

GS Roadblocks

R0

- the hex is considered **empty** (Allied Reserve Deployment)
- it has the following **effects** on German units:
 - it **blocks move, Proximity, Supply**
 - it **stops adjacent move** if **connected** to it by a **Road**
 - Strategic Move* adjacent or would trigger check **not** allowed
- place a *Roadblock* on a roll \leq **HV**, once per *Activation*, when a German unit *moves* into a hex **adjacent** to:
 - an empty *Position*, in Allied *Supply*, on a **Road** hex
 - not a German *City/Town* or adjacent to a German unit
- if **HV** < 5: not in Allied **ZOC**
- 20+**: only if **VP**
- remove a *Roadblock* when:
 - an Allied unit **enters** its hex
 - during *Supply Phase* it is *OutOfCom* with German or Allied
 - during *German Activation* it is **adjacent** to an active unit:
 - if in *Supply* or *VP*, replace it on a roll \leq **HV**
 - with an Allied **S** \blacktriangle # *Reserve* \Rightarrow \blacktriangle # *OutOfContact*
 - matching** closest unit: *Division* \Rightarrow *Corps* \Rightarrow *Army*
- move**: move, advance or *reinforce*
- check priority**: highest **HV** \Rightarrow **westernmost**

GS 2P Unit States

S0

- Supply**: road from map edge + 4 hexes not through enemy:
 - Roadblock, Bridge, City/Town*, unit and unoccupied **ZOC**
 - if crossing an *River*, the path is limited to 1 hex
- Westwall blocks* Allied *Supply* unless occupied
- [unit]**:
 - may **not** attack on it's own
 - does **not** add to chit draw when attacking
- no ZOC** unless stacked, in *City/Town*, German in *Westwall*
- Dispersed**:
 - has **no ZOC**
 - may **not** move, attack, advance after combat or build an **IP**
 - may retreat **only** 1 hex (also applies to units stacked with it)
 - if all defending units are *Dispersed*:
 - A** may disregard **1 hit**
 - D** may **not** use *CombatTactic*, Allied do **not** draw a card
- Allied**: *Dispersed OutOfContact* can't be taken as *Reserve*
- OutOfFuel**:
 - may **not** attack, move, retreat, advance, deploy from *Reserve*
 - A** may disregard **1 hit**
- cumulative** with *LowSupply* and *OutOfSupply*
- do **not** **cumulate** with *Isolated*, the card is still discarded

GS Combat Tactics

T0

- Airpower / Artillery**: linked to *Combat Chit*
- Assault Coordination**: inactive adjacent stacks may attack
- A** **D** **Bug Out**
 - 16-18** odds are \geq 3:1 and *HoldCheck* fail:
 - may **not** advance
 - 19+** 3+ steps, not *Surrounded*: move **highest** # unit into the nearest empty in *Supply* not *Proximate Position*
- Combat Engineers / Engineers**:
 - A**: +1 strength, remove **IP**
 - D**: place an **IP** if possible unless *Combat Engineer*
- Corps Artillery**: like *Artillery* and draw a second card
- C** **Fixed Artillery**: *Artillery* within **FAR** from a *Westwall*
- C** **A** **Inf Infiltration**: + *Flanked* (not in *City/Town*), -1 hex
- Panzer/Tank Battalion**: +1 strength, + *Armor*
- C** **A** **Press the Attack**: \emptyset effects
- Reinforce Battle**: 1 stack that did not attack or move in the current *Activation* may move and participate in the combat
- Allied: stack with **lowest** #, preserve **Line**, protect **VP**
- German **D**: reinforcing strength \leq defending
- A** **D** **Screen**: max *Combat Chit* -2

GS Combat Tactics & Chits

C0

- A** & **D**: **must** have 1+ in *Supply* **not** *Dispersed* unit
- German **A**: # *Tactics* / *Activation* \leq card *CommandValue*
- German **D**: 1 *CombatTactic* ... **V****D****H** **A** / **D** / \emptyset
- Allied **A**: 1 *CombatTactic*
- Allied **D**: if card's **formation matches** any unit **and** < 4 steps, in *Communication*, not in danger of *Surround*:
 - add 1 **matching** unit: **S** \blacktriangle # *Reserve* \Rightarrow \blacktriangle # *OutOfContact* otherwise 1 *CombatTactic*
- min** *Combat Chit*: # **D** **steps**
- max** *Combat Chit*: # non-[unit] **A** **units**:
 - +1 for each **A** *CombatTactic*
 - +1 for each **A** 3+ steps unit
 - +1 if **A** has **Eit** units
 - +1 if the **D** are *OutOfSupply*
 - +2 if the **D** are *Isolated*
 - 2 if Allied **D** played *Tactic Screen*
- hit adjustments**:
 - D**-1: **D** in *City/Town*, **IP** (remove it) or German in *Westwall*
 - A**-1: **D** are all *Dispersed*, *OutOfSupply* or *OutOfFuel*
 - A** \emptyset : **D** are all *Isolated*

