

Grand Operational Simulation Series (GOSS) 2020

Mega Sequence of Play

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Conducting GI Attacks (20.3.2)

Temporarily stop moving and roll Ground Interdiction as soon as unit expends one MP above the GI value and in intervals after that.

- Don't count MP expended within 6 hexes of enemy unit

Range	One flak point per hex with:
1	City, German occupied since scenario start
1	HQ or Flak; Allied Art Bn after 1942
0	German / US - Arm Inf Bn, Arm Recon Bn, Tk Bn, Hybrid
0	after 1942; CW Arm Inf Bn or Arm Recon Bn

DRMs: +2 Strat mode or +1 using non-Strat Mech road movement
-1 is pure armor
-1 other than Clear atmospheric condition
-1 per in range hex with flak points (20.7.1)

d10	Ground Interdiction Result
0-3	No Effect
4-5	Fatigue-1 & MH
6-7	Fatigue-2 & MH
8+	Fatigue-2, 1 step loss & MH

3.3.1 Joint Pre-Game Day Activities

3.3.1a Joint Air Allocation Phase

AM Only

1. Determine the number of APs available for the entire GD (20.1.0).
2. Allocate available AP to specific missions (20.1.1).
3. May return withdrawn Flak, place on next GD on GTRT (20.7.2).
 - On that GD stack with or adjacent to any Army HQ during a friendly Movement Phase, may not move that GT
4. May withdraw Flak units to protect against SI attacks (20.7.2).

3.3.1b Joint Weather Determination Phase

Weather Segment (19.0)

AM, PM, Night

Determine the atmospheric condition, ground condition, and precipitation for the current GT.

Ground Interdiction Value Segment (20.3.0)

AM, PM Only

Allied then Axis does following for each air sector:

1. Determine the number of GI AP allocated to sector.
2. Adjust AP by 1/2 in POvr, 1/4 in Ovr, 0 in Storm (19.3.0, 19.5.0).
3. Reduce GI AP by number of intercepting ASup AP (20.6.1a).
4. Roll and mark resulting (Leg / Mech) GI values on sector track.

DRMs -1 POvr -2 POvr w/ Rain

-2 Ovr -3 Ovr w/ Rain

d10	Adjusted GI APs							
	2-7	8-11	12-15	16-19	20-23	24-27	28-31	32
0	—	—	—	— / 11	— / 10	— / 9	5 / 9	5 / 8
1	—	—	— / 11	— / 10	— / 10	— / 9	5 / 8	5 / 7
2	—	—	— / 11	— / 10	— / 9	5 / 8	5 / 7	4 / 6
3	—	—	— / 11	— / 9	— / 8	5 / 8	5 / 7	4 / 6
4	—	—	— / 10	— / 9	— / 8	5 / 7	4 / 6	4 / 6
5	—	— / 11	— / 10	— / 9	5 / 8	5 / 7	4 / 6	4 / 4
6	—	— / 10	— / 9	5 / 8	5 / 7	4 / 6	4 / 5	4 / 4
7	— / 11	— / 10	— / 9	5 / 8	5 / 7	4 / 6	4 / 5	3 / 4
8	— / 11	— / 9	5 / 8	5 / 7	4 / 6	4 / 5	4 / 4	3 / 3
9	— / 11	5 / 9	4 / 8	4 / 7	4 / 6	4 / 5	3 / 4	3 / 3
10	5 / 10	4 / 8	4 / 7	4 / 6	4 / 5	4 / 4	3 / 4	3 / 3

3.3.1c Joint Command Phase

AM Only

Rest GT Designation Segment (3.5.0) AM Only

- Allied side must conduct rest GTs at night (3.5.1)
- German side secretly designates their rest GT (3.5.2)

Command Segment (9.0)

AM Only

Alter and / or create Corps and Army boundaries (9.2.0)

- Straight with at most one dog leg and / or follow river or road
- Extend from friendly map edge to 10+ hexes past front line

Reassign HQs (9.4.0)

- Reassign Formation / Corps HQs to different Corps / Army
- BGs; (re)designate one Bn sized unit as HQ (9.3.3a)

Attach and Detach units (9.6.0)

- Attaching / detaching units be in command
- Attaching units must be able to trace GenS from new HQ
- Max 6 assigned units may detach from a Formation (9.6.1)
- Non-CW Arm Bde Formation HQs may attach (9.6.2) either:
 - a) units total; max 1 Art, 1 CDO and 4 larger than a one-step Co
 - b) Bde / Rgt with more than 6 assigned units
- See 9.6.2bcd for US Tank, TD, AT, CvGps and German RE & KG

Enter / release Formations to / from Army Reserve (25.0)

- By Formation, in Normal Fuel, 7+ hexes from enemy; more in rules

Enter / release Formations to / from Refit (22.4.0)

- Must have been 7+ full GDs since Formation's last refit
- Enter all units, which; must be in command, in GenS and 20+ hexes from enemy; ignore Isolated see rule about Art units (22.4.1)
- Before receiving ReP may transfer steps and Art units (22.4.2)
- May release after 5 Joint Command Phases (22.4.5)
- Immediately release if enemy ground unit is within 8 hexes
- Units in refit cannot move

Naval Unit Assignment Segment (11.9.0)

AM Only

Determine available naval units. See scenario exclusive rules.

Lull Determination Segment (24.1.0)

AM Only

Allied then Axis may request voluntary Lull.

Ldr Activation Segment (23.1.0)

AM Only

For each (even Isolated) leader roll **d10 < Ldr number** to activate.

Activated Ldrs:

- Are flipped to active side
- May be placed with any subordinate HQ or unit
- Are considered to have started the GT / GD at that location
- Have 12 MA and may switch between Mech and Leg
- Stacked w/ HQ benefits require; Ldr to start GT and remain with HQ apply; only to units trace (Extended) GenS from HQ
- Formation Ldrs provide benefits to subordinate units (23.2.1)
 - ▶ -1 DRM to PRCs made in Ldr's hex
 - ▶ +1 (max 9) to GA lead unit's PR when stacked with Ldr
 - ▶ +1 MP to in GenS units if Ldr starts GT and remains with HQ
 - ▶ +1 MP to units that start GT with or adjacent to Ldr (not with HQ)
 - ▶ 1 shift per non-Rest Player Turn to GA in or adjacent to Ldr
 - ▶ no multi-formation shift to GA including a unit stacked with Ldr
 - ▶ during ENA Ldrs may activate entire Formation (3.4.2)
- Army / Corps Ldrs provide benefits to subordinate units (23.2.2)
 - ▶ -1 DRM for PRC made in Ldr's hex
 - ▶ +1 (max 9) to GA lead unit's PR when stacked with Ldr

Inactive Ldrs:

- Remain and move with the HQ / Isolated units they are stacked with
- Provide no Ldr benefits

Leader Casualty (23.3.0)

2d10 <= 5 eliminates Ldr; check after:

- GA or FS in Ldr's hex results in step loss
- Enemy ground unit enters hex with Ldr and no other units

Surrender Segment (15.7.1)

AM Only

OoS & Isolated units that fail a defensive PRC, surrender:

PRC -1 stacked with a Ldr (23.2.1e)

DRMs +1 any other unit w/i two hexes surrendered this GT
+2 for each cumulative AM GT (after the first)

Surrendered units are removed and:

- Generate no Recycle steps (22.2.0)
- Cost an additional Inf ReP to resurrect (22.5.2a)

3.3.1d Joint Logistics Phase

AM Only

Avoid extended GenS path penalties for one HQ (15.2.4a) by:

- Dismounting three Mech Inf Bn's
- Using Allied Div inherent transport for itself or its Corps HQ

Truck Point Assignment Segment (16.1.0)

AM Only

Allocate available TP to one of three tasks (16.1.2):

AmP delivery (16.1.2a, 16.3.1)

- 7 TPs max may deliver AmPs, allocation may be higher
- Axis must allocate at least 1 TP per Army to AmP delivery
- Supported Corps limit equals TP allocated to AmP delivery

FP delivery (16.1.2b, 16.4.1)

- 8 TPs max may deliver FPs, allocation may be higher

Motorization: each allocated TP may:

- Transfer 1-2 AmP to another Army (16.3.5)
- Mount 3 Leg and / or static units (7.12.3a)
- Enable one Leg formation to use Mech GenS paths (15.2.3)

Supply Interdiction Segment (20.4.0)

AM Only

First Allied, then Axis conduct SI; **Clear or POvr** weather only:

1. Attacker secretly determines adjusted SI AP (2-3) and number of ASup AP escorts for each mission.
2. Attacker declares number of missions attacking each Army.
3. Defender side declares # of ASup AP intercepting each mission.
4. Attacker picks a mission and declares number of SI / escort APs.
5. Escort APs and intercept APs abort each other.
Each surviving intercept AP aborts one SI AP (20.6.2).
6. Each surviving escort AP reduces flak DRM by 1 (20.7.2).
7. Roll for target d10: **0-4** FP delivery, **5-9** AmP delivery
8. Roll **d10 <= 2** to reduce allocated TP by 1 (min 0):

DRMs: **-1** 3 surviving SI AP

+1 1 surviving SI AP

+1 per four flak steps withdrawn for SI defense

drm reduced by 1 (min 0) per surviving escort AP

AmP Delivery Segment (16.3.0)**AM Only**

At no time may an Army or Corps ADV be less than 0 or greater than 8.

