SETUP

Unit	Hex	Radius	Attrition
Seine Map:			
81 Corps	1813	0	
86 Corps	3823 – Pont L'Evedue		
17L	Free	5	
711	3528	2	
346	3731	1	
Luft Bn	3931	0	
21Pz	4231	1	-3
101 Tig *			
12SS	4433	1	-4

Normandy Map:

1SS	4402	1	-3
503 Tig *			
1SS Corps	5132	0	
C-1-6 Ind*			
272	4404	1	
10SS	4406	1	-2
103 Tig *			
9SS	4804	0	-1
2SS Corps	4705	0	
654Pz *			
2Pz	4609	1	-1
277	4308	1	
276	4310	2	
326	4314	2	-1
3F	4316	2	-3
2F Corps	4517	0	
FAL PzJ*			
352	4319	1	-5
Lehr	4222	1	-6
275	4423	1	
5F	4123	1	-5
17SS	4025	1	-3
353	4326	1	-2
84 Corps	4228	0	
Ost *			
2SS	3827	2	-2
91	3828	3	-3
243	3830	2	-4
IND	5232	0	
47Pz Corps	5209	0	

* = Attached Unit

8.4 VICTORY

The Allied objective was to secure a lodgement on the continent, and then break out to eventually exit the map-edges while destroying as many German divisions as possible. The German objective was to prevent the above by containing or destroying the Allied landing forces. While it should be obvious whether or not these objectives have been met or not, use the following guidelines. The Allies need to accomplish three things:

1. Safe Landing

The Allies are awarded 1 point for establishing a safe bridgehead on the continent. To fulfill this condition they must have at least 12 supplied divisions ashore and a landing capacity of at least 6 by D+14. The Germans can attempt to prevent this by either

reducing the Allied landing capacity by capturing a beachheads, or by isolating or destroying Allied divisions before the deadline. Any beach head captured by the Germans cannot be counted toward the Allied landing capacity unless it is first recaptured and then "rebuilt" by spending 1 command point in the post game turn activities phase. It may not be rebuilt if there are any German ZOCs projected into the beachhead hex.

2. Buildup

The Allies are awarded 1 point for completing a buildup of at least 24 supplied divisions ashore with a landing capacity of at least 16 by D + 30.

3. Breakout

The Allies are awarded 1 point for every 3 supplied divisions which exit the map, one point for every 3 German infantry divisions destroyed, and one point for every German Panzer Division destroyed.

ASSESSING VICTORY

Add up the allied VP total and compare it to the chart below:

VPS	VICTORY CONDITION
0-1	German Victory: The landing is contained and destroyed.
2-3	German Marginal Victory: The landing is contained with good prospects for destruction.
4	Draw: The landing is well established but contained.
5-6	Marginal Allied: The Allies achieve a limited breakout. Germans stage a fighting withdrawal.
7+	Decisive Allied: An extensive breakout leading to a German retreat. (Historical Achievement)

9.0 DESIGNER'S NOTES

This was the game the original *Westwar* system was designed for, but instead of presenting the Normandy Campaign, I opted to do something unique with *Pas De Calais*. Now *To the Far Shore* links directly to the Dieppe map of the *Calais* game and creates a three game set in the series which also links *Tide of Fortune*. (The maps link with the old *Calais* maps right now, and

the *Calais* reprint to bring the graphics into line with the other games is in the works. Watch your 3W bulletins for information on the release of the new *Pas de Calais*!

The basic rules here are identical to those presented in *Tide of Fortune*, with no new twists or evolutions of the system to deal with. This module does present the invasion rules, which differ slightly from the rules presented in the Italian Campaign series. With six other games in print already using this system, players have ample resources to look for solutions to any gaming problems which may arise. Since 1986 the system has been played extensively by players who have been both delighted and frustrated with it to varying degrees. Production problems have accounted for much of the frustration, and resulted in a great deal of errata. Player questions have also contributed to the complexity of the rules somewhat as well. The basic mechanics of the system are easy to grasp, however, once you unlearn some very old, (and very unrealistic) concepts presented in earlier generation designs. The virtue of the system lies in its appropriate restriction of unit capabilities to their orders and the alternating ebb and flow of initiative between the players. The regimental scale for operational level gaming has also proved very popular, with its unique cross indexing for combat values and step attrition system adding a little fog of war. Veterans of the system know about how much combat power a class A unit with a HQ rating of 7 has, but as the units take step losses the enemy can't make those "factor fidgeting" calculations quite so easily.

In this title, players will have to be very careful how they use their precious command points. In addition to bidding for operations, players must spend CPs for refits, road marches, follow on invasions or airdrops, strategic movement and reinforcement enhancement. There never seems to be enough command points to go around, and players must make careful decisions concerning their use.

The Allied formula for victory is simple: get ashore and build up your landing capacity as soon as possible. As the Landing capacity increases, so your CP total and all the options that currency buys increase as well. While the

maximum of 6 beach heads and the two mulberry units will allow you to support up to 20 divisions, there are 38 Allied divisions and enough asset units for two more in this generous counter-mix. This means that a major port—either Cherbourg or Le Havre is a vital component to your success. In the beginning, it will be tempting to grab real estate with dramatic inland drives when the German line is thin. There may even be large gaps in the enemy defense that beg for rapid exploitation. Beware! The fickle nature of the *Weather Table* can shift the initiative to the Germans at any time. You could find your spearheads cut off and chopped up if they advance without proper logistical and military support.

A look at the available invasion zones will see three likely invasion scenarios for the Allies. The first is a landing on the Seine map which aims to secure Le Havre. The heavy marshland and flooded areas at the mouth of the Seine make a concurrent landing in Normandy impractical because it would split the two landing forces. This means that all units must land between Le Havre and the north mapedge. We tested the British, with their Royal Marines and Commandos and the "funnies" of 79th Armored supporting the assault on Le Havre, and the 6th Para trying to seize the vital bridge over the Seine itself. The Americans were on the left with their two airborne divisions dropping inland to delay enemy counter moves.

This plan grabs a good chunk of real estate and a sizable port rather quickly, but it also receives the loving attentions of 12SS, 116Pz, 2Pz and 21Pz early on as well. Once ashore the Allies have the formidable water barrier of the Seine to cross before they can advance inland, and unless you already own *Pas De Calais*, the Dieppe map is not available to develop a breakout campaign in that direction. The river helps both sides as a barrier when no troops are available to put into the line. In the end, the Germans were able to bottle this invasion up and hold the river line which offers few good crossing points for Allied Mobile units.

Plan two aims at the other major port at Cherbourg and sees the Allies using some of the other invasion zones on the peninsula to secure this objec-

tive sooner. This plan has shortcomings like the first. If the Allies land too many units on the peninsula, the German defense can be established at its narrow base and once again, the invasion forces have their port, but get bottled up early on. Try it and see.

Plan three is hitting the Germans right where the Allies did—on a broad front between Caen and Utah beach. This creates the most difficult defensive game for the Germans, but forfeits Le Havre as an objective. The Allied buildup forces the German line into a half-moon sickle which gets longer as the drive inland progresses. The Germans need more and more divisions to man the line, and the Allies have interior lines allowing them to mass reinforcements quickly at any given point in the line for a major breakout attempt.

The drawback to the historical plan is the eventual necessity to mount a campaign against Cherbourg. This cannot be overlooked, and players who try to grab too much ground early on while ignoring Cherbourg will be in for a rude awakening around D + 20 to D + 30. This last option makes for the most interesting game, in perhaps the most fascinating campaign of the war. It was a time when the German effectiveness on the ground was equal to and sometimes better than the Allies. "The Germans have some very good divisions, but a slow replacement rate will eventually favor a battle of attrition for the Allies.

