

GS Roadblocks

- the hex is considered empty
- it has the following **effects** on German units:
 - it **blocks** move/advance, *Proximity*, *Supply*
 - it **stops** adjacent move/advance if **connected** to it by a **Road**
 - Strategic Move* adjacent or would trigger check **not** allowed
- once per Activation, **place** a *Roadblock* on a roll \leq **HV** when a German unit moves/advance 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**
 - *if **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 reserve or then *OutOfContact*
 - *same as closest unit : *division* \Rightarrow *corps* \Rightarrow *army*, **lowest** #
- check priority** : highest **HV** \Rightarrow **westernmost**

GS 2P Unit States

- [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

- Airpower** / **Artillery** : linked to *Combat Chit*
- A Assault Coordination** : inactive adjacent stacks may attack
- A D Bug Out**
 - 16-18** odds are \geq 3:1 and *HoldCheck* fail : retreat 2 hexes, not *Dispersed*, **A** may 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*
- A 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

- A** & **D** : must have 1+ in *Supply* **not** *Dispersed* unit
- German **A** : # *Tactics* / *Activation* \leq card *CommandValue*
- German **D** : 1 *CombatTactic* ... **VDH A** / **D** : \emptyset
- Allied : draw 1 card for *CombatTactic* if **A** or unless :
 - D** if card's **formation matches** any defending unit **and** < 4 steps, in *Communication*, not in danger of *Surround* :
 - add an **undetected defender** that **matches** the formation
 - take it from **A** *Reserve* \Rightarrow **A** # *OutOfContact*
- 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 **Elite** 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=0** : **D** are all *Isolated*

GS Allied Reserve Deployment

- never** in German *City/Town*, **never** in danger of *Surround*
- Method A 16+** **A** # *Reserve* then **18+** **A** # *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+** **A** # *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

2P Combat Tactics

- Airpower** / **Artillery** : linked to *Combat Chit*
- A 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*
- A 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 2P Supply States

- 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 enter** an empty *Westwall* hex
 - 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

GS Combat Resolution

- evenly** distribute step loss between units and hexes
- Allied **step loss priority** : **V** # multi-step \Rightarrow **V** # 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 : 2nd **step loss** if \geq 4 steps or *Dispersed*
 - 3rd hit : *Dispersed*
 - 4th hit : 2nd **step loss** or **ignore**

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 ► ⇒ westernmost
- **German 16-19** : across army boundary as a **last resort**
- **German** : check *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 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** or split off but **not** from *ZOC* to *ZOC* or *River/Forest w/o Bridge/Road*
- **only 1 A** may cross a *Bridge* into an enemy *ZOC*
- **only 1 A** may cross a unbridged *River*, only if attacked through or following the path of retreat, **must stop** after
- **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 Ø
Secondary or <i>City/Town</i>	1-8	1-4 Ø	Ø
other	1-3	Ø	Ø