The following aren't counted in steps 4 and 7 (15.4.0):

- HQs that are: OhS, OoS, MR, Strat or Army Reserve (25.0)
- BGs attached to Div (15.4.2a)

1. Set each Army's ADV as defined by scenario.
2. Reduce stockpile by 0-2 AmP per TP allocated to Transfer.
3. Convert AmP to ADV and vice versa; 1 ADV = 2 AmP.
4. Adjust each Army's ADV based on supported count (15.4.1).

+1 less than 3 supported Corps

-1 per supported Corps over 3

- Max supported = #TP allocated to AmP delivery (16.1.2a)
- Unsupported Corps have a non-adjustable ADV of 0 and all subordinate units and Formation HQs are unsupported

5. For each Army, determine number of AmP delivered (16.2.1).

At no time may stockpile contain > 20 AmP, 40 with active Depot(s).

If Stockpile is negative, reduce ADV until = 0; +2 AmP per -1 ADV.

AmP	d10 (-2 drm Ext GenS path)									
TP	<= 0	1	2	3	4	5	6	7	8	9
7	6	6	6	6	6	6	6	8	8	8
6	4	4	4	4	4	6	6	6	6	8
5	2	2	4	4	4	4	6	6	6	6
4	—	2	4	4	4	4	6	6	6	6
3	—	—	2	2	2	4	4	4	6	6
2	-2	-2	—	—	2	2	4	4	4	4
1	-4	-4	-4	-2	-2	—	—	2	2	4
0	-6	-4	-4	-4	-4	-2	—	2	2	2

6. Set supported, subordinate Corps' ADV equal to Army's ADV.
7. Adjust each Corps ADV based on supported count (15.4.2):
 - +1 less than 3 supported count
 - 1 per supported count over 3 (frd)
 - count **1.0** per Allied Div; Axis Tank / Pz / PzG / Mot Div
 - count **0.5** per Allied CvGp; other type of Axis Div; all BG
 - All units subordinate to unsupported Formation are unsupported
8. Increase Corps ADV by 1 per 2 AmP expended from stockpile.
9. AmP transfers arrive at destination Army's stockpile (16.3.5).

Fuel Delivery Segment (16.4.0)

AM Only

1. For each Army, determine number of FP delivered (16.2.1).

At no time may stockpile contain > 20 FP, 40 with active Depot(s).

Fuel	d10 (-2 drmm Ext GenS path)									
TP	<= 0	1	2	3	4	5	6	7	8	9
8	10	10	11	12	12	13	14	14	15	15
7	10	10	11	11	12	12	13	14	14	14
6	9	9	9	10	10	10	11	12	13	13
5	8	8	8	8	9	9	10	10	12	12
4	5	6	6	7	7	7	8	9	9	10
3	3	3	4	5	6	6	6	7	8	8
2	2	2	3	4	4	4	5	5	6	6
1	1	1	1	2	2	2	3	3	3	4
0	—	—	1	1	1	1	1	1	1	2

2. Allocate FP to HQs as desired (16.4.2).

Exception OhS HQs; only FP converted from their OhS points

FP Requirements	Normal Fuel	Low Fuel
Reduced ¹ Mech Div	x 1/2	x 1/2
Div w/ 3+ Mech units attached ²	+ 1	+ .5
US 1st, 2nd, 3rd Arm Div	3	1.5
Mech Div	2	1
Mech BG ³	1	.5
Allied Corps HQ	2	1
Axis Corps HQ	1	.5
Army HQ	1	.5

¹ with 7 or less Mech; count **1.0** per Bn / Hybrid, **0.5** per Co (16.4.4a)

Allied Inf / AB Divs count all Leg and Mech units (16.4.4b)

² ignore US Tk, AT, TD units assigned per (9.6.2b)

³ Mech BG are BGs with 1+ (3+ Axis) Mech units (9.3.4)

- Immediately remove Exploit markers from units in No Fuel
- Axis Mech units subordinate to Leg Formation use Corps fuel state but do not count as Corps asset units (16.4.3b)
- Low / No Fuel HQ subordinate Mech units restrictions include:
PA mode (5.2.2), Exploit mode (5.3.0), Strat mode (5.5.1), retreating (13.11.1) and advancing (13.12.5d)

Depot Placement Segment (15.8.0)**AM Only****Relocate Army Depot (15.8.2):**

- Army HQ must be in Town or City hex
- Place Depot on GTRT two GDs from current GD
- Reduce Army's TP by half (fru) until Depot back on map
- Expend 6 FP from Army stockpile

If Army moves for any reason while Depot is on GTRT; place Depot two GDs ahead and expend six more FP.

If Depot is on current or past GD of Game Turn track:

- Place Depot in Town or City hex containing Army HQ
- Return TP used for relocation to Army

Replacement Point Segment (22.0)**AM Only**

1. Determine RePs received for the current GD (22.3.0).
2. Cull recycle steps, convert them to RePs (22.2.1).

	Axis	Recycle Steps	Allied
1 Inf ReP	4		5
1 Arm ReP	4		3

3.3.1e Joint Fuel Value Determination Phase**AM, PM, Night**

Determine the Fuel Value of each HQ with Low or No Fuel (16.4.5a):

	d10 (-2 drm Ext GenS path)									
	<= 0	1	2	3	4	5	6	7	8	9
No Fuel	0	0	1	1	2	2	3	3	4	5
Low Fuel	2	3	4	5	5	6	6	7	7	8

Choose either (16.4.5b):

1. All subordinate Mech units have MA equal to Fuel Value.
2. A number of subordinate Mech equal to Fuel Value have full MA. Others cannot move, not even via Minimum Move (7.3.0).
Divide FV by 2 (fru) if subordinate Mech count <= 10
 - Count (frd) **1.0** per Bn / three-step hybrid; **0.5** per Co / two-step hybrid
 - Allied must count all Leg and Mech units
 - Don't count reinforcements during GD they arrive (21.0)

3.3.2 Allied Turn

3.3.2a Mode Determination Phase

Set the mode and stance of each unit for this GT (5.0).

Leg AT inherent motorization (7.12.4a) printed MA of 6 or 9

Place Motorized marker to function as Mech class.

- May be in Tac, Exploit or Strat mode
- Are subject to superior HQ fuel state
- Are not ignored for Mech stacking purposes (6.5.0, 7.10.3)

Artillery Stance (5.6.0)

- IB Art **may only** be in Tac mode
- IB Art are ignored for Mech stacking purposes (6.5.0, 7.10.3)
- OoB Art may be in Tac, Exploit, MR or Strat mode
- OoB Art are not ignored for Mech stacking purposes (6.5.0, 7.10.3)

Tactical Mode (5.1.0) is required for:

- Breakdown or Recombine (18.0)
- Mounting or Dismounting **Exception:** PA Mech (7.12.1)
- Tactical Assault (5.1.2)
- Combat Reserve (5.8.0)
- Fatigue level reduction (14.3.0)
- Construction or demolition (17.3.0)
- Ferry operations **Exception:** PA Eng / PA Leg units (17.2.0)
- Replacements **Exception:** also allowed in MR mode (22.5.0)

Prepared Assault Mode (5.2.0)

- Must be able to reach hex adjacent to enemy using PA movement
- Not Overstacked, OoS, OoC, Fatigue-2, HQs or Artillery units
- Not if motorized by TP or Allied Div / Eng inherent transport
- Low / No Fuel HQ; per HQ limits (5.2.2):
 - FV $\geq$ 6; any number of Mech units may enter PA mode
 - FV < 6; a number of Mech units up to FV may enter PA mode
- Always stacked on top of any FW or Fort
- Always observed by adjacent enemy units
- Adjacent enemy units are always observed
- Must participate in GA
 - No FS DRMs or benefit for terrain, population features or DWs
 - Increased FS mission capacity and GA Advance distance
 - May combine with adjacent PA units in multi-hex GA
 - Receives one favorable GA column shift
 - Remove PA marker after Ground Assault Segment

Strategic Mode (5.5.0)

No Mech unit using any type of movement may enter hex containing a Strat mode unit (5.5.5) **Exceptions:** (6.2.0, 6.5.0)

