

The Great Crusade Rules

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The Playing Area

When you start the game, you will be presented with the play area. There are three distinct areas on the play area: the map, the order of battle sheet, and the combat results table (CRT).

The order of battle sheet is an area to the left of the map and has a location for each of the units in the game. The top of the sheet is for the Allied units and the bottom of the sheet is for the German units. The main function of this area during the game is that units that are eliminated get placed in their respective location. When selecting replacement units, for either the German or Allied player, the units selected are from this area. For complete information on replacement units please see the Allied Replacement and the German Replacement tutorials.

The combat results table is directly above the order of battle sheet, to the left of the map. This is for reference purposes and allows the player to see the results that are possible for any given battle. The battle is expressed in terms of odds and the results are obtained by rolling a six-sided die. For a complete description of battles please see the Combat tutorial.

The largest of the play areas is the map. This is the area where the game play takes place. The map is of France in 1944 and also includes an area to represent Allied units waiting in Britain to be deployed.

The British staging area is in the bottom left of the map and contains areas units available at different points in the game. The large area on top (titled with D-Day) are units that are available at the start of the game and there are other areas that show units that are available the 16th week and later, the 24th week and later, and the 32nd week and later. There is another area for five French divisions that become available if the Germans are pushed, essentially, North of France starting anytime after the 28th week. The exact requirements for the availability of the Free French units can be read directly on the map. The game will track your progress and if they become available the game will allow you to access these units.

The bulk of the map represents France and is composed of number of different types of hexes.

The basic hex in the game is a land hex and is represented by a white background. The land hex does not have any impact on movement or combat and as long as it is white it has no special significance.

Brown hexes represent mountains and are on the board in the South of France and along the border of Germany around Switzerland. Mountains impact both movement and combat. Any unit that enters a mountain hex during movement must immediately end its movement. Therefore, when moving through mountains a unit can only move one hex a turn. Any unit that starts its movement on a mountain hex cannot execute strategic movement in that turn.

Mountains impact combat by doubling the defense of any unit defending on a mountain hex. Therefore, if a unit with a defense factor of 4 is attacked while it is on a mountain hex it would defend with 8 factors. The doubling of defense takes place regardless of what hex the attacker is on.

If a unit is attacked on a mountain hex and defeated, any surviving attacking units may occupy the vacant mountain hex at the discretion of the attacker.

Hexes with hatching, represent cities. The city name is also listed on the hex. Cities do not impact movement but do impact combat.

Cities impact combat by doubling the defense of any unit defending on a city hex. Therefore, if a unit with a defense factor of 4 is attacked while it is on a city hex it would defend with 8 factors. The doubling of defense takes place regardless of what hex the attacker is on.

If a unit is attacked on a city hex and defeated, any surviving attacking units may occupy the vacant city hex at the discretion of the attacker.

Fortresses are special types of cities represented with a red border around the city hex.

Fortresses impact combat by tripling the defense of any unit defending on a fortress hex. Therefore, if a unit with a defense factor of 4 is attacked while it is on a fortress hex it would defend with 12 factors. The tripling of defense takes place regardless of what hex the attacker is on.

If a unit is attacked on a fortress hex and defeated, any surviving attacking units may occupy the vacant fortress hex at the discretion of the attacker.

Fortresses also have other combat related rules.

Any unit attacking a fortress must attack all units in the fortress. On an attack on a city with multiple units the attacker can split the attack into multiple attacks. When attacking a fortress this is not possible; all units must be attacked in a single attack.

Note that units in fortresses do not exert zones of control outside the fortress. Therefore, units can be adjacent to a fortress and not have to attack if they don't want to. This comes into play when attacking out of a fortress also. Since the fortress does not exert zone of control outside of the fortress a unit in a fortress does not have to attack an adjacent enemy if they don't want to. If the decision is made to attack out of fortress, though, the attack must include all units that would be in the fortress zone of control if it was a city. In other words, if a unit is attacking out of fortress it must attack all adjacent enemy units that aren't separated by a river between the fortress and the attacker. The attack out of the fortress does not have to include all units that are in the fortress, the attacker could attack with only one of the units that are in the fortress, but when it attacks it must attack all adjacent units not separated by a river.

This may not be clear at first, but not to worry, the game enforces all of these rules so you don't need to remember them, but now you will understand what's happening when the game includes units in an attack that you didn't include.

Fortified zones are represented by solid red hexes and are located on the border with Germany. These hexes represent the prepared defenses that the Germans had prepared

called the Siegfried Line. These hexes operate the same as city hexes. They double defense and do not impact movement.

There is a feature on the map that only occurs once. On the northern edge of the board between Holland and Germany there is a hex with a line running through it; this represents a dike. Dikes impact movement. Units may move over a dike but cannot end their turn on the dike. Since units cannot stop on this hex that means that units that are on the German side of the dike cannot attack units on the Holland side of the dike; and vice versa. Note that the game may highlight the dike when moving to indicate that movement can take place over it but if the dike is selected as a destination the game will ignore the selection since it is not available to be stopped on.

Spain and Switzerland are neutral countries and they are represented on the map by gray. No unit may move into or through any area defined by the gray. Supply cannot be traced using any part of a neutral country.

Impassible hexes are represented by brown mountain hexes that have a white 'X' on them. Like neutral countries, no unit can stop, pass through, or traces supply through these hexes.