GS Allied Reserve Deployment

D0

- never** in German *City/Town*, **never** in danger of *Surround*
- Method A** **16+** **S** \blacktriangle # *Reserve* \Rightarrow **18+** \blacktriangle # *OutOfContact*
 - within the *Corps* boundaries
- empty *Position*, in *Supply* were it occupied
- Proximate* to a German unit
- not in Allied **ZOC** unless:
 - HV** is 5+ or deployment fixes *OutOfCommunication*
- Method B** **18+** **S** \blacktriangle # *Reserve*
- first** with **same** *Division* unit, in *Supply*, in *Communication*
- then** within the *Corps* boundaries
 - empty *Position*, in *Supply* were it occupied
 - within 3 hexes of a Allied unit in the **same** *Army*
 - within 4 hexes of a German unit
- tie breaker**:
 - first** within 3 hexes **same** *Division* \Rightarrow *Corps* \Rightarrow *Army*
 - then** highest **HV** \Rightarrow westernmost \Rightarrow closest to German
- OutOfContact**:
 - not *Dispersed*, not *Isolated* in *Communication* and either is:
 - not *Proximate* and it's removal would not create a **GAP**
 - not *Surrounded*, **lowest** # in a 5+ steps or 8+ points stack

GS 2P Supply States

S1

- LowSupply**:
 - no *CombatTactic* may be played in that unit's support.
 - may **not** receive *Replacements*
 - German: may **not** **exit** the map
 - Allied**: may **not** lead an **attack**
- OutOfSupply** *LowSupply* +:
 - may **not** **attack** or build an **IP**
 - if *mechanized* may move **only** 1 hex
 - OutOfSupply* only: **A** +1 *CombatChit*, **disregard** 1 hit
- Isolated** *OutOfSupply* +:
 - has **no ZOC** (even if in *City/Town*)
 - mechanized* may **not** move or retreat
 - infantry* may move or retreat **only** 1 hex:
 - may **not** **exit** an enemy **ZOC**
 - may **not** **enter** enemy *City/Town* or cross enemy *Bridge*
 - Allied: may **not** affect the placement of enemy *Reserve* unit
 - does **not** affect the placement of enemy *Reserve* unit
 - Allied**: *Isolated OutOfContact* can't be taken as *Reserve*.
 - Isolated** only: **A** +2 *CombatChits*, **disregard** all hits
 - Surrender**: step loss 1-6 \emptyset 1-4 \bullet 1-2 \bullet

2P Combat Tactics

T1

- Airpower / Artillery**: linked to *Combat Chit*
- Assault Coordination**: inactive adjacent stacks may attack
- A** **D** **Bug Out**: retreat 2 hexes, not *Dispersed*, **A** may advance
- Combat Engineers / Engineers**:
 - A**: +1 strength, remove **IP**
 - D**: place an **IP** if possible unless *Combat Engineer*
- Corps Artillery**: like *Artillery* but reshuffle if not empty
- C** **Fixed Artillery**: *Artillery* within **FAR** from a *Westwall*
- C** **A** **Inf Infiltration**: + *Flanked* (not in *City/Town*), -1 hex
- C** **Panzer Battalion**: +1 strength, + *Armor*
- C** **A** **Press the Attack**: \emptyset effects
- Reinforce Battle**: 1 stack that did not attack or move in the current *Activation* may move and participate in the combat
- A** **D** **Screen**: max *Combat Chit* -2
- A** **Tank Battalion**: +1 strength, + *Armor*