With *Pas de Calais* and all the remaining units of the 15th Army set up, the free campaign game options will allow you to recreate the entire theater. The Allied player can mount diversionary attacks to try and fool you as with operation "Fortitude" which formed the basis of the hypothetical *Calais* game. With all that coastline where will the invasion come? How many divisions can you afford to move from one sector to another? The new *Calais* will also present a variable Allied Capability system which will randomize the use of Allied Strategic Lift points. The German players may not know just how many points his opponent has available, which simulates the confusion experienced at Normandy when the German generals thought they were only seeing the leading edge of the Allied order of battle, with Patton poised to fall upon them at Calais with the main attack. □

COMBAT RESOLUTION TABLE

BARRAGE LINE

(For Standard Rule 6.35 and
Exclusive Rule 7.5)

4	
City, Forest: 3	
Flood, Town, Rough: 2	
Poulder, Peel, Village, Woods: 1	
Clear: 0	
DIE ROLL ▶	0

REGULAR COMBAT:

Find the terrain code, making sure to modify for water obstacles or Westwall hexsides. Attacks exclusively across a terrain-coded hexside will use that line, otherwise use the most predominant terrain in the hex.

ODDS:

Defender always uses full strength combat class, cross-indexed with current HQ Defensive Rating. Attacker strength is modified by the operation. Read across on terrain code line to find nearest odds. Roll ONE die and add any modifiers as described below. Shaded results (left) apply to the attacker. Unshaded results (right) apply to the defender. See below for an explanation of results and loss priority.

BARRAGE COMBAT:

Find the number of barrage points on the topmost line and roll TWO dice. Add 2 to die-roll for fire against terrain code 3, and add 1 to die-roll against terrain code 2.

BARRAGE RESULTS:

* = Suffer 1 step loss on target stack or unit.

= Disrupt a number of units equal to result.

Any # result in excess of the number of units disrupted is claimed by the barraging player as an artillery hit, and is used to modify any ensuing combat against that hex in the attacker's favor.

0 = Check morale of attacking stack and disrupt on failure.

	10	9	8	7	6	5	4	3	2	1
4	1.25	1.50	2.00	2.50	3.00	4.00	5.00	6.00	7.00	9.00
3	1.00	1.25	1.50	2.00	2.50	3.00	4.00	5.00	6.00	8.00
2	.75	1.00	1.25	1.50	2.00	2.50	3.00	4.00	5.00	7.00
1	.50	.75	1.00	1.25	1.50	2.00	2.50	3.00	4.00	6.00
0	.25	.50	.75	1.00	1.25	1.50	2.00	2.50	3.00	5.00
0	4* -	3* -	3* -	3 -	2 -	2 -	2 -	1 0	1 1	1 2
1	3* -	3* -	3 -	2 -	2 -	2 -	1 0	1 1	1 2	1 2
2	3* -	3 -	2 -	2 -	2 -	1 0	1 1	1 2	1 2	0 3
3	3 -	2 -	2 -	2 -	1 0	1 1	1 2	1 2	0 3	0 3
4	2 -	2 -	2 -	1 0	1 1	1 2	1 2	0 3	0 3	- 4
5	2 -	2 -	1 0	1 1	1 2	1 2	0 3	0 3	- 4	- 4
6	2 -	1 0	1 1	1 2	1 2	0 2	0 3	- 4	- 4	- 5
7	1 0	1 1	1 2	1 2	0 2	0 3	- 4	- 4	- 5	- 5
8	1 1	1 2	1 2	0 2	0 3	- 3	- 4	- 5	- 5	- 6
9	1 2	1 2	0 3	0 3	- 3	- 3	- 5	- 5	- 6	- 6
10	1 2	0 3	0 3	- 3	- 3	- 4	- 5	- 6	- 6	- 7
12	0 3	0 3	- 3	- 4	- 4	- 4	- 6	- 6	- 7	- 7
15	0 3	- 3	- 4	- 4	- 4	- 5	- 6	- 7	- 7	- 8
20	0 3	- 4	- 4	- 4	- 5	- 5	- 7	- 7	- 8	- 8

CRT RESULTS:

Attacker: #* = lose one step and disrupt a number of units equal to the number

Attacker or Defender: 0 = Check Morale, Disrupt on failure (May award Spoiling Points).

Defender: 1=Disrupt defending stack. (Or retreat 1 hex if already disrupted)

Defender: 2=Disrupt and retreat one hex. (Retreat 2 if already disrupted)

Defender: 3=Disrupt, retreat 1 hex and mark HQ with 1 step loss.

Defender: 4=Suffer #3 result and retreat one additional hex.

Defender: 5=Suffer #4 result and mark one additional step loss on HQ

Defender: Retreat one additional hex for each number in excess of 5

COMBAT FACTOR GENERATOR

	9	8	7	6	5	4	3	2	1
Combat Class A	20	18	16	14	12	10	8	6	4
Combat Class B	16	14	12	10	8	6	4	2	2
Combat Class C	12	10	8	6	4	2	2	1	1
Combat Class D	6	5	4	3	2	1	(1)	(1)	(1)
Combat Class E	4	3	2	1	(1)	(1)	(1)	(1)	(1)
Armor Bonus Penalty	-Arm	-	-	-	-1	-2	-3	-4	-5
NOTE: Cross index unit combat class with current HQ rating. Whenever the HQ rating falls below 6, all armor values on subordinate units are reduced as indicated on the bottom line of this chart.									



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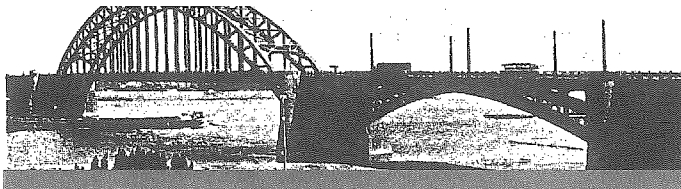
BATTLES FOR FRANCE

OPERATIONS SUMMARY CHART

OPERATIONAL ORDERS	COST	MOVE	COMBAT	ARMOR	DIV ART	ENTER	EXIT	SUP
Assault	2	1 or 2	Full	Full	Full	All	All	4
Advance	1	Half	Half	Half	Half	Weak	All	2
Maneuver	1	Full	Tac	1	1	Weak	Weak	0
Spoiling Attack	1	Half	Full	1	1	All	All	1
Barrage	1	HQ	Arty	N/A	x2	N/A	N/A	8
<i>All Orders cause 1 fatigue level to the Division except Barrage (0).</i>								
STRATEGIC ORDERS	COMMAND POINT COST							
Refit	1	None	N/A	N/A	N/A	N/A	Must	0
Road March	1/3	x2	None	None	None	None	None	0
Airlift	1	N/A	Half	None	None	Disrupt	N/A	0
Invasion	1	N/A	Full	Half	Naval	All	N/A	Nav
Tac Landing	1/2	6 Hexes	Full	Half	Naval	Weak	N/A	Nav

Operations Cost is the cost in Operations points to the Corps (Allied) or Army (German) HQ. The printed HQ Operations Rating sets the upper limit of OP points allowed for each operation. HQs may then select any order for a division they wish, as long as they do not exceed their Operations rating limit. Each order is carried out by ONE division and must be concluded prior to naming and conducting the next order. At

the instant the OP TRACK marker reaches the "FR" box, flip all Allied Corps and German Army HQs to their reverse side. The new (lower) Operations Rating will be used for all Final Reaction and Exploitation Operations. STRATEGIC operations are paid for exclusively with Command points taken directly from player command point tracks. Strategic operations occur at the beginning of the turn in Phase 2.