Invasion hexes are blue sea hexes with numbers on them. These are hexes that can be used to invade their respective beach areas. There are 8 beach areas, only 7 of which can be used to invade; the 8th being Germany. The numbers on the invasion hexes show the number of divisions that the Allies can supply through the particular beach. Please see the Supply tutorial for a full description of Allied supply. The hex that can be attacked from an invasion hex is indicated by the hex that the arrow in the invasion hex points to. Note if the number on the hex is contained in a box, this means that this is an inland port and can only be used for landing reinforcements and supply and cannot be invaded directly. For a complete description of how to invade please see the Invasion tutorial.

You will notice that there are 12 hexes in Germany with stars on them. These hexes mark the location where the German player can initially put replacements. Please see the German Replacement tutorial for a full description.

At the start of the game there are three fortresses that are highlighted in green. These three hexes represent German strategic installations. For every installation that the Allied player captures the Allied player gets one replacement factor every turn starting on Turn Once the Allied player captures the installation the hex will no longer be highlighted with green. The Allied player does not need to hold the installation to get the replacement point, it just has to be captured. Since there are three installations the maximum number of replacement points that the Allied player can receive is 3 per week. For complete information on Allied reinforcement see the tutorial for Allied reinforcement.

The last feature of the map are rivers. These are depicted as blue lines between hexes and each river's name is indicated on the map. Rivers have no impact on movement and units can move across them without incurring any extra movement factors. Rivers do, though, impact combat if all attackers are attacking across a river. If all attackers are attacking across a river then the defense factors of the defenders are doubled. This makes rivers important defensive positions in the game. For a complete explanation of combat please see the Combat tutorial.

Game Play

The Great Crusade is a turn-based game. In each turn is composed of an Allied phase followed by a German phase. A turn translates to a week of time and the game continues until the 50th week unless victory is achieved earlier.

There is one exception to the normal turn. In a new game the German player must setup his forces in France in preparation for an invasion by the Allies. There is no setup phase for the Allied player since all of the Allied units start out in a pre-positioned area on the board that represents Britain. During the setup phase the German player can place his units anywhere he wants with a few restrictions.

The first restriction is that static units must be placed on either a coastal hex or an inland port. To make this clearer; static units can only start the game on a hex that has a number pointing to it from a sea hex.

The other restriction that the German player has during setup is that there are 7 units that form the German armor reserve. All of these units must start the game on one of the replacement hexes in Germany. These are the hexes in Germany that have a star on them. The units that have this restriction are: 9th SS Panzer Division (6-6-4), 49th and 51st SS Panzer Brigades (3-3-4), 3rd, 15th, and 25th SS Panzer Grenadier Divisions (5-5-4), and the 106th Panzer Brigade (2-2-4).

When starting a new game, the computer will randomly pick from a set of German positions. The German player is free to change the setup in whatever way he wants. The pre-loaded setup is intended to aid the German player in getting units placed on the board. The pre-loaded setup does conform to all restrictions. If the German player moves any units he must make sure that before exiting the setup phase that all restrictions have been met.

After German setup, each game turn starts with the Allied turn followed by the German turn. The Allied turn is composed of the following phases.

Allied Supply

The computer will determine if there are any units that are out of supply for the turn and will highlight them with a dark gray color. If a situation exists where there are decisions that need to be made about which units are in supply and which aren't, the computer will pull up an interface for the Allied player to determine which units are in supply. This happens when units are out of supply not because the Germans have cut their supply lines but because the number of units that have been landed are greater than the supply capacity. The Allied player cannot land more units than he can supply but this situation can happen when the Allied player loses supply sources after units have been landed. For a complete description of supply see the Supply tutorial.

Allied Invasion Phase

The Allied player must invade on Turn 1 and has the option of invading one other time. The second invasion must take place on Turn 9 – Turn 16. After the second invasion has been attempted, or after Turn 16, there are no more Allied invasions possible. To see a complete description of invasions please see the Invasion tutorial.

Allied Airborne Phase

Allied airborne units that are based in Britain at the start of the turn can be airdropped by the Allied player into France. For a complete description of Allied airborne play please see the Airborne tutorial.

Allied Movement Phase

After the Allied player has made any airborne drops that are going to take place during the turn he then can move any or all of the units that have been landed. During the movement phase the computer will land all unopposed invasions. These units are not eligible for any further movement in the turn. During the movement phase, the Allied player may also land and move reinforcement units from Britain subject to unit and supply limitations. For a complete description of movement please see the Movement tutorial.

Allied Combat Phase

After the Allied player has moved all the units that he wished to move combat takes place. For a complete description of combat please see the Combat tutorial.

Allied Tactical Air Phase

The Allied player has air missions that can be assigned. This happens after all combats have been resolved. For a complete description of air missions available please see the Air Mission tutorial.

After the Allied player has completed his turn then the German player conducts his turn. The German turn is similar but simpler than the Allied turn.

German Isolation Phase

The computer will check to determine if any German units are isolated the computer will highlight them with a dark gray color. There is no intervention needed by the German player, so the computer will make all determinations. For a complete description please see the Supply tutorial.

German Movement

The German player may move as many or as few units as desired. Starting on Turn 16 the German player will receive replacement units which are placed during the movement phase and may be moved. For a complete description please see the Movement tutorial.

German Combat Phase

All German combats are resolved. For a complete description please see the Combat tutorial.

After the German player resolves all combats this completes the current turn. The computer will conduct a check to see if victory conditions have been met for either side. If neither side has achieved victory, then the next turn starts.