- Increase MA by 50% (fru)
- HQs may receive FP only from Army whose ZOP they are in (5.5.3a)
- Reinforcements may enter in Strat mode (or Tac mode)
- Not if No Fuel, Overstacked, IB, OoC, Fatigue-1 or Fatigue-2
- Must be in GenS; Mech class or Leg class motorized by TP / Allied Div / Eng inherent transport
- Must be eligible for and use Mech road movement (7.10.0)
 - may enter Strat stacked with one other Mech unit
 - two one-step Mech Co may move together as one unit
- Cannot move during ENA periods (5.5.4)
- Cannot move into hex adjacent to or observed by enemy ground unit
- Cannot enter hex containing a Mech unit (6.2.0, 6.5.0 exceptions)
- Cannot conduct any construction or demolition
- Cannot contribute RIB DRMs or adjacent defender column shifts
- Cannot observe for FS nor participate in offensive GA
- Cannot be lead PR if stacked with non-Strat unit
- Always stacked on top of any FW or Fort, no benefit from any DW
- Receives two unfavorable GA column shifts
- Eliminate if retreated not along trails, roads or clear in Dry conditions
- Exit Strat after resolution of GA in which any type of hit suffered
- May exit Strat at the end of a friendly Night GT Movement Phase
- After exiting Strat, in Command until next AM Command Phase

Exploitation Mode (5.3.0)

- Enter all Mech units subordinate to a Formation / Rgt together
 - Div assets may enter with Rgt
 - Recon may individually enter, may never stack with non-exploit units
- Must be in GenS; Mech class, Leg class motorized by TP or Allied Div / Eng inherent transport
- Not adjacent to enemy unit, No Fuel, OoC, Fatigue-1 or Fatigue-2
- Immediately remove marker if no FP allocated to HQ
- If adjacent to PA enemy at start of any Exploit Phase, must remove marker and may retreat up to maximum distance (13.11.1)
 - PA enemy units may advance one hex; remove PA and optionally place TA if adjacent to enemy
- Always stacked on top of any FW or Fort, no benefit from any DW

- Receive 1 unfavorable GA column shift (13.7.0)
 - Mech (only) may Overrun during movement (see 5.3.4b and 5.3.5)
 - Conduct all Mech road movement before any non-road movement
 - AM / PM GT: move half MA during each friendly exploit phase
 - Night GT / ENA: move full MA during either friendly exploit phase
 - do not pay MP for moving adjacent to enemy in MCT hexes
 - if observable and not in MCT (ignore FW), subject to one GS attack per hex w/i 6 hexes of enemy, retreat removes marker (5.3.4c)
 - May be marked TA
 - remove Exploit marker if TA involuntarily removed (5.3.5c)
- Exceptions:** if advancing due to FS or at end of Combat Phase

Maneuver Reserve Mode (5.4.0)

- Enter all units subordinate to a Formation / Rgt together and all must be: **Exception:** Art units may remain in Tac mode
 - w/i 6 hexes of their HQ
 - in Normal Fuel, GenS, and Command
 - at least 4 hexes away from all enemy ground units
 - at least 7 GDs since being in a MR bonus period
- May receive replacements (22.5.0)
- May convert to Exploit at start of any friendly Exploit Phase (5.4.2)
- After 9 (10 if Div has attached Rgt / BG) consecutive GTs in MR, units earn MR bonus period of six GTs after release (5.4.4)
- In Normal Fuel for remainder of GD released, plus one additional GD if earned MR bonus period (5.4.1)
- Immediately, involuntarily revert entire Formation / Rgt to Tac mode (earning no MR bonus period) if any member unit:
 - moves
 - is adjacent to an enemy unit
 - receives a numerical hit from a FS mission

MR Bonus Period (5.4.4)

- Lasts six full GTs
- Ignore Rest GT movement and PA restrictions
- In GenS and exempt from 7.7.5 GenS movement restrictions
- In Normal Fuel for remainder of release GD plus one additional GD
- No Fatigue hits for moving, FS missions or GA during ENA / Rest GTs
- Roll for bonus MP each Movement and Exploit Phase (5.4.4a):
- Receive 1 favorable GA / Overrun column shift if all participating units are in a MR bonus period

3.3.2b Construction Phase

Construction Segment (17.3.0)

1. Improve trail / RR to secondary road and secondary road to primary road for GenS paths in and adjacent to hex with 2+ Eng steps conducting Road Improvement (17.7.0). Remove marker immediately if observed by enemy ground unit.
2. Flip completed FW and Bridge under-construction markers.
3. Advance the construction of multi-turn bridges.
4. Start construction by placing under-construction markers.

To start or continue construction:

- Must be Tac mode, in GenS or OhS and not Fatigue-1 or Fatigue-2
- Remove under-construction marker if constructing unit(s):
 - become OoS
 - incur a step loss or retreat from FS or GA
 - do anything other than defend against FS or GA
- Cannot start ET-2 construction if constructing unit(s) are observable to enemy units (OCT does not block observation)
- Cannot start bridge and immediately remove under-construction:
 - enemy unit occupies either hex adjacent to bridged hexside
 - enemy unit occupies hex adjacent to constructing unit(s) unless friendly units occupy both hexes adjacent to bridged hexside
- During bridge construction:
 - no DW (case B) DRMs vs FS, nor GA DW column shifts
 - observable to adjacent and if not in MCT, within LOS of VP / HVP

Steps ¹	Stream	Minor River	Major River	Great River	IP ²	ET-2 ³
3 Eng	1 GT	1 GT	2 GT	4 GT	0 GT	IP+0 GT
2 Eng	1 GT	2 GT	3 GT	—	0 GT	IP+0 GT
1 Eng	1 GT	3 GT	—	—	1 GT	—
1 Eng +1	—	—	—	—	0 GT	IP+1 GT
2 other	—	—	—	—	1 GT	—

¹ +1 / other must be non-HQ / Art steps

² any Eng or 2 steps of non-HQ / Art unit may place a completed IP in Bocage at the beginning of Movement Phase and also move

³ no existing IP required for ET-2 in a Village, Town or City

Demolition Segment (17.3.2)

Prepared Bridge Demolition (17.3.2c):

- Eng units cannot move during following Movement Phase
- Eng units may demo all bridge hexside(s) they are adjacent to
- Enemy unit must be w/i 8 hexes of hex adjacent to bridged hexside
- One attempt per bridge per Demolition Segment

Steps	Enemy Adjacent to Bridge	No Enemy Adjacent
1 Eng	0-4	0-5
2+ Eng	0-6	0-7

Ferrying Leg GenS during Administrative Phase (15.2.1b)

- Must be Tac mode, idle and not Fatigue-1 or Fatigue-2
- Must be adjacent to hexside crossed during the Admin Phase

Total Steps	d10 (+1 drm during Night GT or ENA) Hexside Crossed	Leg GenS MP
1+ Eng	Stream	+0
1+ Eng	Minor River	+1
3+ Eng	Major River	+3

3.3.2c Movement Phase

Combat Reserve Designation Segment (5.8.0)

Remove and place CR markers on eligible units as desired:

- Tac mode, Bn personnel type unit with at least 2 steps
- Not adjacent to enemy, OoS, OoC, Fatigue-1 or Fatigue-2
- Not RE units (4.6.3)
- May receive Replacements
- Remove CR marker when unit:
 - is adjacent to enemy at beginning of friendly Movement Phase
 - moves during friendly Movement Phase
 - incurs AS from FS mission
 - has to defend against GA
 - uses CR bonus (13.8.2)

MA Modifications in order, fru (7.6.0)

1. Set MA based on Low or No Fuel state (16.4.5b)
2. Increase MA:
 - +1 MP, subject to Ldr bonus (23.2.1a)
 - +2 MP Tac, in command, in GenS, Leg class moving along Primary or Secondary roads and never adjacent to enemy nor observed by enemy ground unit (7.6.2)
 - by 50%, Strat mode (5.5.3b)
 - Bonus MP during MR bonus period (5.4.4a):

d10 (+1 drm first GT after release)									
0	1	2	3	4	5	6	7	8	9
+0	+1	+1	+1	+2	+2	+3	+3	+4	+4

3. Half MA for any one of following:
 - Fatigue-1, OoC, OoS
 - Exploit mode in AM or PM GT Exploit Phase
4. Quarter MA for either:
 - Fatigue-2
 - Any two or more halving conditions

5. Ground	Non-Road Movement	Mech Road Movement
Wet	-2 MA	—
Mud	MA divided by 2	—
Snow	MA divided by 3	-1 MA

6. Night GT
 - +1 MP per hex, Mech not along Primary or Secondary road
 - +1 MP per hex, Leg not along roads, trails, RR

Minimum Movement (7.3.0)

Still subject to GI and Fatigue hits.