BRIDGE BLOWING

Bridge Type	B=Bridge Blown						
Hwy	1-2	3-4	5-7	8-9	10+		
Road		1-2	3-4	5-7	8-9	10+	
Minor Rd			1-2	3-4	5-7	8-9	10+
0	-	-	-	-	-	-	-
1	-	-	-	-	-	-	B
2	-	-	-	-	-	B	B
3	-	-	-	-	B	B	B
4	-	-	-	B	B	B	B
5	-	-	B	B	B	B	B
6	-	B	B	B	B	B	B

Combat units blow bridges using their Tactical rating. HQs use their artillery rating. Add the total of all ratings adjacent to the bridge and cross index-bridge type with the roll of one die. If an enemy unit is adjacent to the bridge, subtract 1 from the die-roll. Bridges are blown in the final resolution segment by Germans first, Allies second.

INVASION COUNTERATTACKS

DIE	TACTICAL RATING DIFFERENTIAL								
	-3	-2	-1	0	1	2	3	4	5
1	AR	AD	AD	AM	AM	-	DM	DM	DD
2	AD	AD	AM	AM	-	DM	DM	DD	DD
3	AD	AM	AM	-	DM	DM	DD	DD	DR
4	AM	AM	-	DM	DM	DD	DD	DR	DR
5	AM	-	DM	DM	DD	DD	DR	DR	DR
6	-	DM	DM	DD	DR	DR	DR	DR	DR

1st Letter: A = Attacker; D = Defender.

2nd Letter: M = Check Morale; D = Disruption;
R = Retreat 2. (Repulsed)



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BATTLES FOR FRANCE SERIES

★ ALLIED COMMAND POINT TABLE

DR	CURRENT LEVEL OF ALLIED PORT LANDING CAPACITY								
	0-3	4-5	6-7	8-9	10-14	15-19	20-24	25-28	29-30
0	0	1	1	2	2	3	3	4	5
1	1	1	2	2	3	3	4	4	5
2	1	2	2	3	3	4	5	5	7
3	1	2	3	3	4	5	5	6	7
4	2	3	3	4	5	6	6	6	8
5	2	3	4	5	5	6	7	7	9
6	3	4	5	5	6	7	7	8	9
7	3	4	5	6	6	8	8	9	9

The Allies receive Landing capacity points as allocated in the box below. Be sure to deduct damage from demolition or storms from the values listed in the box.

✚ GERMAN COMMAND POINT TABLE

Die-Roll	Current Level of Allied Interdiction						
	0	1	2	3	4	5	6
1	4	4	3	3	2	1	0
2	5	4	4	3	2	2	1
3	5	5	4	4	3	3	2
4	6	6	5	4	4	3	2
5	7	6	6	5	4	4	3
6	7	7	6	6	5	5	4

ALLIED INTERDICTION TABLE VS GERMAN UNITS WHICH ROAD MARCH ON MAP

CURRENT LEVEL OF ALLIED + DIE-ROLL	RESULT:
0-4	Safe March
5-7	Morale Check
7-9	Disrupted
10-12	HQ Step Loss

* Disrupt on Failure

⚓ PORT RATINGS

Cherbourg	10
Mullberry	2
Le Havre	8
Beachhead	1
Trouville	3
Minor Port	1
Houlgate	3
Avranches	3

Cross index the current column for Allied air interdiction with the roll of 1 die to determine the number of German CMD Pts added to track.

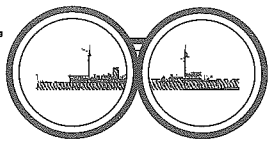
ROAD MARCH RATES:

German units undertaking a Strategic Road March Operation on the playing map also use this table to determine the number of movement points they receive for the March. Roll using the same procedure as for command points but read the result as a movement point allowance. Leg units (Movement rate of 1-6) multiply this allowance by 2 for their Road March, and Mech units (movement of 7-14) multiply the result by 4. Roll again on the *Allied Air Interdiction Table* for EACH division that marches to apply any negative effects due to Air strikes.

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BATTLES FOR FRANCE

INVASION WATCH TABLE



	APR EARLY	APR LATE	MAY EARLY	MAY LATE	JUN EARLY	JUN LATE	JUL EARLY	JUL LATE
Allied Command	6	7	7	8	9	9	9	9
German Command	2	3	4	5	5	6	7	8
Seasonal Modifier	+1	0	-1	0	+1	+2	+1	0
HQ Reaction	1-4	1-3	1-2	1	—	—	—	—
Obstacles	+1	+1	+1	+1	—	—	—	—

USING THE INVASION WATCH TABLE (For Free Campaign Games only):

Place a track marker in the Early April (APR-E) section of the chart. The German player sets up HQs on the playing map for all units listed in the shaded boxes on the German Reinforcement Chart. He also sets up 16 of the 20 obstacle markers in any coastline hex. All other HQs are placed in the appropriate box on the chart. The Allied player secretly writes down the time of the invasion by noting the month and the bi-weekly period (Early or Late: E or L). The German Player announces whether or not he is on Alert for the invasion. He may only order THREE such alerts in the invasion watch. The Allied player announces whether or not the present time period is the scheduled invasion time.

IF YES: the table lists the starting command point levels for each side, and gives a weather modifier which is applied to all weather rolls during this period. (The Early portion of each month is presumed to be from the 1st to the

15th, and the late portion is from the 16th to the end of the month.) If the German player is on alert when the invasion is declared he may add a +1 command point bonus to his track.

IF NO: invasion is scheduled for this time period, the German player may roll one die and if the result falls within the printed range on the reaction line, he may make the following adjustments to his HQ setup.

- 1) Move any two on map HQs up to 6 hexes in any direction;
- 2) move any HQ on the reinforcement track 1 box. In addition to these reaction moves, he may add 1 Obstacle marker to the playing map.

Move the track marker one segment to the right, (from early April to late April). The German player decides whether or not to call an alert, the allied player announces whether or not the invasion is scheduled, and so on until the invasion occurs.

ALLIED AIR POINT
AVAILABILITY CHART

Clear	Overcast	Rain*	Storm**
9	7	5	3

* +1 to all para/glider scatter rolls.