Victory

The conditions for victory are pretty straight-forward in The Great Crusade.

For the Allied player to win he or she must get 10 combat divisions over the Rhine river for 4 consecutive, supplied turns before the end of the 50th turn. To put this in historical perspective the Germans surrendered to the Allies on May 8th. The end of Turn 50 is May 21st. In order to win the game, you must have 10 divisions over the Rhine no later than the end of Turn 47 which corresponds to April 30th.

A combat division for the purposes of Allied victory is any armor, infantry, or airborne division. The game that is any unit except for headquarters units. For a complete description of the types of units in the game please see the Units tutorial.

Another way for the Allied player to win is to eliminate all German units on the map at the end of the German turn. If the German turn ends without there being any German units on the board the Allied player immediately wins.

When assessing the end of the turn for victor purposes, this always means the end of the German turn. Each turn is composed of the Allied turn and then the German turn. If the Allied player end their turn with no German units on the board, that does not constitute a victory. There must be no German units on the board at the end of the German turn since that German always move last in a turn.

The German player wins by keeping the Allied player from having 10 combat divisions over the Rhine for 4 consecutive supplied turns by the end of Turn 50.

Alternatively, if the German end their turn any time after turn 8 and there are no Allied units on the board in France or Germany, then the German player immediately wins. The reason why Turn 8 is involved in this condition is that if the first Allied invasion fails a second invasion is available starting on Turn 9 and going through Turn 16. It is important to note that if the first invasion fails the Allied player must land on Turn 9 in order to avoid losing. For a complete description of turns please see the Game Play tutorial.

Invasion

The Allied player has two opportunities for invading the continent in a game. The first opportunity is on the very first turn of the game and the second takes place between turn 9 and 16. When the second invasion takes place, if it takes place at all, is at the option of the Allied player.

The first thing that the Allied player will be presented with is a screen that lists the different invasion areas. The Allied player must choose the invasion area that will be invaded on the first turn. While this screen is being displayed the Allied player can pan around the map and click on the hexes to see what German units are placed on what hexes.

Once the player selects an invasion area, the unit limits of the invasion area for the first turn are in place. Each area lists, on the board, how many armor, infantry, and airborne units may take place in the invasion.

During the invasion portion of the turn, if airborne units are selected they will count towards the armor limits for the turn. If all of the infantry unit limit has been reached and an airborne or infantry unit is selected, it will count towards the armor units available if any are available. Once all infantry and armor limits have been reached, no further units may be selected in the invasion mode.

A unit select for invasion will have the sea hexes available to it highlighted in yellow. An invading unit is placed on a sea hex and will attack the hex pointed to during the combat phase. Defense on coastal hexes during an invasion are taken at the basic rate. Ports that are invaded are doubled on defense.

Replacement ports are indicated by a sea hex with supply number contained in a box. These hexes are not available to be invaded and can only be used to land reinforcements and act as a supply source. These are inland ports and must have an HQ unit on them in order to act as a supply point just as any port needs when not captured as a result of a successful invasion.

No more than two units may be placed on a sea hex to perform an invasion in a turn.

The first turn of the invasion is the only time that a unit may be placed on a sea hex. On all subsequent turns units must be able to land on a successfully invaded coastal hex or port or land on a port that wasn't successfully invaded but has an Allied unit on it. Hexes that are available for landing or invading will be highlighted by the game.

Once the invading units are placed the player selects the End Current Phase button which progresses the turn to the Airborne phase as long as airborne units are available. If the Allied player wishes to use airborne units to support the invasion they are placed no more than five hexes from the units that are invading; just as in any other turn.

After the movement phase, if there are no German units defending a hex that is being invaded the Allied units will be automatically moved ashore and the hex will become a successful invaded hex which is indicated by a light gray highlight. Successfully invaded hexes are supply sources and can land reinforcement units. Once a German unit occupies a successfully invaded hex the highlighting will be removed and it cannot be used as a successfully invaded hex for the duration of the game.

Any unit that is in a sea hex during the combat phase must attack the German units that are on the invasion hex. If the attack is successful, the Allied units are moved ashore. If the player does not elect to move the invading units ashore the units will be eliminated at the end of the combat phase.

During the second turn of the invasion the limits for the second turn for the invasion area are in effect. Units cannot invade from a sea hex in the second turn and must be landed on controlled hexes.

During the third turn, and all subsequent turns for that invasion area, the limit of the total number of units, including HQ's, that can be landed in a single turn listed for the invasion area are in effect.

Airborne

In The Great Crusade only the Allied player has the ability to perform airborne operations. While the German player has airborne units, these units were airborne in name only and had no drop capability.

The Allied player has a total of six airborne divisions available in the game. Four of them are available at the start of the game and two more become available on the 24th turn. Airborne units cannot be selected for replacement. Once airborne units are eliminated they cannot be used as replacements, so they are lost for the duration of the game.

In order for an airborne unit to be available to be dropped in a turn the unit must start the turn in England. There is no limit to the number of drops any given unit can perform in the game but any turn the unit is dropped it must start the turn based in England. Any unit that is in France can return to England during the movement phase and be available for a drop mission the following turn.