Units may move one hex if they are:

- Not moving into prohibited hex nor across prohibited hexside
- Not violating constricted terrain (7.11.3), fuel state (16.4.3) or ET-3 / Fort / Ft Area (7.9.0) restrictions
- Leg
- Mech in Normal Fuel
- Mech in No Fuel granted full MA
- Mech in Low Fuel granted full MA or MA equal to FV

Cannot move beyond GenS (7.7.5)

- Adjacent to enemy while OoS
- Into hex with no valid GenS that is w/i 3 hexes of enemy unit unless no valid GenS at start of Movement Phase and hex is closer to friendly supply source

Exceptions: MR bonus period, CDO, advancing and retreating units

Mech road movement (7.10.3)

- Must be two or less Mech units at start and end of movement
- +2 MP when using trail / road to enter hex with Mech unit(s)

Mech road movement and Strat stacking:

- Ignore all Mech in clear hexes during dry ground conditions
- Two one-step Co's that start stacked together, count as one unit
- Don't count as Mech for two unit limit
 - Special stacked units (6.2.0)
 - IB SPA, IB Art, HQ, Luftwaffe Flak, dismounted Mech (6.5.0)
 - Mech Eng conducting any form of construction (6.5.0)

Movement Segment (7.0)

1. Place Reinforcements in Tac or Strat mode (21.0)

- If reinforcements cannot trace GenS of any length from HQ; form into BG or attach to Formation, Corps or Army HQ (15.2.0)

Make withdrawals (21.4.0)

Make emergency command changes cannot conduct offensive GA nor spot for or conduct offensive FS missions (9.4.1)

2. Move Strat mode units via Mech road movement (7.10.0)

- Conduct enemy GI attacks against moving units
- Check for Trail Bridge & Bridge Marker collapse (17.3.2a)
- Cannot enter hex containing a Mech unit (6.2.0, 6.5.0 exceptions)
- Cannot move adjacent to enemy unit
- Cannot move into hex observed by enemy ground unit
- H / VH AFV cannot use trails / RRs in constricted terrain
- Stacked on top of any FW or Fort

3. Coup de Main (CdM) attacks (7.14.0)

See procedure on page 18.

4. Tac mode units may:

Move (7.0)

- Conduct enemy GI attacks against moving units
- Check for Trail Bridge & Bridge Marker collapse (17.3.2a)
- Mech may not move into hex containing a Strat mode unit

1. Conduct all Mech road movement (7.10.0)
2. Then all non-road movement, including min move (7.11.0)
 - +3 MP for Mech to cross bridge!

Exception: may immediately use non-road movement after dismounting and Mech road movement after mounting

Place Delay for 1/2 (fru) adjusted MA (7.13.0)

- Before spending MP for any other purpose
- Personnel type, 2+ steps, in GenS
- Not if OoC, defensive PR < 5 or defensive PRC failed

Breakdown for 1/2 (fru) adjusted MA (18.0):

- Combine with Mount or Dismount for no additional cost
- Not if marked with red triangle, HQ, Art, Fatigue-1 or Fatigue-2
- Marked with Red square; only one BU and only if 2+ steps
- Co into two Z-steps if that type exists in counter mix (18.8.0)
- Move before and / or after, BU MA = parent's remaining MP

Recombine for 1/2 (fru) adjusted MA (18.7.0):

- Units must all be stacked together or co-adjacent
- Not if any are Fatigue-1 or Fatigue-2
- Parent retains worst supply state of any unit
- Move before, but not after

Dismount for 1/2 (fru) adjusted MA (7.12.1), Towed AT (7.12.4b)

- Combine with Breakdown for no additional cost
- Move before and / or after
- After MA equals 3 - MP spent moving before dismounting

Mount for 1/2 (fru) adjusted MA (7.12.2)

- Combine with Breakdown for no additional cost
- Not if OoC, Fatigue-1 or Fatigue-2
- Must trace Mech class GenS from its superior HQ
- Move after including Mech road movement with MP equal to:
 - its Mech MA (or FV) - (6 + MP spent moving); Or,
 - half its Mech MA (or FV) if it did not move prior
- Doesn't count against allowed movers until next GT (16.4.5b)

Ferry one Tac mode Leg unit, dismounted AT or self (17.2.0)

- 1+ steps of Eng must start adjacent to river hexside crossed
- Ferried unit may move before and after
- Stream + 0 MP, Eng may move after
- Minor river + 1 MP, Eng may move after
- Major river entire MA, Eng may not move after

IB Art 1 Hex Movement (5.6.1)

IB Art units may move one hex without fuel and ignoring fatigue hits for moving during Rest GT or ENA period; if they:

- Are towed and non-static
- Are German 150mm or less
- Are Commonwealth 25lb or less
- Are non-German 155mm or less
- Are not labeled with 'G' or mixed Art Bn
- Comply with minimum movement rule (7.3.0)
- Do not cross a stream or use a ford
- Do not enter constricted terrain, no exceptions for road or 7.11.2
- Do not move adjacent to an enemy unit; unless already adjacent and all eligible movement hexes are adjacent

5. PA mode units may:

Move (5.2.3)

- Mech may dismount prior to moving
- 1 hex: Mud except Mech along Primary / Secondary in Mud
- 1 hex: Night GT, Leg, Motorized AT, Mech Low / No fuel
- 2 hexes: CDO, Mech
- Stop moving after:
 - moving adjacent to enemy unit
 - mech not along road and moves into wood, forest, marsh, soft ground, swamp, bocage, hedgerow, RR embankment, or constricted terrain

Ferry one PA Leg unit or self

- 1+ steps of PA Eng must start adjacent to river hexside crossed
- Ferried unit may move before and after
- Minor river, Eng may move after
- Major river, Eng may not move after

Command Status Segment (9.0)

1. Remove OoC markers from in command HQ and units.
HQ / Units are in Command:
 - Reinforcements for 3 GTs if they can trace GenS of any length to their assigned HQ (15.2.0)
 - Luftwaffe Flak Cos if they can trace GenS from any HQ (4.6.2)
 - Units exiting Strat mode until next AM Command Phase (5.5.3a)
 - Army HQ within their ZOP
 - Corps HQ within their ZOP, or if none, within Army ZOP
 - Formation HQs within their Corps ZOP, or if none, within Army ZOP
 - Units within HQ's Corps ZOP and HQ is in Command
2. Place OoC markers on Out of Command HQs and units (9.3.5).
 - All subordinate units of OoC HQ are OoC (9.3.5)
 - All subordinate HQs and units of eliminated Army / Corps HQ are OoC until reassigned (9.3.1,2)

Quick Construction Segment (17.3.3)

Complete "O GT" FW construction.

OoC Effects (9.8.0)

- Half MA (7.6.1c)
- Cannot contribute RIBs
- Cannot Overrun (5.3.4b)
- Cannot be marked as CR
- Cannot enter Refit (22.4.1)
- Cannot attach or detach units
- Cannot mount / motorize (7.12.2)
- Cannot activate during ENA periods
- Cannot place Delay markers (7.13.0)
- Cannot receive Replacements (22.5.1)
- Cannot enter PA, Exploit, Strat or MR mode
- Cannot observe for GS or NGS FS missions
- Cannot benefit from Leg class road bonus (7.6.2)
- Cannot observe Art FS missions that include Art units from another Formation (including Corps / Army)
- Cannot contribute barrage points to a FS mission if spotter is from another Formation (including Corps / Army)

3.3.2d Inactive Side Exploit Phase

1. Convert MR Formations / Recon units to Exploit mode (5.4.3).
2. If adjacent to PA enemy, remove Exploit and retreat up to maximum distance (13.11.1)
 - Enemy units lose PA marker, may advance one hex and / or place TA if adjacent to enemy
3. Declare CdM attacks with Exploit mode units (7.14.0).
4. Move and overrun with Exploit mode units (5.3.4).
 - Conduct all Mech road movement before any non-road movement
 - Do not pay MP for moving adjacent to enemy in MCT hexes
 - Subject to one GS attack per hex moved into if observable, w/i 6 hexes of enemy unit and not in MCT, ignoring FW (5.3.4c)
 - Overrunning units subject to active side FS missions (5.3.5)
 - Any retreat result removes Exploit

Conducting CdM Attacks (7.14.0)

- During friendly Movement or Exploit Phase
- Target enemy occupied hex on far side of major or great river bridge five or more hexes from any friendly unit
- One attempt per bridge per phase
- One unit, or max 3 steps using 6.2.0, using Mech road or non-road movement enters target hex
- Ignore MP costs and MHs generated by target enemy hex
- **d10 DRMs:** **-1** attackers all Mech, **-1** attackers moved more than 10 hexes, **-1** Night or ENA, **+/-** PR difference
 - >= 1** fail; move attackers back across river, else
 - <= 0** success; place CdM Marker, perform TA see 7.14.4

3.3.2e Combat Phase

Tactical Assault Designation Segment (5.1.2 & 10.2.0)

1. Mark Tac / Exploit mode units with TA markers:
 - Not if motorized by TP or Allied Div / Eng inherent transport
 - Must participate in GA if adjacent to enemy unit
 - Are always observed by adjacent enemy units
 - Adjacent enemy units are always observed
 - No FS DRMs or benefit for terrain, population features or DWs
 - Cannot participate in multi-hex GA (13.4.0)
 - Cannot advance more than one hex after GA (13.12.0)
 - Remove TA marker after conducting offensive GA
 - Remove TA marker after advancing (11.7.0) or retreating (11.6.2) due to FS mission
2. Attempt to remove Delay markers (7.13.2):

In hexes containing friendly TA / PA marked units, may:

 - Roll PRC with lowest offensive PR in stack
 - DRM noted on Delay marker

Pass remove Delay marker from hex

Fail remove all TA and PA markers from hex

In Refit Bonus Rep use or lose (22.4.3)	Inf	Arm
Leg Div	3	0
Leg Bde / Rgt	1	0
German Mech & Allied Arm Div	2	1
German Mech & Allied Arm Bde / Rgt	1	1

Replacement Segment (22.5.0)

On-map units may receive one step each (22.5.1):

- Must be listed on the Unit Replacement Table
- In Tac mode and in GenS
- Not marked TA or PA, OoC, Fatigue-1 or Fatigue-2
- Leg unit not adjacent to enemy unit
- Leg unit in OCT adjacent to enemy unit
- Mech unit not adjacent to nor observed by an enemy ground unit

On-map units may transfer one step each (22.5.1a):

- Donner must have two steps or more and not be TA / PA marked
- Receiving unit must meet 22.5.1 replacement criteria except may be OhS or OoS
- Units in same or adjacent hexes, not separated by impassable terrain
- Units assigned / attached to different HQs, offensive PR difference must be 1 or less
- Units assigned (not attached) to same HQ regardless of PR
- HQs may transfer to any subordinate Inf type unit regardless of PR
- Two Z-step units of the exact same unit type may consolidate into one Co sized unit

Resurrecting Units (22.5.2):

- Must be listed on the Unit Replacement Table, never Z-step units
- Resurrected units never enter play with more than one step
- Leg: 1/2 Inf ReP + 1 Inf ReP if Isolated + ReP Cost from URT
- Mech: 1/2 Arm ReP + 1 Inf ReP if Isolated + ReP Cost from URT
- Place unit in or adjacent to its in GenS superior HQ
- Place Formation HQ, in or adjacent to subordinate unit; if none, in or adjacent to its superior HQ
- Place Corps HQ adjacent to Army HQ
- Place Army HQ in any city with its ZOP

Other Replacement Methods:

- RE Units step transfers (22.5.1b)
- German Ersatz Units step transfers (22.5.1c)
- Resurrecting with RE Units (22.5.2c)
- Hybrid replacements (22.6.0)

Fire Support (FS) Segment (11.0)

Perform FS missions in the order given below.

1. **Active** side conducts Carpet Bombing (CB) missions, then conducts Ground Support (GS) missions.
2. **Inactive** side declares NGS and GS missions, conducts Art missions, then conducts declared NGS and GS missions
3. **Active** side declares NGS missions, conducts Art missions, then conducts declared NGS missions

LOS Range in hexes (8.1.0)

Terrain	Blocked by	Default	Ovr	Snow, Storm, Fog, Night
City or Town	Town, City VP, HVP	2	2	1
VP	VP, HVP	3	2	1
HVP	HVP	4	2	1

Reduce LOS range by one hex if traced through or into any Rough hexes. Minimum of 1 hex.

Ground Support FS Missions (20.2.0)

1. Select spotting unit (11.2.1) or air observed (8.3.0) and target hex.
2. Declare number GS AP and escort ASup AP for 1-2 missions.
3. Target side declares intercepting ASup AP vs each mission.
4. Escort / intercept APs abort each other;
Each surviving intercept AP aborts one GS AP.
5. GS Mission Errors (20.2.3)

DRMs +1 POvr, +2 Ovr

+1 woods, hedgerow, Rough-2 or town

+2 forest, bocage, or city

+1 (max +2) per in range, Flak capable enemy unit

-1 Strat mode

-1 US or CW in September 1944 or later

d10	
0-7	Resolve FS mission
8	Scatter to adjacent hex; if Flak, Abort else Resolve FS mission
9+	Abort

Resolving FS Mission

1. Select spotting unit (11.2.1) or air observed (8.3.0).
 - One spotter per target hex, max two spotters from same hex
 - Bn or two-step hybrid may spot for two separate hexes (regardless of steps remaining)
 - Cannot spot if Isolated, Z-step, advanced after FS mission
 - OoC cannot spot for GS or NGS; nor for missions with Art units from another Formation (including Corps / Army)
 - During Night GT / ENA and not adjacent to ET-2, ET-3, Fort or Ft Area; open = OCT and OCT = MCT
 - Bocage & Hedgerow are OCT to; Air Observation, adjacent VP, within 1/2 HVP LOS range
 - Enemy unit in LOS is observed if:
 - not in CT (OCT / MCT)
 - in Strat mode
 - moving in OCT
 - marked TA or PA
 - adjacent to friendly TA or PA marked unit
 - constructing ET-2 and not in MCT
 - constructing a bridge and adjacent to spotter
 - constructing a bridge not in MCT, spotter in VP or HVP
 - An observed population feature (location, village, town, city) counts as observed but applies unobserved DRM

Air Observation (8.3.0):

Not during Night GT, ENA period, Ovr, Storm or Snow.

Clear: Open hex w/i 6 hexes of in GenS friendly ground unit
Strat mode unit anywhere

POvr: Open hex w/i 3 hexes of in GenS friendly ground unit
Strat mode unit in bocage, hedgerow or non-MCT

2. Reveal if any armor (case C) FS DRM applies in each hex (8.4.3)

Offensive FS:

- Observed and in open within LOS of spotter
- In open or OCT within LOS of VP / HVP spotter

Defensive FS:

- Observed and in open within LOS of spotter
- In open or OCT and attack designated and adjacent to spotter

3. Select target hex (11.2.2)

4. Determine mission capacity (11.2.4)

Light Capacity when spotter is:

- Unobserved, no spotter
- Any Corps or Army asset not assigned to BG / Div
- Co
- Being overrun; Bn

Medium Capacity when spotter is:

- Air Observation
- Bn
- Co in ET-2, ET-3, Fort, Ft Area
- Being overrun; in ET-2, ET-3, Fort, Ft Area

Heavy Capacity when spotter is:

- Bn in PA mode
- Bn in ET-2, ET-3, Fort, Ft Area

Capacity	Allied ^{1,2}	Axis ^{1,2}	GS Mis	NGS ³
Light	2 Art	1 Art	—	DD
Medium	3 Art	2 Art	1	DD + DD
Heavy	16 Art US	8 Art	2	BB or MN
	12 Art other			CA + CL or DD DD + CL or DD

¹ +1 Art if spotter in VP or HVP

² plus Art units adjacent to target hex, Forts, Hvy Flak and non-adjacent CW and US TD (M-10, M-18, M-36) after 1 Sep 1944

³ range from full sea hex; BB: 20, MN: 18; CA: 14, CL: 12, DD: 7

Formation Requirements (11.2.5)

Participating Art & TD units must meet formation requirements.

For Medium and Heavy capacity Art FS missions:

- At least one Art must be subordinate to same Formation as spotter (n/a to air observation)
- Assets assigned to same Army / Corps as spotter's Formation

Additionally:

- Hvy Flak may join only if at least one other Art unit participates
- Art units from one other Formation subordinate to same Corps as spotter's Formation **Exception:** ADV 0 Art may participate only if spotter is subordinate to same Formation

5. Calculate strength of volleys (11.4.0)

GS: 1 AP = 2 FS points, one volley per mission

Art: 1 BF = 1 FS point, one volley per 8 FS points

NGS: BB, MN: 8, CA: 6, CL: 5, DD: 4 FS points, one volley per unit

- Heavy Art have -1 BF for defensive FS (11.4.1f)
- Hvy Flak have a range of 4 and 1 BF per step
- Allied TD have a range of 2 and 1 BF per step

Art Intensive Fire (11.4.1g)

- +1 volley per 8 FS pts from ADV >= 1, non-extended GenS units
- Expend 1 AmP per extra volley

Max DRM +/-10	DRM	d10	Hits
A: Terrain (11.5.1) n/a to TA, PA, Strat		≤ 7	0
Marsh, Swamp, Soft Ground	-1	8	AS
Location, Hedgerow, Forest, Woods, Rough	-1	9	AS
Village, Bocage, Wooded Rough	-2	10	1
Town	-3	11	1
City	-4	12	AS1
B: DW (11.5.2) n/a to TA, PA, Strat			
IP, Destroyed Fortified Area	-1	13	AS1
ET-2, WN	-2	14	2
ET-3	-3	15	2
Fort, StP, Fortified Area	-7	16	2
C: Armor (11.5.3)			
1+ Pure or Mixed Armor (two A,B,C DRMs)	-2	17	AS2
All Pure Armor (one A,B DRM)	-3	18	AS2
D: Unit Density (11.5.4)		19	AS2
0.5 to 2 steps Z-step count 0.5	-1	20	3
5 to 6 steps	+1	21	3
7 or more steps	+2	22	AS3
Group E: Other Conditions (11.5.5)		≥ 23	4
Observer on VP and target not on VP	+1		
Observer on HVP and target not on HVP	+1		
Night GT or ENA period	-1		
Unobserved mission	-4		
Strat mode target	+4		
¹ Nebelwerfer and no A,B,C DRMs apply	+1		
NGS BB or MN	+1		
NGS Ovr w/ rain	-2		
NGS Ovr or POvr w/ rain	-1		

¹ only 1st volley unless all participating units werf the nebls

6. Determine DRMs; max +/-10 (11.5.0)
 - If any TA / PA units, non-TA / PA units count only for density DRMs
7. For each volley roll: **d10 + DRMs + FS mission points** (11.6.0)
8. Total AS and Numerical hits from all volleys and resolve.
 - If any TA / PA units, all non-TA / PA in CT are immune to FS results
 - HQ must be last to take step loss, Art units 2nd last
 - Z-step cannot absorb step loss, if not stacked Bn or Co eliminate all Z-steps on first step loss
 - If step loss in Ldr's hex, **2d10 <= 5** eliminates. Check once per mission.

