

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 *OutOfContact* 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*
- [A]** **Assault Coordination** : inactive adjacent stacks may attack
- [A]** **Bug Out**
 - 16-18** odds are \geq 3:1 and *HoldCheck* fail :
 - 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
- [G]** **Fixed Artillery** : *Artillery* within **FAR** from a *Westwall*
- [G]** **[A]** **Inf Infiltration** : +*Flanked* (not in *City/Town*), -**1 hex**
- Panzer/Tank Battalion** : +1 strength, + *Armor*
- [G]** **[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* ... **VDH** **[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 **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

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** **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**
- Surrender** : step loss 1-6 \emptyset 1-4 \bullet 1-2 \bullet

2P Combat Tactics

T1

- Airpower** / *Artillery* : linked to *Combat Chit*
- [A]** **Assault Coordination** : inactive adjacent stacks may attack
- [A]** **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
- [G]** **Fixed Artillery** : *Artillery* within **FAR** from a *Westwall*
- [G]** **[A]** **Inf Infiltration** : +*Flanked* (not in *City/Town*), -**1 hex**
- [G]** **Panzer Battalion** : +1 strength, + *Armor*
- [G]** **[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 ► ⇒ westernmost
- **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

C3

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 **Combat/Tactic**
- may **only attack**, **not** move except for advance 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 may **not** blow **Bridges** or play **Artilery**, but may play **Corps Artilery**
- **GS** Allied **Engineers** do **not** blow **Bridges**, only place **Roadblock** or **IP**
- **GS** Allied **Tactic** Artilery is treated as a **no tactic**, **Corps Artilery** still occurs
- **GS** Allied VIII,9A are also deployed by the XVIII Corps, within the VIII Corps area

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** 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 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

already advanced

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

GS German Events

E0

- **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** : -1MP **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** ⇒ Ø
 - **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**

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** : -1MP **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 ⇒ easternmost) into an adjacent hex in **Communication** (friendly occupied ⇒ rearward direction) ignoring **ZOC**.

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** ⇒ westernmost ⇒ 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** ⇒ westernmost ⇒ 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** ⇒ westernmost
 4. Place **1 IP** on an Allied stack in **Supply** not in **City/Town**
 - adjacent to greatest German strength ⇒ westernmost

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
- **Oberkommando der Wehrmacht** is released if :
 - 1+ unit able to **TraceSupply** is adjacent or across the **Meuse**
 - 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

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	214 ⇒ 0420
XXX.43	129 ⇒ 0117	130 ⇒ 0319	160 ⇒ 0927
XXX.53	71 ⇒ 0626	158 ⇒ 0826	34A ⇒ 1427
XXX	29A ⇒ 1126	33A ⇒ 1226	

- 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