GS Combat Resolution

C1

- evenly** distribute step loss between units and hexes
- Allied **step loss priority**: \blacktriangledown # multi-step \Rightarrow \blacktriangledown # single-step
- Allied **D** (2 hexes retreat \Rightarrow *Dispersed*):
 - if it has retreated 2 hexes: apply remaining hits as **step loss**
 - if **hits** \geq steps or step loss implies **no ZOC**: **retreat 1 hex**
- HoldCheck**: **step loss** on \leq **HV** + **D** **steps** (or **retreat**):
 - 3 if **D**, *Surrounded* or *OutOfCommunication*
 - +2 if **D** have already **retreated 1 hex**
 - +2 if all **A** are across a *River* and **D** has not yet retreated
 - +4 if all **retreat** routes require a **step loss**
- German **A**:
 - 1st hit: **step loss**
 - up to 2 **more hits** may be absorbed by becoming *Dispersed*
- German **D**: may retreat 1 **hex/hit**, max 2 hexes + *Dispersed*
- Allied **A** (step loss priority: **most steps stack**):
 - 1st hit: 1st **step loss**
 - 2nd hit: *Dispersed* if < 4 steps or 2nd **step loss**
 - 3rd hit: *Dispersed*
 - 4th hit: 2nd **step loss** or **ignore**

C2 GS 2P Combat Retreat

- **D** units retreat together and end in the same hex, except to **avoid overstacking** at the end of the retreat
- **Allied** may break **stacking** but **next hit** is taken as a **retreat**
- **Dispersed** units and **Isolated Infantry** may only retreat **1 hex**
- **VDH, OutOfFuel** and **Dispersed mechanized** do **not** retreat
- **never retreat** into enemy **City/Town** (Allied: empty westwall)
- a 2 hex retreat ends **Dispersed 2 hexes away**
- take a **lesser** priority route to **avoid elimination**
- **retreat priority**: **not** in enemy **ZOC**
- or occupied by **Allied** unit in **Supply**
- or empty in **Allied Supply** ⇒ **1 step loss**
- or occupied/empty not in **Allied Supply** ⇒ **1 step loss**
- **only** via **River/Forest w/o Bridge/Road** as a **last resort**
- **Allied tie breaker**: **City/Town** ⇒ closest to ► ⇒ westermmost
- **German 16-19**: across **Army boundary** as a **last resort**
- **German**: check for **Roadblocks** and **17+ Bridges**
- if the **retreat** ended with **friendly units** that are **attacked** in the **same activation**, these retreating units do **not count** in that combat and are **eliminated** if the **D** retreat or are eliminated

GS 2P December 16 Rules

- **GS** Allied 424,106 XVIII Infantry ⇒ **Reserve**, Allied 16.1 V Infantry ⇒ hex 0608
- **2P** German first plays **3 Impulses** in a row (Allied can't play any card) in which he:
- **GS** **first Impulse** hand is 9 cards not 6, Allied Command Level is 10, he:
- **2P** **must** activate formations in **different Corps**, may **not** activate a **unit twice**
- may only play a card for **Activation** or **CombatTactic**
- may **only attack**, **CommandCards** for Allied after combat and **Reinforce Battle**
- **GS** do **not draw CommandCards** for Allied units under attack
- **only 1** German unit **per activation** may **cross a Bridge** (another may as if unbridged)
- **2P** Allied **infantry** move only **1 hex** (unless via **Reinforce Battle** or **2P Raise the Alarm**)
- **2P** Allied may **not** blow **Bridges** or play **Artillery**, but may play **Corps Artillery**
- **GS** Allied **Engineers** do **not** blow **Bridges**, only place **Roadblock** or **IP**
- **GS** Allied **Tactic Artillery** is treated as a **no tactic**, **Corps Artillery** still occurs
- **GS** Allied VIII,9A are also deployed by the XVIII Corps, within the VIII Corps area

E2 GS Allied Engineers Events

- **Engineers**: conduct 1 of the following in priority order:
 1. Replace a **Roadblock** in a **VP** hex or in **Allied Supply**:
 - highest **HV** ⇒ westermmost ⇒ northernmost
 - with an **Allied S** ▲ # **Reserve** ⇒ ▲ # **OutOfContact**
 - **matching** closest unit: **Division** ⇒ **Corps** ⇒ **Army**
 2. Place a **Roadblock** in an empty road hex:
 - **HV** ≥ 3
 - within 2 hexes of an in **Supply** German unit
 - in German **and** Allied **Communication**
 - not adjacent to an Allied unit
 - highest **HV** ⇒ westermmost ⇒ northernmost
 - **17-22** if no **Roadblock** placed proceed to **priority 3**
 - **16,23-29** if no **Roadblock** placed proceed to **priority 4**
 3. Destroy a **Bridge** in **Allied Supply** adjacent to a German unit
 - highest **HV** ⇒ westermmost
 4. Place **1 IP** on an Allied stack in **Supply** not in **City/Town**
 - adjacent to greatest German strength ⇒ westermmost