Fort or Ft Area and no Heavy Art, convert all hits to AS

Apply AS hits

- Remove any CR markers
- Units may have at most 2 AS markers

First hit as retreat

1. Remove any TA / PA markers.
2. Apply one AS to stack.
3. Retreat stack one hex or if previously TA / PA into DW.
4. Subtract 1 from total hits (*the "first hit"*).
5. Divide remaining hits by 2, round up.
 1. Apply hits as step losses; Max step loss applies.
 2. Apply 2 hits as Fatigue hits.
 3. Ignore any remaining hits.

First hit as step loss

1. Take step loss from unit, or:
 - By removing ET-3 from target hex
 - By reducing Fort in target hex one step
2. Roll PRC with lowest defensive PR, 6.2.0 applies
 - Auto-pass in ET-2, ET-3, Fort or Ft Area

PRC Passed

1. Take one step loss.
2. Convert 0-2 hits into Fatigue hits.
3. Take all remaining hits as step losses; no Max step loss.

PRC Failed

1. Remove any TA / PA markers.
2. Apply one AS to stack.
3. Retreat stack one hex or if previously TA / PA into DW.
4. Apply hits as step losses; Max step loss applies.
5. May apply 0-2 hits as Fatigue hits.
6. Apply all remaining hits as step losses; no Max step loss.

9. Check Ammunition Depletion (11.8.0):
Hvy Flak and Allied TD do not deplete
 1. Place AD and OoS on all OhS Art units.
 2. Place AD on all unsupported Art units.
 3. Place AD on one Art unit per volley gained from Intensive Fire.
 4. Place AD on Art units equal to **d10 - ADV**:
 - DRMs** +1 per volley after 1st
 - +1 per volley if all participating Art units are NW
 - +2 Extended GenS

Advance after FS (11.7.0)

If target hex vacated, may advance adjacent, TA / PA units

- Cannot advance again due to FS this Combat Phase
- Cannot observe for subsequent FS missions (11.7.0)
- Ignore ET-3 / Fort / Ft Area movement restrictions (7.9.0)
- TA units; remove TA marker
- PA units; may remove PA marker if advancing into MCT
- PA Eng may ferry one PA Leg unit and / or itself across minor river
- PA Eng may ferry one PA Leg unit across major river, remove PA
- Check for Trail Bridge & Bridge Marker collapse (17.3.2a)

FS Retreat (11.6.3)

- Retreat one hex as a stack
- Eliminate if forced to retreat, step losses reduce numerical hits
 - all IB horse and static Art (11.6.3e)
 - IB towed Art other than; 75mm, 105mm/105H, 25lb, 150mm/155H
 - Strat units retreated not along trails, roads or clear in Dry conditions
- Immediately take extra step loss (no Max step loss)
 - from dismounted AT that retreats (7.12.4b)
 - from stack that retreats into non-MCT adjacent to enemy; ignore HQs, OoB towed Art, Z-step, marked with AS
 - cannot take Z-step loss if there are any non-Z-step units
- Immediately remove TA and PA markers (5.1.2, 5.2.5)
- Immediately mark OoC if retreated outside HQ's ZOP
- Check for Trail Bridge & Bridge Marker collapse (17.3.2a)

Retreat path move down list until only one hex qualifies:

1. Not adjacent to enemy unit.
2. Closer to superior HQ.
3. Is OCT or MCT.
4. Along any type of road.
5. Not overstacked.

Attacker Status Adjustment Segment (12.0)

1. Remove TA and PA markers from units that are no longer adjacent to enemy units.
2. Remove TA markers from units that could only attack the same defending hex as PA marked units.
3. Remove all but one TA marker from multiple TA stacks that could only attack the same defending hex.
4. Remove TA and / or PA markers so that no Formation has more than one PA (multiple stacks) or two TA per point of its Corps ADV. Or, expend 1 AmP for additional PA or two additional TA (16.3.3).
5. Units in MCT may remove TA and / or PA markers and remain in hex, withdraw into same hex DW or retreat one hex.
Units not in MCT must pass lowest offensive PRC to do so.

Ground Assault (GA) Segment (13.0)

1. Identify Defender's Hex (13.3.0)
 2. Identify Attacking Hexes (13.4.0)
 3. Determine unit status (13.5.0)
 - Isolated & OoS units that fail defensive PRC surrender
PRC -1 stacked with a Ldr (23.2.1e)
DRMs +1 any other unit w/i two hexes surrendered this GT
+2 for each cumulative AM GT (after the first)
Surrendered units are removed and:
 - Generate no Recycle steps (22.2.0)
 - Cost an additional ReP to resurrect (22.5.2a)
 - Declare standoff units, attacker first; n/a on terrain line 1
 - Declare OhS units full CS, attacker first
 - Night GT & ENA defender decides, per unit, if fatigue hit or 1/2 CS
 - Retreated defenders don't contribute to GA in any way
 - Bridge Collapse and Hasty Demolition
If badda boom! Mech must switch to standoff or not participate in GA
- | Hasty Bridge Demolition (17.3.2b) | | Night GT or ENA |
|-----------------------------------|-----|-----------------|
| 1 steps Eng | 0-3 | 0-2 |
| 2+ steps Eng | 0-5 | 0-4 |
4. Determine Ground Assault Value (13.6.0)
 - Divide attackers GAV by defenders GAV, round down
 5. Determine Column Shifts (13.7.0)

6. Determine Die Roll Modifiers (13.8.0)

- In a 6.2.0 stack, use Bn / Hybrid PR, or lowest PR if all Co
- If Bn or Co, only Pz V, VI or VIb Z-steps may be PR / Arm lead
- CDO may not be lead PR unless all participating units are CDO or vs Fort or Ft Area (4.6.6)
- CR w/i 3 hexes, not across major or great r. even at bridges & fords

7. Both sides roll percentile 2d10, add DRMs and lookup result on GA CRT (13.9.0).

8. Apply GA Results (13.10.0)

- If step loss in Ldr's hex, **2d10 <= 5** eliminates. Check only once per GA.
- 6.2.0 stacked units count as one unit for Max step loss.

Mandatory Lead Unit PRC pass or add discretionary hit (13.10.1)

- Auto-pass units in Forts and Forts themselves
- +1 defensive PR (max 8) in ET-2, ET-3, Fort or Ft Area

Reduce Mandatory Hits (13.10.2)

- Defender in ET-3; may eliminate ET-3 for -1 mandatory hit
- Convert one mandatory hit into one discretionary hit if all participating units are Recon, CDO or 6.2.0 qualified and:
 - ▶ are in CT and could retreat 1 hex
 - ▶ include one lead Arm / AT unit with factor > 0
 - ▶ enemy had no lead Arm / AT unit with factor > 0

Apply Mandatory Hits (13.10.3)

Z-steps:

- For each mandatory hit taken as step loss by Co or larger unit also eliminate one participating Z-step

Step loss order Max step loss applies:

Exception: not to attacker if GAV ratio was less than left most ratio.

1. Lead PR unit.
2. Lead Arm / AT unit.
3. An Eng unit that provided or denied column shift (13.7.4b).
4. Other participating units.
5. HQ and Art units.

After Max step loss:

- If all participating defending units are in Fort:
 1. Apply all remaining mandatory hits to Fort (no Max step loss).
 2. Ignore all discretionary hits and any remaining mandatory hits.
- Else:
 1. Convert all remaining mandatory hits into discretionary hits.

Apply Discretionary Hits Pick option (13.10.4)

Units in Forts and Forts themselves ignore all discretionary hits.

Z-steps:

- May eliminate two Z-step units to fulfill one step loss
- If all Bn / Co eliminated, one step loss eliminates all Z-step units

Hold Position

Roll PRC with lowest defensive PR, 6.2.0 applies:

- Auto-pass in ET-2, ET-3, Fort or Ft Area

PRC Passed

1. Apply 0-2 DHits as Fatigue hits.
2. Apply remaining DHits as step losses; no Max step loss.

PRC Failed

1. If only 1 DHit, TA / PA may withdraw into same hex DW to resolve.
2. Apply DHits as retreats; up to each stack's max retreat distance.
3. Apply DHits as step losses; Max step loss (previous losses count).
4. Apply 2 DHits as Fatigue hits.
5. Apply remaining DHits as step losses; no Max step loss.