Airborne drops are performed after the Invasion phase of a turn but before the Movement phase of the turn. An airborne unit in England can be dropped anywhere within five hexes of a friendly infantry or armor unit on the board. Since airborne drops take place before movement the five-hex limit is based on the starting locations of the units on the board. When an airborne unit is selected in the Airborne phase the hexes available for the unit to drop on are highlighted in yellow. Airborne units that drop in a turn are not available for movement in the turn that they drop. This means that if an airborne unit drops in an enemy ZOC it must perform an attack on the turn that it drops.

When dropping during an invasion or the turn after an invasion turn the number of airborne units that can drop are limited by the invasion limits of the invasion area. After the second turn after the invasion no more than three airborne units may drop in a single turn.

Airborne units are not allowed to drop on a mountain or neutral hex.

Airborne units can be brought ashore in the same manner as infantry or armor units. If landed over the beach or into a port, it behaves as an infantry and counts against any infantry limits for that turn.

Zones of Control

Zones of control (ZOC) are an important concept in the game. The rules for ZOC are presented here only for informational purposes only. The game determines all ZOC so you don't have to but for those that want to understand what's going on in the game this tutorial will attempt to explain.

ZOC is important for movement and triggers combat. Any unit that enters an enemy ZOC must stop in the first enemy ZOC hex it encounters. Any unit that ends its turn in an enemy ZOC must attack all enemies that exert ZOC to the occupied hex. When the option is selected in the game to show all units that must attack it highlights all units that are in an enemy ZOC and all enemies that exert ZOC onto a hex occupied by one of your units. For a full description of combat, please refer to the Combat tutorial.

Every unit in the game exerts ZOC. The ZOC includes the hex that it occupies as well as all six of the land hexes surrounding the occupied hex; with two stipulations. ZOC never extends across a river nor does a ZOC extend into or out of a fortress. This means that a unit can end its turn next to an enemy unit and doesn't have to attack if there is a river between the two units or if at least one of the units is in a fortress. If the unit wants to attack it can, but it doesn't have to. For complete details please see the Combat tutorial.

Other than these two scenarios, any unit that ends its turn next to an enemy unit must attack the enemy unit in that turn.

To reiterate, once a unit makes a move into an enemy ZOC the unit must immediately stop. As was mentioned earlier, the game understands ZOC and the rules associated with them and will not allow you to do something that violates the rules.

Movement

During the movement phase of a turn the player has the option of moving as many or as few of his units as he desires. At the completion of the movement phase all units must abide by the stacking limits of whichever side is being played. For the German player no more than three units can be stacked on a single hex. For the Allied player, no more than two units can be stacked on a single hex, unless at least one of the units is a HQ unit. If at least one of the units on a hex is an HQ unit then the Allied player may stack three units on that hex.

The number of hexes that a unit can move in a turn is represented by the movement factor displayed on the unit. It is the last number on the counter. This represents the base number of factors that a unit can move in a single turn and is either 2, 3, or 4.

All Allied units have strategic movement available to them as do German panzer, panzer grenadier, and airborne units. Strategic movement allows a unit to move twice their base movement factor with a couple of restrictions. A unit moving strategically in a turn can at no point in their path pass adjacent to an enemy unit regardless of whether the adjacent hex is in enemy ZOC. With this restriction units that are available for strategic movement can move twice the number of movement factors represented on the counter. The computer will highlight all available movement hexes when the unit is selected during the movement phase.

Once a unit enters an enemy ZOC it must stop movement and it will need to attack during the combat phase since it is now in an enemy ZOC.

If a unit starts in an enemy ZOC and can move during the turn as long as the first hex it moves into is not in the ZOC of the same unit. In other words, it can move into a hex as long as the hex it moves into is not in enemy ZOC or is in the ZOC of a different unit and not in the ZOC of the same unit.

This is provided as explanation only. You do not need to remember this since the computer determines all hexes that are legal for movement.

HQ units have the restriction that they cannot move into an enemy ZOC during their turn. If they start their turn out in an enemy ZOC and cannot move during the movement phase, they are automatically eliminated.

An important thing to note is that when moving units the computer shows all hexes that are available for a selected unit to move during its turn. When you select a destination hex, the computer does not trace a specific path to the hex selected; it does not need to since it has already determined that the hex is a legal move for the selected unit. The computer will only change hex ownership when a unit ends its movement on a hex. This is important in a very few circumstances; like when the German player wants to capture a successful Allied invasion hex in order to prevent future units from using it as a landing site or supply source. In order to capture the hex, the unit must stop movement on the hex. It can continue to move in the turn if there is movement available. The only time this may be an impact is that if a unit is available for strategic movement, stopping the movement on an intermediate hex, in some cases, can result in a loss of hexes when it moves. For example, if a unit with a movement factor of 4 moves 2 hexes and then the unit is selected again, it has 2 movement factors remaining. If it can move strategically this translates to an additional movement of 4 hexes for a grand total of 6 total hexes versus the 8 hexes it could have moved if it hadn't stopped.

Supply

Both sides in the game must keep their units in supply. Any unit that is not in supply at the start of their turn has their movement factor reduced to 1 and their attack factor is halved. Note the out of supply units maintain their defense factor. If a unit is out of supply for three consecutive turns it is automatically eliminated.

Note that invading units and units airdropped are considered in supply on the turn that they invade or are airdropped.

Supply Lines

To determine if a unit is in supply a line of hexes originating from the unit and continuing to a supply source must be traced that does not pass through an enemy ZOC.

German Supply

German supply is much more straight forward than Allied supply. Any hex in Germany can supply all German units. There is no supply capacity concept for the Germans like there is for the Allies. As long as a German unit can trace a supply line across the Rhine river the unit is considered to be in supply.

