

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**
 - adjacent *Strategic Move* is 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 division** \Rightarrow *corps* \Rightarrow *army* as the closest Allied unit
- 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* :
 - the defender may **not** use *CombatTactic*
 - the attacker may **disregard 1** attacker **hit**
- Allied** : *Dispersed OutOfContact* can't be taken as *Reserve*
- OutOfFuel** :
 - may **not** attack, move, retreat, advance, deploy from *Reserve*
 - the attacker may **disregard 1** attacker **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*
- Assault Coordination** : inactive adjacent stacks may attack
- Bug Out**
 - 19+18** odds are \geq 3:1 and *HoldCheck* fail : retreat 2 hexes, not *Dispersed*, attacker may advance
 - 19+3** steps, not *Surrounded* : move highest # unit into the nearest empty in *Supply* not *Proximate Position*
- Combat Engineers / Engineers** :
 - attacker** : +1 strength, remove **IP**
 - defender** : place an **IP** if possible unless *Combat Engineer*
- Corps Artillery** : like *Artillery* and draw a second card
- Fixed Artillery** : *Artillery* within **FAR** from a *Westwall*
- Inf Infiltration** : +*Flanked* (not in *City/Town*), -1 **hex**
- Panzer/Tank Battalion** : +1 strength, + *Armor*
- Press the Attack** : +1 *Combat Chit*
- Reinforce Battle** : 1 stack that did not attack or move in the current *Activation* may move and participate in the combat
- German defender** : strength : reinforcing \leq defending
- Allied** : stack with lowest #, preserve **Line**, protect **VP**
- Screen** : max *Combat Chit* -2

GS Combat Tactics & Chits

- German **A** : # *Tactics* / Activation \leq card *CommandValue*
 - German **D** : 1 *CombatTactic* ... **VDH** **A** / **D** : 0
- *if 1+ Allied are in in *Supply*, draw **1** card :
- ***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 *Reserve* \Rightarrow *OutOfContact* \Rightarrow lowest #
 - A** / **otherwise** use the *CombatTactic* if any
 - min** *Combat Chit* : # **D** steps
 - max** *Combat Chit* : # non-[unit] **A** units:
 - +1 for **each** *CombatTactic* played by the **A**
 - +1 for **each** 3+ steps **A** unit
 - +1 if 1+ **A** unit is **Elite**
 - +1 if the **D** are *OutOfSupply*
 - +2 if the **D** are *Isolated*
 - +2 if the **D** played *Tactic Screen*
 - 2 if the **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+** *Reserve* then **18+** : *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+** *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

- 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 : attacker +1 *CombatChit*, **disregard 1** hit
- Isolated** *OutOfSupply* + :
 - has **no ZOC** (even if in *City/Town*)
 - may **not exit** an enemy **ZOC**
 - infantry* may move or retreat **only 1** hex
 - mechanized* may **not** move or retreat
 - may **not enter** enemy *City/Town* or cross enemy *Bridge*
 - does **not** affect the placement of enemy *Reserve* unit
- Allied : may **not enter** an empty *Westwall* hex
- Allied** : *Isolated OutOfContact* can't be taken as *Reserve*.
- Isolated* only : attacker +2 *CombatChits*, **disregard all** hits

2P Combat Tactics

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 - defender** : place an **IP** if possible unless *Combat Engineer*
- Corps Artillery** : like *Artillery* but reshuffle if not empty
- Fixed Artillery** : *Artillery* within **FAR** from a *Westwall*
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- Press the Attack** : +1 *Combat Chit*
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- Screen** : max *Combat Chit* -2
- Tank Battalion** : +1 strength, + *Armor*

GS Title

- Something** :
 - Start
 - point A
 - point B