Limited Retreat

Roll PRC with lowest defensive PR, 6.2.0 applies:

- Auto-pass in ET-2, ET-3, Fort or Ft Area

PRC Passed; each stack must retreat one hex or into DW

1. TA / PA may resolve 1 DHit by withdrawing into same hex DW.
2. Apply 1+ DHits as retreats; up to each stack's max retreat distance.
3. Apply 0-2 DHits as Fatigue hits.
4. Apply remaining DHits as step losses; no Max step loss.

PRC Failed; same as Hold Position PRC Failed

Full Retreat

- Stacks must split to individually retreat max distance
1. If only 1 DHit, TA / PA may withdraw into same hex DW to resolve.
 2. Apply DHits as retreats; up to each stack's max retreat distance.
 3. Apply DHits as step losses; Max step loss (previous losses count).
 4. Apply 2 DHits as Fatigue hits.
 5. If retreated at least 1 hex, ignore remaining DHits.
 6. Apply remaining DHits as step losses; no Max step loss.

Joint Artillery Shift Marker Removal Segment (13.13.0)

Remove all AS markers.

GA Retreat (13.11.0)

	Max Retreat Distance		
	Leg	Mech - No Fuel	Mech
Attacker	1 hexes	2 hexes	2 hexes
Defender	2 hexes	2 hexes	4 hexes

- Retreat as a stack, no drop offs
- Check for Trail Bridge & Bridge Marker collapse (17.3.2a)
- Eliminate if forced to retreat, step losses reduce discretionary hits
 - all IB horse and static Art (11.6.3e)
 - IB towed Art other than; 75mm, 105mm/105H, 25lb, 150mm/155H
 - Strat units retreated not along trails, roads or clear in Dry conditions
- Immediately take extra step loss, no Max step loss
 - from dismounted AT that retreats (7.12.4b)
 - from stack that retreats into non-MCT hex adjacent to enemy; ignore HQs, OoB towed Art, Z-step, marked with AS
Z-step cannot take loss if there are any non-Z-step units
- Immediately set OoB Art that retreats more than one hex
- Immediately mark OoC if retreated outside HQ's ZOP
- Mech must stop retreating unless along trail / road after entering:
 - Woods, Forest, Marsh, Soft Ground, Swamp,
 - Bocage, Hedgerow, RR Embankment, Constricted Terrain
- Leg must stop retreating after crossing minor river unless using bridge or ford

Retreat Path move down list until only one hex qualifies:

1. Not adjacent to enemy unit.
2. Closer to superior HQ.
3. OCT or MCT.
4. Along any type of road.
5. Not overstacked.

Advance after GA (13.12.0)

	Max Advance Distance		
	Tac / Exploit	PA Leg	PA Mech
	1 hex ³	2 hexes	4 hexes ³
Mud ¹	1 hex	1 hex	1 hex
Night & ENA ¹	1 hex	1 hex	1 hex
Mech - Low Fuel ²	1 hex	1 hex	1 hex
Mech - No Fuel	may not advance, no exceptions		

¹ Ldr may increase distance by one hex (1-2 total)

² Ldr may increase distance by two hexes (1-3 total)

³ Mech recon may advance one extra hex if **all** hexes entered are connected by trail / road or are clear (ignoring VPs, locations, villages) and not crossing stream

If defending hex is unoccupied due to GA result, all non-standoff, participating TA / PA units may individually advance.

- Check for Trail Bridge & Bridge Marker collapse (17.3.2a)
- Stacking enforced when advance is complete
- First hex entered ignores moving from / to hex adjacent to ET-3, Fort or Ft Area restriction
- MHs are in effect
- Leg must halt after crossing minor river unless using bridge or ford
- Mech must halt after entering unless along trail / road:
 - Woods, Forest, Marsh, Soft Ground, Swamp,
 - Bocage, Hedgerow, RR Embankment, Constricted Terrain

Advance Path (stacks are not required to advance together)

1. First hex must be defending hex.
2. Mech may choose remaining path if **all** hexes entered are clear or connected by trail / road.
3. Hexes entered by retreating stack.
4. Choose remaining path if / after all defenders are eliminated.

3.3.2f Active Side Exploit Phase

1. Convert MR Formations / Recon units to Exploit mode (5.4.3).
2. If adjacent to PA enemy, remove Exploit and retreat up to maximum distance (13.11.1)
 - Enemy units lose PA marker, may advance one hex and / or place TA if adjacent to enemy
3. Declare CdM attacks with Exploit mode units (7.14.0).
4. Move and Overrun with Exploit mode units (5.3.4).
 - Conduct all Mech road movement before any non-road movement
 - Do not pay MP for moving adjacent to enemy in MCT hexes
 - Subject to one GS attack per hex moved into if observable, w/i 6 hexes of enemy unit and not in MCT, ignoring FW (5.3.4c)
 - Overrunning units subject to active side FS missions (5.3.5)
 - Any retreat result removes Exploit

3.3.2g Administrative Phase

Air Resupply Segment (20.5.0)

AM, PM

Per air supply mission in Clear or POvr only:

1. Active side declares the number of ATP and ASup AP escorts.
2. Inactive side declares number of intercepting ASup AP.
3. Escort / intercept APs abort each other;
each surviving intercept AP aborts one ATP.
4. Active side declares drop zone hex and resolves:
 - DZ hex must be clear, hedgerow or rough (location or village is ok) and neither enemy occupied nor adjacent to enemy unit
 - **d10 <= 8** delivers 1 air supply point, roll for each ATP
 - DRMs +1 POvr**
 - +1** per 4, fru, enemy units w/i 3 hexes of DZ (20.7.1)
 - Flak capable units count double

Each air supply point delivered adds OhS points to the highest level HQ that can trace a three hex GenS path to DZ (15.5.0):

- 1 OhS point to Army HQ
- 2 OhS points to Corps HQ
- 4 OhS points split amongst formation HQs

Or if no HQ, replace up to 10 OoS markers with OhS markers on non-HQ units within three hexes of DZ.

Supply Determination Segment (15.0)

Determine GenS state of HQs

1. Remove OhS, OoS and Isolated from HQs with valid GenS paths.
 - Remove any HQ OhS pts and FP / AmP created from OhS pts
2. Place OoS markers on OhS HQs with 0 OhS points.
3. Place OhS markers on HQs (with no OhS or OoS marker) that lack a valid GenS path, record their OhS points:
DRMs: -4 Formation HQ
 -3 Corps HQ
 -1 unable to trace GenS path of any length
 +1 HQ in Town or City hex
 +2 HQ is U.S.

d10	HQ OhS points (15.5.1)
3 or less	4
4 - 6	6
7 or more	8

OhS HQs:

- Remove 1/2 (fru) OhS points if they move
 - Have ADV equal to their remaining OhS points
 - May expend 1 OhS point to put all subordinate HQs and assigned units in support and GenS
 - May convert 1 OhS point into 1 FP
 - May convert 1 OhS point into 2 AmP if Army, 1 AmP if Corps
4. Place Isolated markers on OhS / OoS HQs that lack a GenS path of any length and that are 4+ hexes from all in GenS friendly units.

Determine GenS state of non-HQ units

1. Remove OhS, OoS and Isolated from units with valid GenS paths.
2. Place OhS markers on units (with no OhS or OoS marker) that cannot trace either:
 - a valid GenS path
 - a valid OhS GenS path (half length) from their OhS HQ that spent 1 OhS point for GenS support
3. Place Isolated markers on OhS / OoS units that lack a GenS path of any length and that are 4+ hexes from all in GenS friendly units.

On hand Supply (OhS) Effects (15.5.2)

- GenS path length is halved after reductions for ground conditions
- Cannot use extended GenS paths
- Immediately mark OoS non-HQ units whenever they:
 - expend > 1/2 printed MA
 - GA offensively
 - GA defensively with > 1/2 CS
 - FS contribute barrage factor, not just spotting
 - Exploit mode: expend > 3 MP or overrun using > 1/2 CS

Out of Supply (OoS) Effects (15.6.0)

- Immediately remove Exploit markers
- Immediately mark Art units AD
- Cannot enter PA, Exploit or Strat mode
- Cannot enter CR or provide CR bonuses
- Cannot move into hex adjacent to enemy unit (7.7.5)
- No demolition or construction
 - Exception:** IPs; Eng build as as non-HQ / non-Art units
- Half MA, round up
- Half CS, round up
- Cannot conduct replacement
- Lose all special Eng combat abilities
- HQs cannot provide GenS to subordinate units
- Units subordinate to OoS HQ cannot be used for Air Observation
- If Isolated, may surrender during Command Phase and defensive GA

Isolated Effects (15.7.0)

- Cannot spot for FS missions
- Isolated Ldrs cannot reposition when activated (21.1.0)
- Do not earn Recycle steps when eliminated (22.2.0)
- Cost 1 extra Inf ReP to resurrect (22.5.2a)
- If OoS, check for surrender during Command Phase (15.7.1)
- If OoS, check for surrender prior to defending in GA (13.5.1)

Valid GenS Paths (15.2.0)

A full GenS path is from PSS -> Army -> Corps -> Formation -> unit.