Allied Supply Sources

Allied supply is complicated by supply sources having finite supply capacity. A supply source can be any successfully invaded invasion hex or a non-invaded port hex with a HQ unit on it. The number of units that a hex can supply is determined by the red number on the board that points to the hex.

Supply is a key issue with the Allies, so it is important to point out that successfully invaded hexes, whether they are ports or coastal hexes, provide supply independent of whether there are HQ units on them. Ports that were not successfully invaded can provide supply for the Allies but only if there is at least one HQ unit on the port.

Allied Supply Range

In addition to capacity, Allied supply is further complicated by range. A successfully invaded hex has a supply range of 11 hexes. Any port that wasn't successfully invaded can provide supply as long as there is a HQ unit on the port and the range each HQ provides is 11 hexes. If a port or a successfully invaded hex has 2 HQ units on it, then it has a supply range of 22 hexes. If a port or a successfully invaded hex has 3 HQ units on it, then it has a supply range of 33 hexes.

Supply Choice Interface

In certain circumstances the Allied player will be faced with a decision about which units should be in supply. When these situations arise during the Supply phase the computer will provide an interface for the user to select which units will be in supply and which units will be unsupplied. Unsupplied units will be highlighted with dark gray while supplied units will appear as normal. The interface will have all available supply assigned. In order to swap unsupplied units with supplied units the user will first need to make some of the supplied units as being unsupplied in order to have supply available to assign to other unsupplied units.

These situations generally happen when a supply source is lost which results in there being more units landed than can be supplied by the current supply sources.

Allied Coastal Supply Hexes

Any coastal or port hex that has a supply number pointing to it can supply any Allied unit on it without need of an HQ unit. Without an HQ unit on it only units in the hex can be supplied and the hex cannot be used to supply any other units.

Supply Range Toggles

In the upper right-hand corner of the screen is a Supply section. The first two elements in this area are toggles to display the Allied and the German supply range. Selecting either of these two toggles will show the hexes that can be supplied by the respective side. The hexes that can be supplied will be highlighted by light blue. Note that the range is for what is in effect for the turn which was calculated at the beginning of the turn. Any supply changes that have been done during the current turn will not be reflected until the start of the next turn.

Allied Supply Sources

The last button in the Supply section in the top right of the screen shows the list of Allied supply sources. This is presented with the range available for the supply source, the number of units that can be supplied and the amount of supply that is unused.

Note that this list will contain sources that units on them but no HQ units. These sources can only supply the units directly on the source itself. This can be identified by the listing showing a range of 0 for the supply source.

Sea Movement

Sea movement is only available to the Allied player. During any movement phase, any Allied unit that is in range of a port or a successfully invaded hex can move back to Britain. The player can see this by the fact that when a unit is selected, one of the available movement hexes is a sea hex. If the unit is moved to the sea hex it will be placed back in Britain. It cannot be used again until the following turn.

Combat

Combat is resolved during the combat phase of a turn, but it can be assigned during any phase. There is a button on the display marked Assign Combat. During any phase you can hit this button to assign a combat. After hitting this button combat is assigned by selecting a hex with an enemy unit on it that you want to attack in the current turn. Note the hex selected must have your own units adjacent to the hex that would allow them to attack the hex. All combat in this game takes place between adjacent hexes.

There are a couple of rules that you should be aware of that need to be factored into your decision on when to attack. The computer will enforce all of these rules, so you don't need to memorize them, but they will give you an understanding of what the computer is doing rather than it appearing to be random.

Must Attack Units

In the upper right-hand portion of the screen there is a Combat interface with three buttons. The first of these is a toggle that shows what units must be involved in an attack this turn. When this toggle is turned on all units that must be involved in an attack are highlighted. When in the combat phase, all units will be automatically highlighted if they must be involved in an attack. Once a unit is assigned to a combat it will no longer be highlighted.

Note that the units highlighted are those units that must be involved in a combat when the toggle is selected. If units are moved after the toggle has been turned the highlighting will not be updated until the toggle is deselected and then selected again.

Also note that units highlighted are not the only units that can be involved in a combat in the current turn; they are just the units that must be involved in a combat this turn. Units are highlighted when they are in the ZOC of an enemy unit. Cross-river attacks and fortress attacks are cases where units can be adjacent to an enemy and not be required to attack but can if desired.

Assign Combat

The second button is Assign Combat. Once you select this button the computer will be waiting for you to click on an enemy unit that you want to attack. Once a valid enemy unit is selected (valid meaning that you have units that can attack the unit) an interface will be called up to allow you to select the units that will be participating in the attack. The interface will keep a running tally of the odds of the attack as attacking and defending units are selected. If you are playing the Allied side, air support and carpet bombing can be also be added to the combat if either of these options are available for the combat being assigned.

Once you have selected all the units that will be participating in the attack, select the OK button to commit the attack, or select the Cancel button to not make the assignment.

When in the Combat phase you do not need to select the button to assign a combat since this is the default for any mouse entry while in the Combat phase. You can still use the button if you choose to, but it is not necessary. For any other phase, the button must be selected in order for you to assign a combat.

You will notice that in a number of situations, as you select units, other units will be grayed out and no longer be able to be selected. This deals with rules of combat and will be covered later on in this tutorial.