** Para/glider drops prohibited.

ALLIED NAVAL GUNNERY
AND AIR SUPPORT POINTS

WEATHER	NAVAL & AIR POINTS
Clear	9 each
Overcast	5 each
Rain	3 each
Storm	1 each

WEATHER TABLE

DR	CURRENT WEATHER			
	Clear	Overcast	Rain	Storm
0	C	C	C	C
1	C	C	C	C
2	C	C	O	O
3	C	O	O	O
4	C	O	R	R
5	O	R	R	S
6	O	R	S	R
7	R	R	S	O
8	R	S	S	C



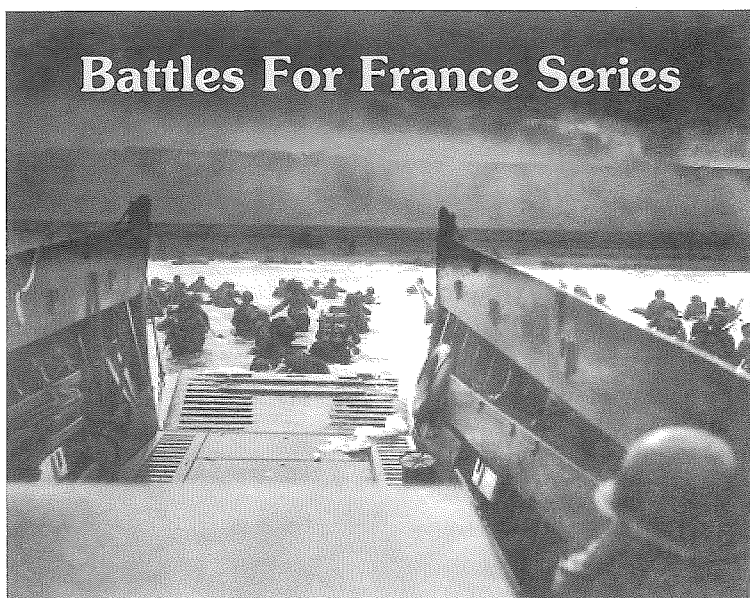
The weather at the beginning of the Invasion Watch is presumed CLEAR. Place a marker in the clear box. Each turn of the Invasion Watch, and on every regular turn weather phase, roll one die and apply the seasonal modifier for this period found on the Invasion Watch table. Adjust the weather marker accordingly.



TO THE FAR SHORE • OPERATION SEALION • PAS DE CALAIS

APR	MAY	JUN
JUL	AUG	SEP

THE CURRENT MONTH can be marked by placing a chit in the appropriate month box above. Turns falling in the first 15 days of the month are considered in the "early" (E) portion of the month for purposes of calculating any applicable modifiers listed on the Invasion Watch chart. From the 16th to the 30th is the "late" (L) portion of the month.



Battles For France Series

START

TIME TRACK

(INVASION RULES 2.8)

	1		2		3		4		5	
6		7		8		9		10		11
	12		13		14		15		16	
17		18		19		20		21		22
	23		24		25		26		27	
28		29		30						

PLACE THE TIME TRACK MARKER IN THE SHADED BOX. The marker will advance a variable number of boxes each game turn. (Each box represents about 12 hours of actual time.) At the conclusion of the invasion phase the time track marker always advances 2 boxes. In regular game turns, the time track marker advances 1 box during every Operational reaction phase in the regular turn, and one box at the conclusion of the Final resolution segment. Thus turns that begin on operations impulse box 5 or 6 will pass through two reaction boxes, moving the time track once for each, and once again at the end of the FR phase. Turns can range from one to 3 boxes of actual time. This track covers time for one month.



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TERRAIN EFFECTS CHART

TERRAIN TYPE	CODE	LEG	MOBILE	STACKING
Clear	0	1	2	10
Beach	0	1	2	10
Mixed	1	1	3	8
Marsh	1	2	4	6
Bocage	2	2	4	6
Woods	2	2	4	8
Town	2	2	2	8
Forest	3	2	6	6
City	3	2	3	8
Hill	4	3	4	6
Minor River	+1	+1	+4	6
Major River	+2	+2	Bridge	4
Highway	OT	1*	1*	8
Road	OT	1	1	6
Minor Road	OT	1	2	4
Port	OT	1	2	8
Sea	NA		Prohibited	
Cliffs	+1	+1	Prohibited	6
Ridge	+1	+1	+2	6

TERRAIN NOTES:

1. THE TERRAIN CODE IS USED FOR THREE THINGS:

- To set the line used on the CRT
- To determine the ZOC penalty
- To determine the AT defense

Total All ZOCs projected into a hex and deduct the terrain code to determine the actual zone strength.

Add the terrain code to the Defender's AT total to augment the AT defense of the hex.

2. STACKING RESTRICTIONS:

Units MAY violate stacking while passing through other units as long as they are not using any kind of road movement. Units utilizing the road movement must pay the normal cost of other terrain in the hex if they wish to "pass through" another unit.

3. STACKING AND COMBAT:

A player may attack into terrain with units in excess of the stacking allowed for that terrain type, but may not violate stacking if occupying a fallen position.

4. HIGHWAY ROAD MOVEMENT RATE:

(*) The movement on a highway (e.g., road) is 1 for all movement except "Road March." During a Road March operation the highway movement rate is reduced to 1/2 MP per hex.

COUNTER SILHOUETTE I.D. CHART

<div> <div>Armor/AT Rating (heavy if boxed)</div> <div>Unit ID Symbol</div> <div>Combat Class</div> <div>Asset/Morale Rating</div> <div>Tactical/ZOC Rating</div> <div>Movement Rating</div> </div>	
Tank	Heavy Tank
Mechanized Infantry	Nebelwerfer
AVRE	AT Gun
Flail	German Corps
Crocodile	British Corps
Obstacle	U.S. Corps

MOBILE UNIT WATER OBSTACLES

Armor Bonus points for Mobile units which attack across a water obstacle are reduced as follows:

Across a bridged Minor River	-1/unit
Across an unbridged Minor River	Halved
Across a bridged Major River	Halved
Across an Unbridged Major River	Prohibited
Into Flooded/Marsh hexes	Halved



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BATTLES FOR FRANCE

GERMAN STRATEGIC MOVEMENT RATE

DIE-ROLL

# of German Command Points Expended			
0	1	2	3
—	—	—	1
—	—	1	2
—	1	2	3
1	2	3	4
2	3	4	5
3	4	5	6
4	5	6	—
5	6	—	—
6	—	—	—

Current Level of Allied Interdiction					
0-1	2	3	4	5	6
6	5	4	4	3	3
5	5	4	3	3	2
5	4	3	3	2	2
4	4	3	2	2	1
4	3	2	2	2	1
3	3	2	2	1	1
3	2	2	1	1	0
2	2	1	1	0	0
2	1	1	0	0	0

NOTE: Cross index the die-roll (from the column set by the number of German CMD Points expended) with the current level of Allied interdiction. The result is the number of German divisions which may move ONE BOX to any adjacent box which is connected to the box they occupy. Roll 1 die again for each unit moved. A 6 will cause 1 step loss to the HQ.

GERMAN REINFORCEMENTS STRATEGIC MOVEMENT CHART



German Entry Zones

German units entering shaded boxes, appear at any mapedge entry point in the appropriate zone.