- May include 1+ Depots between PSS and Army (15.8.1)
- Any missing HQ may be skipped
- Army HQ cannot trace through another Army's ZOP
- Corps / Formation HQ cannot trace through another Corps's ZOP
- **Exception:** Reinforcements are in GenS for 3 GTs if they can trace GenS of any length to their assigned HQ (15.2.0)
- **Exception:** Army & Corps Assets may trace from either (15.3.0)
 - 1) Their Army / Corps HQ
 - 2) Formation HQ subordinate to their Army / Corps HQ

Mech Class GenS Paths (15.2.1a)

Trace as Mech unit using Mech road or non-road movement except:

- Over rivers only at bridges and fords
- Into but not through Movement Halts (7.7.0)
- Into at most two total hexes adjacent to enemy unit
- Ignore moving adjacent to enemy unit and Night GT MP costs
- 1/3 MP per Primary, 1/2 MP per Secondary road hex, 1 MP per trail
- Reduce path length (after extended GenS increase, before OhS decrease) unless traced only along Primary and Secondary roads:
-3 MP in Mud, -1 MP in Snow; ignore other weather effects

Leg Class GenS Paths (15.2.1b)

Trace as Leg unit using non-road movement except:

- Into but not through Movement Halts (7.7.0)
- Into at most two total hexes adjacent to enemy unit
- Ignore moving adjacent to enemy unit and Night GT MP costs
- Instead of standard MP cost to cross un-bridged, un-forded stream or river; unfatigued, idle Eng unit(s) adjacent to hexside crossed during Administrative Phase may ferry GenS for:
 - ▶ +0 MP across stream with 1+ steps of Eng
 - ▶ +1 MP across minor river with 1+ steps of Eng
 - ▶ +3 MP across major river with 3+ steps of Eng
- Reduce path length (after extended GenS increase, before OhS decrease) unless traced only along Primary and Secondary roads:
-3 MP in Mud, -1 MP in Snow; ignore other weather effects

HQ to HQ GenS Paths (15.2.2)

Trace from PSS, Depots, Army & Corps HQs:

- Only along Primary and Secondary roads; or during Dry ground conditions, into / through Clear terrain
- 18 (24) MP Mech class path; 9 MP if HQ in OhS (15.2.5)

HQ to Subordinate Unit GenS Paths (15.2.3)

Trace from HQ; half length if HQ in OhS (15.2.5):

- 18 (24) MP Mech class path to any unit - Allied Mech HQ
- 12 (16) MP Mech class path to any unit - Axis Mech HQ
- 12 (16) MP Mech class path to any unit - Leg HQ + Army TP
- 12 (16) MP Leg class path to Leg unit - any HQ

Adjacent GenS “Paths” (15.2.3)

Trace from an adjacent, in GenS unit subordinate to the same HQ:

- Hexside cannot prohibit Leg movement nor be an un-bridged river
- Does not chain; adjacent unit must actually trace GenS from its HQ or via Bridgehead (15.9.0)
- Does not permit moving beyond GenS (7.7.5)

Major River Bridgehead GenS “Paths” (15.9.0)

At anytime, may place a Bridgehead marker with a friendly unit that is adjacent to and has no valid GenS path across a major river:

- Max of three Bridgehead markers per Div HQ; two per BG HQ
- Provides GenS to all Leg units within two hexes
 - these units incur one column shift penalty to offensive GA
- Remove Bridgehead marker:
 - at any time by owner
 - if enemy unit occupies marker's hex
 - owner can trace valid, non-bridgehead GenS path to marker

Extended GenS Paths (15.2.4)

Increase GenS path length by one third, noted above (in parens), before reductions for weather (15.2.6). Penalties:

- Army HQs: -2 DRM for all logistic delivery rolls (16.2.0)
- Mech HQs: -2 DRM for fuel value rolls (16.4.5a)
- GA: one unfavorable column shift
- Art units:
 - cannot intensive fire (11.4.1g)
 - +2 DRM to FS mission AD rolls (11.8.0)
 - +2 DRM AD replenishment rolls (16.3.7b)

Ammo Replenishment Segment (16.3.7)

1. Active side may expend AmPs to remove AD; 1 AmP per 3 units.
2. Active side may roll to remove each AD from supported Art units:
d10 <= ADV of ART's superior HQ **DRMs: +2 Ext GenS path.**
3. Inactive side may expend AmPs to remove AD; 1 AmP per 3 units.

Fatigue Recovery Segment (14.3.0)

Active side removes one Fatigue level from units:

- Leg not observed by enemy ground unit
- Mech not observed by and not adjacent to enemy ground unit
- Did not move during Movement Phase
- Did not receive any FS mission result
- Did not participate in GA

Delay Marker Removal Segment (7.13.3)

- Owning side may remove any Delay markers
- Non-owning side may remove enemy Delay markers from friendly occupied hexes

3.3.3 Axis Turn

The Axis Turn is identical to the Allied Turn, except the Axis is the active side and the Allied is the inactive side.

3.3.4 End of Game Turn

1. Is it over? last turn or sudden death victory
2. Advance GT marker
3. Deactivate all Leaders (**Night GT Only**)
 - Flip all Ldrs to their inactive side
 - Isolated Ldrs and Ldrs whose HQ is Isolated remain in place
 - Other Ldrs, pick up and place on their HQ

3.4.0 Extended Night Activity (ENA) Period

1. First Player Turn.
2. Second Player Turn.
3. Place Fatigue hits due to ENA activity.
4. Deactivate all Leaders

3.5.0 Rest Game Turns

Units that are exempt from Rest GT Restrictions and Fatigue hits:

- In-battery movement (5.6.1)
- Mech road movers that remain 6+ hexes from enemy units
- During MR Bonus Period (5.4.4)

Rest GT Restrictions (3.5.3)

- Cannot enter PA or Exploit mode; units already in Exploit remain so
- Cannot move directly from a hex adjacent to any enemy unit to a hex adjacent to any enemy unit

Exception: Isolated and / or OoS units who move towards their source of GenS. MHs and MP costs still apply

Rest GT Fatigue hits; one each for (3.5.4):

- After completing movement of more than 1/2 modified MA ignore MP spent placing Delay marker
- Supporting GA when marked CR
- Removing TA marker for any reason
- Defending against GA with more than 1/2 CS
- Conducting FS with more than 1/2 barrage factor

Unsupported (ADV 0) effects

- Unsupported Corps HQs have a non-adjustable ADV of 0 and all subordinate units / Formations are unsupported
- Unsupported Formation HQs have an ADV of 0 and all subordinate units are unsupported
- Cannot mark TA / PA; expend AmP allows 1x PA or 2x TA (16.3.4)
- Defending units receive an unfavorable GA column shift (15.4.3)
- Art units cannot replenish by DR
 - cannot participate in an intensive barrage (11.4.1g)
 - automatically deplete without counting for any AD check (11.8.0)

Dismounted Effects (7.12.1a)

- Arm Inf no longer qualify as mixed armor
- -1 to all combat factors (min 1)
- -1 to all Armor / AT factors (min 0)

Movement Halts (7.7.0)

Leg CDO may ignore MH on **d10 <= 4**

- Enemy Delay marker
- Adjacent to enemy ET-2, ET-3, Fort or Ft Area
- Non-MCT hex adjacent to enemy AT / Flak with red hexagon
- Non-MCT hex adjacent to 2+ steps of enemy non-HQ / non-Art and in range of non-AD enemy Art with red hexagon
- Suffering step loss or fatigue hit from GI mission

Regimental Integrity Bonus (13.8.3)

- Not if German RE, BU, OoC, OoS, Fatigue-1 or Fatigue-2
- Not if attached or assigned as replacement for eliminated units
- Not if already counted for RIB this player turn
- Each Rgt may provide 2-3 RIBs
- Attacker participating units; 2-6 RIBs from up to two Rgts
- Defender participating or adjacent units; 2-3 RIBs from one Rgt
 - adjacent must be Bn with 2+ remaining steps and not across major or great river, even at bridges and fords
- In PA or Tac mode; and:
 - Inf type (not Eng) of same Rgt
 - Hybrid unit of same CC
 - Arm Recon Bn of same CvGp (max 2)
 - CW Arm Bds and FF Arm Rgts pure armor Bns with Inf Bn
 - German Eng / Fus / Recon Bn or non-BU Co of same formation
 - German AFV Bn or non-BU Co of same Mech formation

Trail Bridge / Bridge Marker Collapse (17.3.2a)

Checked once, only the first time H / VH AFV crosses.

Don't check bridges over streams or Heavy Bridge units.

d10	Collapse and AFV must halt movement
0-6	MkV
0-7	MkVI, Brumbar, JPzV
0-8	MkVIB, Elephant, JPzVI