Display All Combats

The last button in the Combat section in the top left of the screen is the Display All Combats button. This button can be used to see all of the combats that have been assigned in the current turn. Combats that have been assigned can be canceled from this screen by using the Cancel button associated with the combat.

This is also the screen that is used to resolve combats that have been assigned using the Resolve button associated with the combat. If the interface is called up in a phase other than the Combat phase, the Resolve button will not be able to be selected. In the combat phase the Resolve button is only available if all of the units that must be involved in a combat have been assigned.

Do not start resolving combats until you have made all of the combat assignments desired for the turn. Once you select Resolve on a combat you will no longer be able to assign any more combats in the turn and you must then resolve all combats. Until a Resolve button is selected, the interface will have a Continue button at the bottom of it that will allow you to assign more combats, but once you select Resolve on any combat this will no longer be an option.

This is the interface that is presented to you when playing the computer after the computer has assigned all of its combats. You will then choose the order to resolve the combats that the computer has assigned. This is done to allow you to see what the computer has done and make you aware of the results of the computer attacks.

Combat Basics

In order for one unit to attack another the two units must be adjacent to each other. All units that are attacking must be adjacent to all defenders in an attack. This is key and is the reason why some units become unavailable for the combat when other units are selected. If two defenders are chosen that are not on the same hex, only those potential

attacking units that are adjacent to both of the defenders will be available to be assigned to the combat. Conversely, if two attackers are chosen that are not on the same hex, only those defenders that are adjacent to both attackers will be made available to be assigned to the combat. This can get to be a little tricky in certain circumstances, but once again the computer takes care of only presenting legal options to you.

All units on a hex do not have to be involved in a single attack. Each unit on a hex can be assigned to different combats. As a simple example take two friendly units on the same hex that are adjacent to two enemy units that are stacked on the same hex. You have the option of combining your two attackers in one attack against the two defenders. Or, you could assign one friendly unit to attack one of the enemy units and in another combat have the other friendly unit attack the other enemy unit. In other words, you can choose to have one combat or two.

Remember, though, that all units that are in an enemy ZOC at the end of the movement phase must be involved in a combat. You will not be allowed to resolve any combats until all units in an enemy ZOC are assigned to a combat. In the simple example used above, you could not assign two of the friendly units to attack only one of the enemy units because both of the enemy units are in enemy ZOC and must be involved in a combat. If you take both friendly units to attack only one of the enemy units you will not have any available units to attack the other enemy unit.

Cross-River Attacks

There are a number of special rules that you need to be aware of when attacking across a river. ZOC never crosses a river so that two adjacent units that have a river running between them do not need to attack each other at the end of a turn. The attacker can choose to attack across a river, but he doesn't have to.

If attacking across a river, if all units attacking are attacking across a river, then the defense factor of the defenders is doubled. If, on the other hand, some attackers are attacking across a river and other attackers, in the same combat, are not attacking across the river, then the defender's odds are not doubled.

Another caveat that you should be aware of is that when a friendly unit attacks an enemy unit across a river then all enemy units that are in the defenders ZOC must also be attacked in that turn. What this means is that you cannot cherry pick what units you are going to attack across a river. In essence, this means that once you attack a unit across a river you will have to attack all units that are adjacent to the attacker regardless of if there is a river between them or not. Note that all the additional units do not have to be attacked in a single combat, other units can be used to attack them, but they are required to be assigned to a combat.

Fortress Attacks

When a unit is in a fortress it never has to attack adjacent units since units in fortresses do not exert ZOC outside of the fortress. Units in a fortress can choose to attack adjacent units but if it does attack it has to attack all units that would be in the ZOC on the attacker as if the fortress didn't exist. To boil this down, a unit attacking out of a fortress must attack all adjacent units that aren't separated by a river. All units that are in a fortress

don't have to be involved in the attack. A player can choose just one of the units in a fortress to attack and the others can be unassigned to combat.

When attacking into fortress, the odds of the defenders are tripled and all units in the fortress must be attacked. This does not mean that they have to be involved in a single attack. The attacker can choose to separate the attacks into as many different combats as there are defenders in the fortress, but all units in a fortress must be assigned to a combat if any of the defenders is assigned to a combat.

Fortified Zones, Mountain and City Attacks

Any attack taking place against defenders in a city, fortified zone, or a mountain hex cause the defense factors of the defenders to be doubled.

Non-Cumulative Effects

In cases where the odds of the defender are to be adjusted due to terrain the effects are not cumulative. For example, a unit defending in a city that is being attacked across a river has its defense factor doubled. It is NOT doubled for the city and then doubled again for being attacked across the river. The odds that provide the highest defense factor are used. For example, a fortress being attacked across a river would be tripled by the fortress only.

Post-Combat Movement

Anytime a hex is attacked at doubled odds or greater, if the defenders are removed from the hex the attacker has the option of occupying the attacked hex after combat has been resolved. This means that any time a fortress, city, mountain, or fortified zone is vacated as a result of combat the attackers may opt to occupy the hex after combat. The same is true for cross-river attacks but only if all attackers were attacking across the river. If the attack involved units that were not attacking across a river, and thus the defense odds were not doubled, no post-combat movement is available.

The only time an attacker can perform post-combat movement if the defender wasn't doubled or tripled is after invasions. Attacks from sea hexes that result in all defenders being removed from the defending hex result in the attackers occupying the hex after combat. Note, in the case of invasions the attackers must occupy the defending hex at the end of combat or be eliminated.