C3 GS Combat Advance

- **A** may advance into the **vacated** combat hex **ignoring ZOC**
- if **D** retreated **2 hexes** or is **eliminated** (leaves no path):
- **A mechanized** may **follow the path** of retreat if **split off** **not** from **ZOC** or **River/Forest w/o Bridge/Road**
- **only 1 A** may cross a **Bridge** into an enemy **ZOC**
- **only 1 A** may cross an unbridged **River** and **stop** after, **only if** attacked through or following the path of retreat
- **German 16-19**: may **not** advance across **Army boundary**
- **Allied A** advance (▲ #):
 - do **not** check a lone [unit], treat stacked [unit] as **1**
 - do **not** advance in danger of **Surround** unless into **HV** hex
 - preserve the **Line** unless if advancing into **VP** hex
 - only check the **highest** chance of advance

Route of Advance	# already advanced		
	0	1	2+
Primary or VP	Advance	1-7	∅
Secondary or City/Town	1-8	1-4	∅
other	1-3	∅	∅

A0 GS Allied Activation

- a formation is **eligible** for **activation** if at least **1** unit is:
 - **not Surrounded** but in danger of **Surround**, **not** in a **VP** hex
 - **Dispersed** or **OutOfContact** or **Wandering**
 - eligible to place an **IP** (in **Supply**, not in **City/Town**)
 - **19+** can reinforce and reach a **2:1** with a **Proximate** enemy
 - first activate **Wandering** behind enemy lines ▲ #:
 - **out of Communication**, **not** in **City/Town**, **not Surrounded**
 - **reach** an hex in **Communication** ⇒ **Westwall** ⇒ **City/Town** or roll
 - **1**: 1 hex in rearward direction
 - **2-6**: place in calendar **n** days ahead
 - **tie breaker**: closest to an in **Supply** Allied ⇒ westermmost
 - draw **3** action cards ▲ # ⇒ add **IP** ⇒ remove **Dispersed**
 - **Unit/Stack**: the lead unit and any units it the same hex
 - **Protect VP**: do not attack from a **VP** hex with < 4 steps do not vacate if **Proximate** or within **2** hexes of German
 - **Situational strength** (A/2 across River) (D):
 - **x2**: **City, Westwall**
 - +1: non-**VP** **Town, Forest, IP**
 - -1: **Clear, OutOfSupply, OutOfFuel**
 - -2: **Isolated**
 - **Allied move** ▲ #: ∅ hex ⇒ most **MPs** ⇒ **fewest** Allied

E1 GS Allied Events

- **Airpower**: remove **OutOfSupply** or **Isolated** marker from 1 unit/stack (strength ⇒ **Isolated** ⇒ lowest #) and it's adjacents, if none eligible, replace your highest CV card in hand with the **Airpower** card, keep it till the end of the day
- **Allies Alert**: [day] ignore **Combat Chits** with a [day]
- **Artillery Barrage**: discard **1** German **Division** Card in hand
- **Break In The Clouds**: [day] all non-effective card drawn to support Allied in combat is considered as **Airpower**
- **German Plans Intercepted**: discard the top card of the draw pile. If empty, discard a random card from your hand
- **Ground Freeze**: [day] - **IMP Broken, Woods, Forest**
- **Raise The Alarm**: deploy the lowest # **Reserve** ⇒ **Next Day**
- **Recover**: remove **Dispersed** markers from all Allied units
- **Patton On The Move**: accelerate **III Corps** units & **Command Cards** from December 22 to 21
- **Tank Battalion**: remove **1 step** from a lone German **Infantry** unit, without **IP**, not in **Town**, adjacent, not across a **River**; to a supplied full strength Allied unit
- **Withdrawal**: move **1 Surrounded** unit/stack in non-VP hex (most steps ⇒ eastermmost) into an adjacent hex in **Communication** (friendly occupied ⇒ rearward direction) ignoring **ZOC**.

