

## Appendix U: Quick Reference Sheets

### A Game Turn

1. **Operations Phase**
  - *Reset Step*
  - *New Ops Step*
  - *Un-tip Step*
2. **Events Phase**
3. **Road Movement Phase**
4. **Tactical Phase**
5. **Status Phase**
  - *Victory step*
  - *Marker step*

### Effects of Isolation (p.28)

- Costs an extra Op to move any isolated units (*except paratroopers landed on this day - p.77*).
- May not Reorganize.
- May not use Road Movement.
- May not make a river crossing (p.71).
- May not place engineering marker.

### Effects of Low Supply (p.27)

- May not Reorganize.
- May not use Road Movement.
- Vulnerable in Combat.
- May not place engineering marker.

## Movement

### Road Movement



= 3

Others = 6

### Tactical Movement



OR



= 2

Others, or Low Supply or non-Open = 1

### Cost in Ops

- 1 Op to Invoke.
- 2 Ops if any move through non-open terrain or cross a bridge.

### Cost in Ops

- 1 Op to Invoke.
- +1 Op to move any isolated.
- +1 Op for each subsequent phase.

### Tipping Units

- When they use Road Movement (p.32).
- Voluntarily moving out of soft ground during a tactical phase (p.38).
- When they retreat (p.54).
- *Towed* Artillery: when they move at all.
- Tip artillery after it barrages (p.45).

## Summary of Terrain Effects

### OPEN:

- Infantry might suffer tank shock (p.47).
- Armored units can move 2 squares in a tactical phase (p.33).

### URBAN, MOUNTAIN, BOGAGE:

- Attackers apply shift down vs. infantry (p.49).

### SOFT GROUND:

- No prepared positions allowed (p.50).
- Tip unit after moving *out* in a tactical phase (p.38).

### URBAN, WOODS:

- Artillery may not barrage from this terrain (p.44).

### ALL NON-OPEN:

- Armor is vulnerable (p.42).
- Road movement costs an extra Op (p.32).
- Gliders suffer a loss if they land here (p.77).

### BEACH - *advanced game* - (p.75):

- *Towed* artillery can't barrage from the beach.
- No road movement allowed.

## Combat

### Process of Combat Resolution (p.41-49)

1. Active side picks a contested square.
2. Each side (active first) declares artillery support.
3. Choose Tactics.
4. Apply any modifiers.
5. Each side rolls one die and consults a combat grid, possibly applying shifts.
6. Apply losses (defender first).
7. Passive motorized units might evade.

### Vulnerable

Armor in non-Open.

Attacking across a bridge.

Attacking while Low on Supply.

Unit is Tipped.

Combat Value Halved (round up)

### Combat Grids

40	40	40	36	30	26
40	36	31	26	22	18
33	28	25	21	17	14
26	23	19	15	11	8
16	14	11	9	5	4
12	9	7	5	3	1
0-11	0-8	0-6	0-4	0-2	0



### Summary of Combat Shifts



Flanking the enemy.



Multiple elements involved.



Attacking vs. INF in urban, mtn, bocage.



Tank Shock.

## Summary of (Selected) Advanced Rules

#### Un-Tipping by Ops (p.65):

- Spend 1 Op at the moment a unit is tipped, in order to un-tip it.

#### Commander Skill (p.66):

- Poor commander draws only 2 or 5 new Ops.
- Skilled commanders draws 4 or 7 new Ops.

#### Low Fuel - (p.68):

- Roll two dice in marker step. If you roll  $\leq$  the turn number, Low Fuel effects begin:
- No evasion. All artillery treated as "towed." Road movement = 3; tactical movement = 1.

#### Weather Change (p.70):

- Roll at start of day: On 1-2 weather condition deteriorates. On 3-4 it stays the same. On 5-6 it improves.

#### River Crossing - (p.71):

- Must have a *Boat* for each crossing.
- Markers are placed in your marker step, returned to CP after use.
- Units crossing into a combat are vulnerable.

#### Minefields - (p.72):

- Each unit that enters a hostile minefield rolls a die. On a "6" it loses a step.

#### Engineering (p.78):

- Roll 2+ in the marker step to advance a task.
- Roll first to advance existing tasks.
- Then place any new markers.
- Markers return to the command post when tasks are completed or abandoned

#### Things that Happen in the Marker Step:

- Reinforcements are placed (p.62)
- Roll for Low Fuel effects (p.68)
- Place Boat markers (p.71)
- Place (or replace) a supply source for an amphibious landing (p.76)
- Roll to advance engineering tasks, or abandon them, then place any new markers. (p.78)

*(If the sequence is important, the active player may choose to perform these in any order he wants.)*