Combat Resolution

There are 5 different results that can result from the resolution of a combat. Each is explained below.

Attacker Eliminated

All attacking units are removed from play.

Defender Eliminated

All defending units are removed from play. If the odds of the defending hexes was doubled or tripled, attacking units have the option to take move to the defending hex after the units have been moved up to the unit stacking limit for the attacking side.

Attacker Retreat 2

All attacking units must retreat 2 hexes. The defender will determine where each unit retreats; the computer will highlight the available retreat hexes.

Defender Retreat 2

All defending units must retreat 2 hexes. The attacker will determine where each unit retreats; the computer will highlight the available retreat hexes. And defending hex whose defenders were doubled or tripled in the attack can be occupied by available attacking units up to the unit stacking limit for the attacking side.

Exchange

The side with the least number of factors will lose all of their units. For purposes of calculating the exchange factors any defending units that were doubled or tripled will be calculated at the doubled or tripled rate. Air factors included in a combat are not factored into the exchange calculation; air factors are never deleted.

The computer will eliminate all units of the side with the least number of factors and will display a form for the other side to choose units that at least equal the number of factors that were eliminated. It is not unusual for the side end up losing more factors than the side that lost all of their units. If the player selecting units to eliminate was the defender, units that were doubled or tripled during the combat will count double or triple when calculating the exchange factors.

If the attacker in an exchange combat has units remaining after the exchange result, and any of the defenders were doubled or tripled, available attacking units can occupy these hexes up to the unit stacking limit for the attacking side.

Air Missions

Only the Allied player gets air missions in the game. There are tactical air missions and carpet-bombing missions. Every turn the Allied player gets 6 tactical air missions. The Allied player receives 4 carpet bombings in the entire game.

Tactical air missions can comprise a number of different types.

Close Air Support – when assigning combat, the Allied player can select the combat to have close air support. This adds 1 to the attacking factors. This air factor is not factored into any calculations for an exchange combat result.

The other three tactical air missions are assigned during the Tactical Air Phase. The interface for assigning these missions once all combat has been resolved.

Unit Interdiction – The Allied player can select a German unit for interdiction in the next German movement phase. This results in the German unit not having strategic movement available to it. This, obviously, means that the only target for interdiction are panzer, panzer grenadier, and airborne units since these are the only German units that can utilize strategic movement.

River Interdiction – The Allied player can select a hex that borders a river for river interdiction. In the next turn, any German unit crossing the river into the interdicted hex

would have to immediately halt any further movement. This, obviously, means that only hexes that are on a river may be selected.

Close Defense Support – The Allied player can select a hex for close defense support in the following German turn. Any unit on this hex would have 1 added to any combat that takes place on units in the hex. If more than 1 combat is conducted against the hex 1 defense factor is added to each of the combats. If the result of the combat is an exchange, the air factor does not factor into the number of units that must be exchanged.

Carpet Bombing

Carpet bombing can be assigned 4 times in each game. To be eligible for carpet bombing the hex being attacked must have been attacked by the Allies in the last turn. If the hex was attacked in the last turn and being attacked again this turn, during combat assignment, and on the combat resolution display, the carpet-bombing option is activated, and the Allied player can choose to have carpet bombing executed in the attack.

The effect of carpet bombing is that when the combat is resolved the Allied player will be presented with two separate combat results. The player can choose whichever result he deems most beneficial. Note, this does not mean that the results will be different, it just means that result of the combat is randomly calculated twice, and the results are displayed.

HQ Units

Both the German and Allied players have HQ units. Neither sides HQ units can enter an enemy ZOC. If an HQ unit starts in an enemy ZOC that unit must move out of the ZOC or it will be eliminated at the end of the movement phase. All HQ units that end the movement phase in an enemy ZOC are eliminated.

Allied HQ units play a special role in supply; they can create a supply source and they can extend the supply range of a supply source. For a complete description of supply please refer to the Supply Tutorial.

A successfully invaded hex is a supply source. In order to create more supply sources than the successfully invaded hexes the Allied player can place an HQ unit on any port (including inland ports) and as long as an HQ unit is on the hex that port is a supply source for the Allied player. If all HQ units vacate a port, then the port is no longer a supply source until such time as at least one HQ unit is placed on the port again. As in all things the computer will keep track of what are available supply sources for the Allied player.

A successfully invaded hex and a non-invaded port with an HQ on it have a supply range of 11 hexes. A successfully invaded hex with an HQ unit on it still only has a supply range of 11 hexes. Any supply source that has 2 HQ units on it has a supply range of 22 hexes. Any supply source that has 3 HQ units on it has a supply range of 33 hexes. Since no more than 3 HQ units can be on a single hex, 33 is the maximum supply range a supply source can have.

The German player has unlimited supply from any German hex so HQ units are not involved in German supply.

Supply

Both sides in the game must keep their units in supply. Any unit that is not in supply at the start of their turn has their movement factor reduced to 1 and their attack factor is halved. Note the out of supply units maintain their defense factor. If a unit is out of supply for three consecutive turns it is automatically eliminated.

Note that invading units and units airdropped are considered in supply on the turn that they invade or are airdropped.

Supply Lines

To determine if a unit is in supply a line of hexes originating from the unit and continuing to a supply source must be traced that does not pass through an enemy ZOC.

German Supply

German supply is much more straight forward than Allied supply. Any hex in Germany can supply all German units. There is no supply capacity concept for the Germans like there is for the Allies. As long as a German unit can trace a supply line across the Rhine river the unit is considered to be in supply.