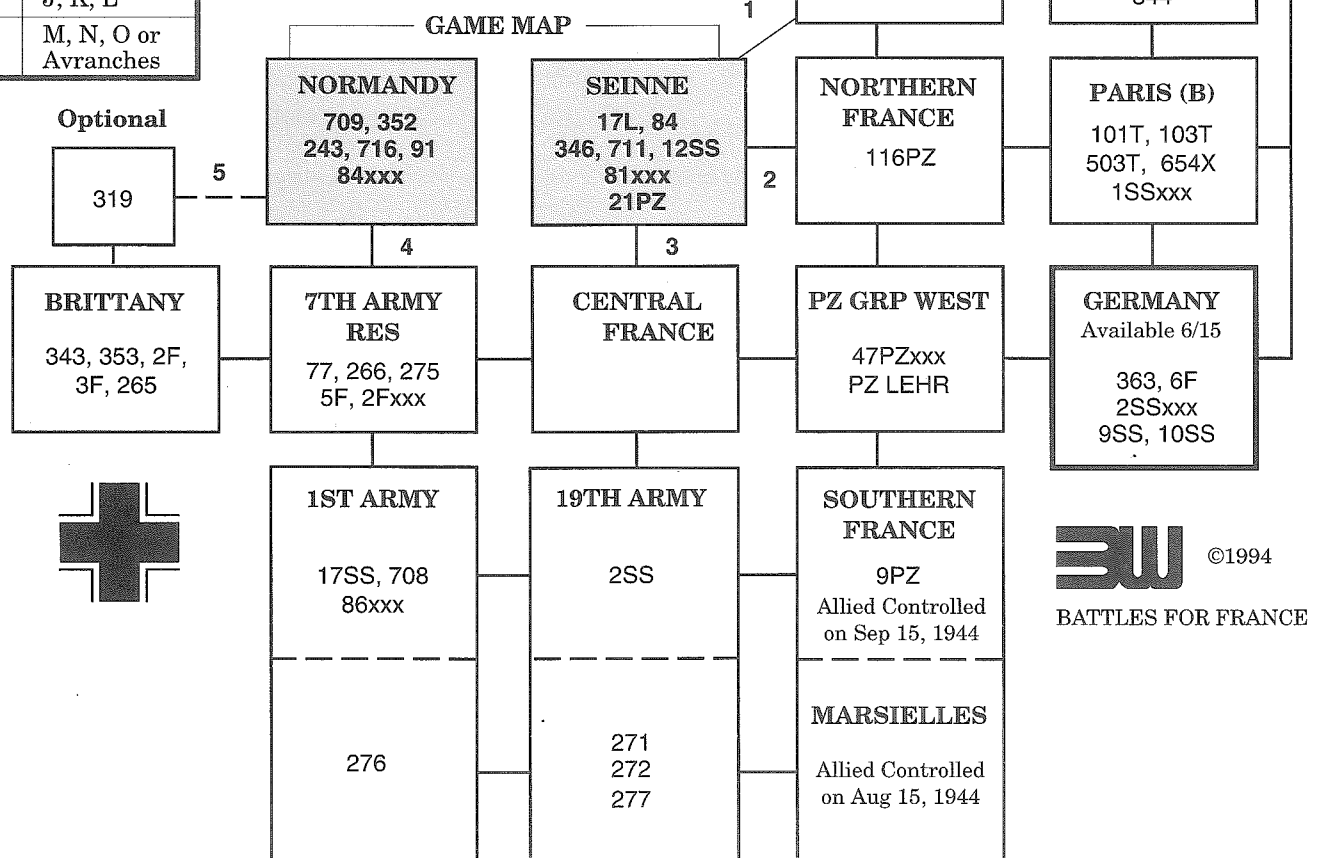
Entry Zone	Map Entry Areas
1	A, B, C
2	C, D, E, F
3	G, H, I
4	J, K, L
5	M, N, O or Avranches

USING THE CHART:

Set up HQs for each division in the appropriate box... (Except those in shaded boxes which begin on the map at start). The current weather determines the number of Allied Air Pts available. In the Strategic OPs phase of each turn, the Allied player decides how many Air Points to commit to interdiction, and the German decides how many CMD Pts to commit to strategic movement. Follow the procedure for German Strategic movement rates above.

SPECIAL NOTES ON MOVEMENT:

ONE German Corps HQs may move ONE BOX free in each strategic movement segment. Any Division or Corps HQ entering a shaded box may enter the playing map with a free Maneuver OP.



HIGHER LEVEL SUPPORT TRACKS

Exclusive Rule 6.0—Use appropriate markers to track Artillery, TAC, Airlift, Naval Gunnery etc.

GERMAN

18	17	16	15
14	13	12	11
10	9	8	7
6	5	4	3
2	1	0	



U.S.

18	17	16	15
14	13	12	11
10	9	8	7
6	5	4	3
2	1	0	



BRITISH

18	17	16	15
14	13	12	11
10	9	8	7
6	5	4	3
2	1	0	

COMMAND POINT TRACK

9	8	7	6	5	4	3	2	1	
9	8	7	6	5	4	3	2	1	

INITIATIVE / REACTION POINT TRACK

9*	8	7	6*	5	4	3*	2	1	
9*	8	7	6*	5	4	3*	2	1	

* See Rule 6.14

OPERATIONS IMPULSE TRACK

6	5	R	4	3	R	2	1	FR	EX
---	---	---	---	---	---	---	---	----	----

Subtract the number of Reaction Points from the number of Initiative Points to determine the starting position of the *Operations Impulse Track* marker. Move the OT marker 1 box to the right at the end of each Operational Impulse. Spoiling Impulses may interrupt play at any time if the Reaction player expends 3 Spoiling Points to do so.

USING COMMAND POINTS (CPs):

Command Points are added to each player's track every turn by using this table (Allied) or by the roll of one die (German). Cross index date with Allied die-roll. Add +2 to roll if Antwerp is captured and the Scheldt is clear of mines and all German units and shore batteries. Points are marked on the Command point track, up to a maximum of 9. Players bid CPs to see which one wins the initiative for the ensuing turn. The winner exchanges all CPs bid for Initiative Points and adjusts his track accordingly. The loser exchanges up to HALF the CPs he bid for Reaction Points and adjusts his track. The Operations Track Marker is set by subtracting the number of Reaction Points from Initiative Points. CPs are also used to pay for Strategic Operations during that phase of the turn.



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BATTLES FOR FRANCE SERIES

Wehrmacht

To the Far Shore

3 5 Lehr 9 C 10	Lehr 4 12 A 5 12	Lehr 4 12 A 5 12	Lehr 5 10 A 5 10	2 4 2 Pz 8 D 8	2 Pz 3 12 A 4 12	2 Pz 3 12 A 4 12	2 Pz 3 12 B 3 12	2 4 21 Pz 7 D 8	21 Pz 3 12 B 3 12
21 Pz 2 10 B 3 10	21 Pz 3 10 B 3 10	1 3 711 6 D 7	711 B 2 4	711 B 2 4	Ind 7 C 1 6	1 3 716 6 D 6	716 B 2 4	716 B 2 4	Ind 7 C 1 6

1 3 91 7 D 7	91 B 2 4	91 B 2 4	6P/91 8 A 3 6	2 3 352 7 D 8	352 A 3 4	352 A 3 4	352 A 3 6	1 2 709 6 D 6	709 B 2 4
709 B 2 4	1 2 346 6 D 7	346 B 1 3	346 B 1 3	346 B 1 3	1 3 265 7 D 7	265 A 2 4	265 A 3 4	1 2 243 6 D 7	243 A 2 3

243 A 2 3	1 2 77 7 D 7	77 A 2 4	77 A 2 4	1 2 275 6 D 7	275 B 1 3	275 B 1 3	2 2 III Fk 7 D 7	1/III Fk 2 88 C 3 6	2/III Fk 2 88 C 3 6
275 B 1 3	2 4 353 7 D 7	353 B 2 4	353 B 2 4	353 B 2 6	1 3 266 7 D 7	266 A 2 4	266 A 2 4	3/III Fk 2 88 C 3 6	4/III Fk 2 88 C 3 6

Luftwaffe

2 4 17 SS 8 D 8	17SS 2 12 A 3 12	17SS 2 12 B 2 12	17SS 2 12 B 3 12	1 3 16L 6 D 6	16L B 1 4	16L B 1 4	16L B 1 4	FAL 3 8 C 3 9	2 3 2F 8 D 9
2 4 12 SS 10 C 9	12SS 4 12 A 5 12	12SS 4 12 A 5 12	12SS 5 12 B 5 12	2F B 2 6	2F B 2 6	2 4 3F 8 D 9	3F A 3 6	3F A 3 6	3F A 3 6