D1 GS Replacement & German Reserve

- **Replacement** is not considered a unit activation:
 - target unit must be **InSupply** and able to trace supply
 - 1 step max / unit in a single **Impulse**
 - **G** non-**Elite** before **Elite** units in the eligible **Corps**
 - **A** ▼ # **only if** the **Corps** has at least **2** reduced units
- **German Reserve Deployment**:
 - in a valid **SupplyHead** in the **Army** boundaries
 - **3** hexes away from a non-**Isolated** Allied unit, **City/Town**
 - within **3** hexes of the same **Division** ⇒ **Corps** ⇒ **Army**
 - in an **Impulse**, units of a **Division** deploy in the same hex
 - during the **Reserve** Phase **OKW** is released if:
 - 1+ unit adjacent or across the **Meuse** is able to **TraceSupply**
 - move **OKW** units into the **Reserve** box
 - **Primary** card ⇒ draw pile, **Supplemental** ⇒ available
 - first **OKW** unit is deployed within **3** hexes of **any** unit on **Activation** **OKW** units are attached to:
 - 6th **Army** if **all** units are within 6th **Army** boundaries
 - 7th **Army** if **all** units are within 7th **Army** boundaries
 - otherwise to the 5th **Army**

E0 GS German Events

- **Allied Command Crisis**: delay **British Corps** units & **Command Cards** from December 22 to 23
- **Bridge Engineers**: Repair or build a **Bridge**, at least **1** hex must be in German **Supply**, **none** can be in **Allied ZOC**
- **Commandos**: skip next Allied **impulse**
- **Eisenhower Hesitates**: delay 82nd or 101st until December 19
- **Fuel Priority**: once per day when drawing cards, discard to prevent a formation from being **OutOfFuel**
- **Fury of Bastogne**: [day] **VP +2 Combat chits** others -2
- **Greif Bridge Protect**: prevent a bridge destruction, counts towards Allied **Command Level** if played during **G** impulse
- **Ground Freeze**: [day] - **IMP Broken, Woods, Forest**
- **Manteuffel Directs Traffic**: remove **1 Roadblock** 2 hexes of a unit in the 5th **Panzer Army**, stopped unit may continue moving, does not count towards Allied **Command Level**
- **Monty Tidies The Lines**: [day] **US 1st**; **Cards 1-10** ⇒ ∅
- **Von Der Heydte**: land **VDH** in an empty hex, not adjacent to any unit, **Clear, Broken** or **Woods**, non-**City**, north of 0800, 8 hexes of **Westwall**, do not check **Roadblocks** or **Bridges** 2-3 **LowSupply**, 4-7 **OutOfSupply**, 8-9 **Isolated**, 10 **Eliminated**

D2

GS British XXX Corps

- if no **British XXX Corps** unit is on the map:
- if **1+** German unit is *Proximate* to a hex west of the *Meuse* :
 - deploy the **first** unit as follows :
 - west of the *Meuse*
 - in an empty Allied *Position InSupply*
 - not in a German *City/Town*
 - *Proximate* to or within **3** hexes of a German unit
 - highest **HV** ⇒ **closest** to a German unit ⇒ northernmost
- otherwise, deploy **all** the deploying units as follows :

XXX.GA	5 ⇒ 0422	32 ⇒ 0424
XXX.43	129 ⇒ 0117	130 ⇒ 0319
XXX.53	71 ⇒ 0626	158 ⇒ 0826
XXX	29A ⇒ 1126	33A ⇒ 1226
		34A ⇒ 1427

- subsequent units are deployed as follows :
- using the regular deployment rules plus :
 - as attached to the US 1st Army
 - must deploy west of the *Meuse*
 - but not restricted by *Corps* boundaries

GS Daily Sequence Key Points

I. Reserve Phase

- **18+** deploy delayed (by 2 days) **G Reserve**
- release **OKW** if **1+** unit adj/across *Meuse* can *TraceSupply*

III. Supply Phase

- **21+** draw **1** Allied card, if *Airpower*, Army, Army Group :
 - ⇒ discard highest CV card, skip first *Impulse*
- **G** may play **1+** *Bridge Engineers*
- **17+** check **A Supply**, **19+** check **G Supply**
- remove *Roadblocks* not in **G** & **A Communication**
- **20+** check **G OutOffuel**, may use *Fuel Depots/Priority*

IV. Command Phase

- **German Activation** :
 - *Roadblock* removal & Reserve check
 - Movement check *Roadblocks* & **17+** *Bridge* destruction
 - Combat ⇒ IP ⇒ remove *Dispersed* markers
 - **20+** check **G OutOffuel**, may use *Fuel Depots/Priority*
- **Allied Impulse** :
 - **Expedite** : next day units ⇒ *Reserve (Map if ≤ 2 cards)*
 - **22+** **No Command** : complete then draw another card