Allied Supply Sources

Allied supply is complicated by supply sources having finite supply capacity. A supply source can be any successfully invaded invasion hex or a non-invaded port hex with a HQ unit on it. The number of units that a hex can supply is determined by the red number on the board that points to the hex.

Supply is a key issue with the Allies, so it is important to point out that successfully invaded hexes, whether they are ports or coastal hexes, provide supply independent of whether there are HQ units on them. Ports that were not successfully invaded can provide supply for the Allies but only if there is at least one HQ unit on the port.

Allied Supply Range

In addition to capacity, Allied supply is further complicated by range. A successfully invaded hex has a supply range of 11 hexes. Any port that wasn't successfully invaded can provide supply as long as there is a HQ unit on the port and the range each HQ provides is 11 hexes. If a port or a successfully invaded hex has 2 HQ units on it, then it has a supply range of 22 hexes. If a port or a successfully invaded hex has 3 HQ units on it, then it has a supply range of 33 hexes.

Supply Choice Interface

In certain circumstances the Allied player will be faced with a decision about which units should be in supply. When these situations arise during the Supply phase the computer will provide an interface for the user to select which units will be in supply and which units will be unsupplied. Unsupplied units will be highlighted with dark gray while supplied units will appear as normal. The interface will have all available supply assigned. In order to swap unsupplied units with supplied units the user will first need to make some of the supplied units as being unsupplied in order to have supply available to assign to other unsupplied units.

These situations generally happen when a supply source is lost which results in there being more units landed than can be supplied by the current supply sources.

Allied Coastal Supply Hexes

Any coastal or port hex that has a supply number pointing to it can supply any Allied unit on it without need of an HQ unit. Without an HQ unit on it only units in the hex can be supplied and the hex cannot be used to supply any other units.

Supply Range Toggles

In the upper right-hand corner of the screen is a Supply section. The first two elements in this area are toggles to display the Allied and the German supply range. Selecting either of these two toggles will show the hexes that can be supplied by the respective side. The hexes that can be supplied will be highlighted by light blue. Note that the range is for what is in effect for the turn which was calculated at the beginning of the turn. Any supply changes that have been done during the current turn will not be reflected until the start of the next turn.

Allied Supply Sources

The last button in the Supply section in the top right of the screen shows the list of Allied supply sources. This is presented with the range available for the supply source, the number of units that can be supplied and the amount of supply that is unused.

Note that this list will contain sources that units on them but no HQ units. These sources can only supply the units directly on the source itself. This can be identified by the listing showing a range of 0 for the supply source.

Replacements

Both the Germans and the Allies receive replacements during the game. The Allied replacements can start on the 9th turn while the German replacements start on the 16th turn. When replacements are available the game interface will direct you to select a unit from the OOB sheet. These are units that have been eliminated during the game. The OOB sheet is to the right of the map.

What unit can be selected is based on the number of replacement factors available. Factors not used in a turn accumulate for use in later turns. The number of replacement factors needed for a unit is equal to that unit's number of attack factors. For a 4-3-3 infantry unit the number of replacement factors needed would be 4.

Neither side can choose HQ units as replacements. Once a HQ unit is eliminated it is lost for the remainder of the game. The Allies cannot select airborne units as replacements. Once an airborne unit is eliminated, it is eliminated for the game.

German Replacement

The German replacement is straightforward. On the 16th turn, and every turn after, the German player receives 5 replacement factors. The Germans have units with greater than 5 attack factors so in order to select these units as replacements the player would have to leave some replacement factors unused in order to add those factors to the 5 replacement factors that he will receive on the next turn.

The German player will choose which unit on the OOB sheet will be selected for replacement and as long as there are enough replacement factors available to match the unit's attack factor the unit will be selected. German replacements must be placed on any of the starred hexes in Germany that are in German control. If there are no starred hexes available, no units can be selected as replacements on the turn, but the replacement factors will accumulate.

The unit may be used as normal on the same turn that it is selected as a replacement.

A starred hex is considered in German control at the beginning of the game. It comes under Allied control if an Allied unit pauses its movement on the hex or stops its movement on the hex. At this factor it remains in Allied control until a German unit pauses its movement on the hex or stops movement on the hex.

After the replacement unit has been selected and placed on a replacement hex in Germany, if there are still replacement factors remaining the player can choose another unit as long as there are enough replacement factors as the unit has attack factors.

If you have replacement factors available but do not want to use them, click the Next Phase button to proceed to the next German phase.

Allied Replacements

Allied replacement factors start accumulating on the 9th turn. The Allied player receives one replacement factor for each of the following hexes that the Allied player has captured: Rotterdam, Boulogne, and Brest. The maximum number of replacement factors that the Allied player can accumulate in a single turn, then, is 3.

Once enough replacement factors have accumulated to 4 or more, the game will provide the Allied player with the option of selecting a replacement unit. The player would then select a unit on the OOB sheet and the computer will place that unit in Britain. The unit may be used as normal on the same turn that it is selected as a replacement.

The player may select more than one unit if there are enough replacement factors to select another unit. If, at any time, the user would rather accumulate the replacement factors rather than using them then he would select Next Phase to proceed to the next phase.

Note if all of the replacement factors are used, or if there are not enough factors to select another unit the game will automatically move on to the next phase. There is no undo functionality when selecting replacement units.