SS

2 4 10 SS 9 C 9	10SS 4 12 A 5 12	10SS 4 12 A 5 12	10SS 4 12 B 3 12	1 3 9 SS 9 C 9	9SS 4 12 A 5 12	9SS 4 12 A 5 12	9SS 4 12 B 3 12	1 3 2 SS 9 C 10	2SS 4 12 A 5 12
2SS 4 12 A 5 12	2SS 5 12 B 4 12	2 4 1 SS 9 C 10	1SS 4 12 A 5 12	1SS 4 12 A 5 12	1SS 5 12 B 4 12	101T 3 12 C 2 9	103T 3 12 C 2 9	503T 3 12 C 2 9	654 2 12 C 2 12

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Front 1

3 5 116 8 D 8	116 3 12 A 4 12	116 3 12 A 4 12	116 4 12 B 4 12	1 3 708 6 D 6	708 B 1 4	708 B 1 4	708 B 1 4	2 3 343 6 D 7	343 B 2 4
343 B 2 4	343 B 2 4	1 3 85 7 D 7	85 A 3 4	85 A 3 4	85 D 1 6	2 3 271 6 D 7	271 B 2 4	271 B 2 4	271 B 2 4

1 3 344 6 D 6	344 B 2 4	344 B 2 4	344 C 1 8	2 3 272 6 D 7	272 B 2 4	272 B 2 4	272 B 2 4	2 3 276 6 D 7	276 B 2 4
276 B 2 4	276 B 2 4	2 3 277 6 D 7	277 B 2 4	277 B 2 4	277 B 2 4	1 3 326 6 D 7	326 B 2 4	326 B 2 4	326 B 2 4

1 3 363 6 D 7	363 B 2 4	363 B 2 4	363 B 2 4	2 4 319 7 D 8	319 A 3 4	319 A 3 4	319 A 3 4	1 3 84 7 D 7	84 A 3 4
84 A 3 4	84/F D 1 8	1 3 89 7 D 7	89 A 3 4	89 A 3 4	89/F D 1 8	2 4 9 Pz 7 D 7	9 Pz A 4 12	9 Pz A 4 12	9 Pz B 4 12

2 3 17L 6 D 6	17L B 1 4	17L B 1 4	Luft 6 B 1 4	1 2 18L 6 D 6	18L B 2 4	18L B 2 4	18L B 2 4	Ost 6 C 1 4	7N 3 1 7 (C) 1 8
2 3 5F 8 D 9	5F A 4 6	5F A 4 6	5F A 4 6	2 3 6F 8 D 8	6F A 4 6	6F A 4 6	6F A 4 6	8N 3 1 7 (C) 1 8	9N 3 1 7 (C) 1 8

0 6 E 1 0	0 6 E 1 0	0 6 E 1 0	1 7 E 1 0	1 7 E 1 0	1 7 E 1 0	1 7 E 1 0	1 7 E 1 0	1 7 E 1 0	1 7 E 1 0
2 8 D 3 0	2 8 D 3 0	1 7 E 2 0	1 7 E 2 0	1 7 E 2 0	1 7 E 2 0	1 7 E 2 0	1 7 E 2 0	1 7 E 1 0	1 7 E 1 0

Artwork by Beth Gueman

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To the Far Shore

Wehrmacht

343 B 02	2 3 343 5 D 6	708 B 02	708 B 02	708 B 02	1 3 708 5 D 5	116 3 B 2 8	116 2 A 2 8	116 2 A 2 8	3 5 116 7 D 7
271 B 02	271 B 02	271 B 02	2 3 271 5 D 6	85 D 0 4	85 A 1 2	85 A 1 2	1 3 85 6 D 6	343 B 02	343 B 02

276 B 02	2 3 276 5 D 6	272 B 02	272 B 02	272 B 02	2 3 272 5 D 6	344 C 0 4	344 B 02	344 B 02	1 3 344 5 D 5
326 B 02	326 B 02	326 B 02	1 3 326 5 D 6	277 B 02	277 B 02	277 B 02	2 3 277 5 D 6	276 B 02	276 B 02

84 A 1 2	1 3 84 6 D 6	319 A 1 2	319 A 1 2	319 A 1 2	2 4 319 6 D 7	363 B 02	363 B 02	363 B 02	1 3 363 5 D 6
9 Pz 3 B 2 8	9 Pz 2 A 2 8	9 Pz 2 A 2 8	2 4 9 Pz 6 D 6	89/F D 0 4	89 A 1 2	89 A 1 2	1 3 89 6 D 6	84/F D 0 4	84 A 1 2

7N 3 (C) 0 4	Ost 5 C 0 2	18L B 02	18L B 02	18L B 02	1 2 18L 5 D 5	Luft 6 B 02	17L B 02	17L B 02	2 3 17L 5 D 5
9N 3 (C) 0 4	8N 3 (C) 0 4	6F A 2 4	6F A 2 4	6F A 2 4	2 3 6F 7 D 7	5F A 2 4	5F A 2 4	5F A 2 4	2 3 5F 7 D 8

Back 1

21 Pz 2 B 1 8	2 4 21 Pz 6 D 7	2 Pz 2 B 1 8	2 Pz 2 A 2 8	2 Pz 2 A 2 8	2 4 2 Pz 7 D 7	Lehr 4 A 3 6	Lehr 3 A 3 8	Lehr 3 A 3 8	3 5 Lehr 8 C 9
Ind 6 C 0 4	716 B 02	716 B 02	1 3 716 5 D 5	Ind 6 C 0 4	711 B 02	711 B 02	1 3 711 5 D 6	21 Pz 2 B 1 6	21 Pz 1 B 1 6

709 B 02	1 2 709 5 D 5	352 A 1 4	352 A 1 2	352 A 1 2	2 3 352 6 D 7	6P/91 7 A 1 4	91 B 02	91 B 02	1 3 91 6 D 6
243 A 0 1	1 2 243 5 D 6	265 A 1 2	265 A 0 2	1 3 265 6 D 6	346 B 0 1	346 B 0 1	346 B 0 1	1 2 346 5 D 6	709 B 0 2

2/III Fk 1 88 C 1 2	1/III Fk 1 88 C 1 2	2 2 III Fk 6 D 6	275 B 0 1	275 B 0 1	1 2 275 5 D 6	77 A 0 2	77 A 0 2	1 2 77 6 D 6	243 A 0 1
4/III Fk 1 88 C 1 2	3/III Fk 1 88 C 1 2	266 A 0 2	266 A 0 2	1 3 266 6 D 6	353 B 0 4	353 B 0 2	353 B 0 2	2 4 353 6 D 6	275 B 0 1

Luftwaffe

2 3 2F 7 D 8	FAL 2 C 1 5	16L B 0 2	16L B 0 2	16L B 0 2	1 3 16L 5 D 5	17SS 1 B 1 8	17SS 1 B 0 8	17SS 1 A 1 8	2 4 17 SS 7 D 7
3F A 1 4	3F A 1 4	3F A 1 4	2 4 3F 7 D 8	2F B 0 4	2F B 0 4	12SS 4 B 3 8	12SS 3 A 3 8	12SS 3 A 3 8	2 4 12 SS 9 C 8

SS

2SS 3 A 3 8	1 3 2 SS 8 C 9	9SS 3 B 1 8	9SS 3 A 3 8	9SS 3 A 3 8	1 3 9 SS 8 C 8	10SS 3 B 1 8	10SS 3 A 3 8	10SS 3 A 3 8	2 4 10 SS 8 C 8
654 1 C 0 8	503T 2 C 0 5	103T 2 C 0 5	101T 2 C 0 5	1SS 4 B 2 8	1SS 3 A 3 8	1SS 3 A 3 8	2 4 1 SS 8 C 9	2SS 4 B 2 8	2SS 3 A 3 8

To the Far Shore

American

3 5 1 1 8 C 8	1 A 3 6	1 A 3 6	1 A 3 6	1 3 2A 2A 8 C 8	2A 2A 3 12 B 3 12	2A 2A 5 12 A 4 12	2A 2A 5 12 A 4 12	2 3 29 29 7 C 7	29 A 2 6
29 A 2 6	29 A 2 6	1 3 3A 3A 8 C 8	3A 3A 3 12 B 3 12	3A 3A 5 12 A 4 12	3A 3A 5 12 A 4 12	2 3 4 4 7 C 8	4 A 2 6	4 A 2 6	4 A 2 6

1 3 4A 4A 9 C 9	4A 4A 2 12 B 2 12	4A 4A 4 12 B 3 12	4A 4A 4 12 B 3 12	2 3 2 2 7 C 7	2 A 2 6	2 A 2 6	2 A 2 6	2 3 5A 5A 7 C 8	5A 2 12 B 2 12
5A 4 12 B 3 12	5A 4 12 B 3 12	2 3 90 90 6 C 6	90 A 2 6	90 A 2 6	90 A 2 6	1 2 6A 6A 7 C 7	6A 2 12 B 2 12	6A 4 12 B 3 12	6A 4 12 B 3 12

2 3 9 9 7 C 8	9 A 3 6	9 A 2 6	9 A 2 6	2 3 35 35 7 C 7	35 A 2 6	35 A 2 6	35 A 2 6	1 3 30 30 8 C 8	30 A 3 6
30 A 3 6	30 A 3 6	2 4 5 5 7 C 8	5 A 3 6	5 A 3 6	5 A 3 6	1 3 79 79 7 C 7	79 A 2 6	79 A 2 6	79 A 2 6

2 4 28 28 6 C 7	28 A 2 6	28 A 2 6	28 A 2 6	1 3 83 83 7 C 7	83 A 2 6	83 A 2 6	83 A 2 6	2 4 80 80 6 C 7	80 A 2 6
80 A 2 6	80 A 2 6	1 3 8 8 6 C 7	8 A 2 6	8 A 2 6	8 A 2 6	6 Cav 1 8 C 2 14	Eng 2 8 C 1 8	Rng 1 9 C 1 4	AT 2 7 C 2 10

1 2 82 82 8 D 8	82 B 2 4	82 B 2 4	82 B 2 4	82 B 3 4	1 2 101 101 8 D 8	101 B 2 4	101 B 2 4	101 B 2 4	Rcn 1 8 C 1 14
4 Cav 2 8 C 1 14	3 Cav 2 8 C 1 12	Lt 2 7 C 2 12	V 5 C 5	VII 5 C 5	VIII 4 C 4	XII 4 C 4	XV 4 C 4	XX 4 C 4	XIX 4 C 4

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Front 2

British

3 5 3 3 7 C 7	3 A 2 6	3 A 2 6	3 A 2 6	2 4 50 50 7 D 8	50 A 3 6	50 A 2 6	50 A 2 6	2 3 51 51 6 D 6	51 A 2 6
51 A 2 6	51 A 2 6	2 3 49 49 6 D 7	49 A 2 6	49 A 2 6	49 A 2 6	2 4 43 43 7 C 7	43 A 3 6	43 A 3 6	43 A 3 6

2 3 53 53 6 C 7	53 A 2 6	53 A 2 6	53 A 2 6	1 3 59 59 6 C 7	59 A 2 6	59 A 2 6	59 A 2 6	1 4 15 15 8 C 8	15 A 3 6
15 A 3 6	15 A 3 6	6 Gx 3 7 A 4 12	CDO 8 C 2 4	AT 2 7 C 1 8	4 Ax 4 7 B 4 12	27 Ax 2 7 B 2 12	CDO 8 C 2 4	AT 2 7 C 1 8	8 Ax 4 7 B 4 12

31 Ax 2 7 C 2 14	RM 9 C 2 4	AT 2 7 C 1 8	33 Ax 3 7 B 2 12	30 Ax 2 7 C 1 8	10 8 C 1 6	AT 2 7 C 1 8	1 3 GD GD 7 D 8	GD 2 12 B 2 12	GD 5 12 A 4 12
GD 3 12 A 3 12	1 3 7A 7A 6 D 7	7A 2 12 B 2 12	7A 4 12 A 3 12	7A 3 12 A 3 12	1 3 11A 11A 8 D 8	11A 2 12 B 2 12	11A 4 12 A 3 12	11A 3 12 A 3 12	1 2 6 P 8 D 8

6 P 8 B 2 4	6 P 8 B 2 4	6 P 8 A 3 4	1 Corps 4 C 3	30 Corps 5 C 4	8 Corps 4 C 3	1 3 2C 2C 7 C 8	2C A 3 6	2C A 3 6	2C A 3 6
RTR 3 7 C 2 10	79 1/AV 1 7 D 1 6	79 2/CR 1 7 D 1 6	79 Flail 7 D 1 6	12 Corps 4 C 3	BE 7 B 2 6	1 3 3C 3C 7 C 8	3C A 3 6	3C A 3 6	3C A 3 6

Belgian

Canadian

1 SS Pz 5 D 5	2 SS Pz 5 D 5	47 Pz 5 D 4	2 3 2FA 2FA 7 D 7	2 FA 1 12 C 1 14	1 2 1Pol 1Pol 7 D 7	1 Pol 1 12 C 1 14	2 Can C 4 C 3	2 3 4C 4C 7 D 7	4C 1 12 B 2 12
81 Corps 5 D 3	86 Corps 5 D 3	84 Corps 5 D 3	2 FA 3 12 B 2 12	2 FA 2 12 B 2 12	1 Pol 3 12 B 2 12	1 Pol 2 12 B 2 12	2 Fal C 5 D 4	4C 3 12 B 2 12	4C 2 12 B 2 12

German

French

Polish

To the Far Shore

British

51 A 0 4	2 3 51 5 D 5	50 A 0 4	50 A 0 4	50 A 1 4	2 4 50 6 D 7	3 A 0 4	3 A 0 4	3 A 0 4	5 3 6 C 6
43 A 1 4	43 A 1 4	43 A 1 4	2 4 43 6 C 6	49 A 0 4	49 A 0 4	49 A 0 4	2 3 49 5 D 6	51 A 0 4	51 A 0 4

15 A 1 4	1 4 15 7 C 7	59 A 0 4	59 A 0 4	59 A 0 4	1 3 59 5 C 6	53 A 0 4	53 A 0 4	53 A 0 4	2 3 53 5 C 6
8 Ax B 2 8	AT C 0 4	CDO C 0 2	27 Ax B 0 8	4 Ax B 2 8	AT C 0 4	CDO C 0 2	6 Gx A 2 8	15 A 1 4	15 A 1 4

GD A 2 8	GD B 0 8	1 3 GD 6 D 7	AT C 0 4	10 C 0 4	30 Ax C 0 4	33 Ax B 0 8	AT C 0 4	RM C 0 2	31 Ax C 0 10
1 2 7 D 7	11 A A 1 8	11 A A 1 8	11 A B 0 8	1 3 11 A 7 D 7	7 A A 1 8	7 A A 1 8	7 A B 0 8	1 3 7 A 5 D 6	GD A 1 8

2C A 1 4	2C A 1 4	2C A 1 4	1 3 2C 6 C 7	8 Corps 3 C 2	30 Corps 4 C 3	1 Corps 3 C 2	6 P A 1 2	6 P B 0 2	6 P B 0 2
3C A 1 4	3C A 1 4	3C A 1 4	1 3 3C 6 C 7	BE B 0 4	12 Corps 3 C 2	79 Flail D 0 2	79 2/CR D 0 2	79 1/AV D 0 2	RTR C 0 8

Canadian

Belgian

4C B 0 8	2 3 4C 6 D 6	2 Can C 3 C 2	1 Pol C 0 10	1 2 1 Pol 6 D 6	2 FA C 0 10	1 2 2 FA 6 D 6	47 Pz 4 D 3	2 SS Pz 4 D 4	1 SS Pz 4 D 4
4C B 0 8	4C B 0 8	2 Fal C 4 D 3	1 Pol B 0 8	1 Pol B 0 8	2 FA B 0 8	2 FA B 0 8	84 Corps 4 D 2	86 Corps 4 D 2	81 Corps 4 D 2

Polish

French

German

Back 2

American

29 A 0 4	2 3 29 6 C 6	2A A 2 8	2A A 2 8	2A B 1 8	1 3 2A 7 C 7	1 A 1 4	1 A 1 4	1 A 1 4	3 5 1 7 C 7
4 A 0 4	4 A 0 4	4 A 0 4	2 3 4 6 C 7	3A A 2 8	3A A 2 8	3A B 1 8	1 3 3A 7 C 7	29 A 0 4	29 A 0 4

5A B 0 8	2 3 5A 6 C 7	2 A 0 4	2 A 0 4	2 A 0 4	2 3 2 6 C 6	4A B 1 8	4A B 1 8	4A B 0 8	1 3 4A 8 C 8
6A B 1 8	6A B 1 8	6A B 0 8	1 2 6A 6 C 6	90 A 0 4	90 A 0 4	90 A 0 4	2 3 90 5 C 5	5A B 1 8	5A B 1 8

30 A 1 4	1 3 30 7 C 7	35 A 0 4	35 A 0 4	35 A 0 4	2 3 35 6 C 6	9 A 0 4	9 A 0 4	9 A 1 4	2 3 9 6 C 7
79 A 0 4	79 A 0 4	79 A 0 4	1 3 79 6 C 6	5 A 1 4	5 A 1 4	5 A 1 4	2 4 5 6 C 7	30 A 1 4	30 A 1 4

80 A 0 4	2 4 80 5 C 6	83 A 0 4	83 A 0 4	83 A 0 4	1 3 83 6 C 6	28 A 0 4	28 A 0 4	28 A 0 4	2 4 28 5 C 6
AT C 0 6	Rng C 0 2	Eng C 0 4	6 Cav C 0 10	8 A 0 4	8 A 0 4	8 A 0 4	1 3 8 5 C 6	80 A 0 4	80 A 0 4

Rcn C 0 10	101 B 0 2	101 B 0 2	101 B 0 2	1 2 101 7 D 7	82 B 1 2	82 B 0 2	82 B 0 2	82 B 0 2	1 2 82 7 D 7
XIX 3 C 3	XX 3 C 3	XV 3 C 3	XII 3 C 3	VIII 3 C 3	VII 4 C 4	V 4 C 4	Lt C 0 8	3 Cav C 0 8	4 Cav C 0 10







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To the Far Shore

Front

1	1	1	1	1	1	1	3	3	3
1	1	1	1	1	1	1	3	3	3

3	3				BEACH HEAD	BEACH HEAD	BEACH HEAD	SPOIL	MULL BERRY
3	3				BEACH HEAD	BEACH HEAD	BEACH HEAD	TIME TRACK	OP TRACK

 BREAK THROUGH	 BREAK THROUGH	 BREAK THROUGH	MINES	MINES	MINES	Reserve +8	Reserve +7	OPS +1	OPS +1
 BREAK THROUGH	 BREAK THROUGH	 BREAK THROUGH	MINES	MINES	MINES	Reserve +6	Reserve +5	OPS +1	OPS +1

DELAY 1	DELAY 1		Strategic Sealift 	Naval Gunnery 	German Support 	GER 	E-Boats 	U-Boats 	ALLIED Initiative Reaction
DELAY 3	DELAY 3		Tactical Sealift 	AIR LIFT 	Allied Support 	Barge Trans 	Buffalo Amphib 	TAC 	GERMAN Initiative Reaction

OCC	OCC	OCC	OPS COMP	OPS COMP	OPS COMP	OPS COMP	Artillery 1 Hit	Artillery 1 Hit	Artillery 1 Hit
OCC	OCC	OCC	OPS COMP	OPS COMP	OPS COMP	OPS COMP	Artillery 1 Hit	Artillery 1 Hit	Artillery 1 Hit

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Artwork by Beth Gueman

To the Far Shore

back

4	4	4	2	2	2	2	2	2	2
4	4	4	2	2	2	2	2	2	2

CAPACITY 2	3 pts Counter Attack	PORT	PORT	PORT	Repair ⎵	Repair ⎵	Repair ⎵	4	4
		PORT	PORT	PORT	Repair ⎵	Repair ⎵	Repair ⎵	4	4

OPS +2	OPS +2			1 - 3 = HIT	1 - 3 = HIT	1 - 3 = HIT	5	5	5
OPS +2	OPS +2			1 - 3 = HIT	1 - 3 = HIT	1 - 3 = HIT	5	5	5

ALLIED Reaction	+1 LC	+1 LC	+1 Die Modifier			LIFT 20	Allied Command Points	DELAY 2	DELAY 2
GERMAN Reaction	+1 Die Modifier	LIFT 4	LIFT 12		LIFT 2	LIFT 4	German Command Points	DELAY 4	DELAY 4

Artillery 2 Hit	Artillery 2 Hit	Artillery 2 Hit	NO Further OPS	NO Further OPS	NO Further OPS	NO Further OPS	ISO	ISO	ISO
Artillery 2 Hit	Artillery 2 Hit	Artillery 2 Hit	NO Further OPS	NO Further OPS	NO Further OPS	NO Further OPS	ISO	ISO	ISO

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Place the Time Track marker in the shaded box. The marker will advance a variable number of boxes each game turn. Each box represents about twelve hours of actual time. At the conclusion of the Invasion phase the time track marker always advances two boxes. In regular game turns, the time track marker advances one box during every Operational Reaction phase in the regular turn and one box at the conclusion of the Final Resolution Segment. Thus turns that begin on operations impulse 5 or 6 will pass through two reaction boxes, playing the time track once for each, and once again at the end of the FR phase. Turns can range from one to three boxes of actual time. This track covers time for one month. The current month can be marked by placing a die in the appropriate month box above. Turns falling in the first 15 days of the month are considered in the "early" (E) portion of the month for purposes of calculating any applicable modifiers listed on the Invasion Watch Chart. From the 16th to the 30th is the "late" (L) portion of the month.

TIME TRACK

START	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20	21	22	23
24	25	26	27	28	29
30					

APR	MAY	JUN	JUL	AUG	SEP
-----	-----	-----	-----	-----	-----

TO THE FAR SHORE

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