

GS 2P Unit States

1.0 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*, Allied 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

1.0 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 :
- 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
- **[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] 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

1.0 C0

- **[A] & [D]** : must have **1+** in *Supply* **not** *Dispersed* unit
- German **[A]** : # *Tactics* / Activation \leq card *Command/Value*
- 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** **A** # *Reserve* \Rightarrow **A** # *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 2P Combat Retreat

1.1 C2

- **[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* \Rightarrow **1 step loss**
- or occupied/empty not in Allied *Supply* \Rightarrow **1 step loss**
- **only** via *River/Forest* w/o *Bridge/Road* as a **last resort**

- **[Allied] tie breaker** : *City/Town* \Rightarrow closest to **A** \Rightarrow westernmost
- **[German] 16-19** : across *Army boundary* as a **last resort**
- **[German]** : check for **17+** *Bridges* demolition then *Roadblocks*

- 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 Supply States

1.0 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** \bigcirc **1-4** \bullet **1-2** \bullet

2P Combat Tactics

1.0 T1

- **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
- **[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

1.0 C1

- **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 : *Dispersed* if <4 steps or **2nd step loss**
- 3rd hit : *Dispersed*
- 4th hit : **2nd step loss** or **ignore**

GS Combat Advance

1.1 C3

- **[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*
- **[German]** : check for **17+** *Bridges* demolition then *Roadblocks*
- **[Allied] [A]** advance (**A** #):
- 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	\emptyset
Secondary or <i>City/Town</i>	1-8	1-4	\emptyset
other	1-3	\emptyset	\emptyset

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Allied Reserve Deployment

1.0 D0

- **never** in German *City/Town*, **never** in danger of *Surround*
- **Method A** **16+** S ▲ # *Reserve* ⇒ **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+** S ▲ # *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* ⇒ *Corps* ⇒ *Army*
 - then highest **HV** ⇒ westernmost ⇒ 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

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British XXX Corps

1.0 D2

- 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

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German Events

1.0 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*

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Allied Engineers Events

1.0 E2

- **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

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Replacement & German Reserve

1.0 D1

- **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 an 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*

GS

Roadblocks

1.1 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
- **check priority** : highest **HV** ⇒ **westernmost**
- **place** a *Roadblock* on a roll ≤ **HV**, once par *Activation*, when a German unit *moves* (advance, retreat, reinforce) into a hex **adjacent** to :
 - an empty *Position*, in Allied *Supply*, on a **Road** hex
 - 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 ≤ **HV**
 - with an Allied **S** ▲ # *Reserve* ⇒ ▲ # *OutOfContact*
 - **matching** closest unit : *Division* ⇒ *Corps* ⇒ *Army*

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Allied Events

1.0 E1

- **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*.

GS

Allied Activation

1.0 A0

- 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
 - or roll 2-6 : place in calendar n days ahead
- **tie breaker** : closest to an in *Supply* Allied ⇒ westernmost
- 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** ▲ # : Ø hex ⇒ most **MPs** ⇒ **fewest** Allied

GS 2P
December 16 Rules

- **GS** Allied 424, 106.XVIII infantry ⇒ *Reserve*, Allied 16, I.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 Command/Cards** for Allied units (another attack may as if unbridged)
- **1** 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 do **not deploy** more than **1** unit from the *Reserve*
- **GS** Allied VIII,9A are also deployed by the XVIII Corps, within the VIII Corps area

GS 2P Definitions

1.1 D0

- **Supply Head** :
 - a road hex connected via road to a friendly map edge
 - may **not** pass through enemy **ZOC**, *City/Town* or *Bridges*
- **Supply** :
 - a 4 hexes path to a friendly map edge or **Supply Head** :
 - may **not** pass through enemy **ZOC**, *City/Town* or *Bridges*
 - is restricted to 1 hex if crosses an unbridged *River*
- **CS Communication** :
 - may **not** pass through enemy **ZOC** or *City/Town*
 - may pass through any terrain (including unbridged *River*)
- **CS Behide Enemy Lines** :
 - **out of Communication**, **not in City/Town**, **not Surrounded**
- **Strategic Movement** : (Mech:x2 - **G** Inf:5 - **A** Inf:9)
 - a unit in *Supply*, on a road hex, not adjacent to **any** enemy
 - must follow road hexes, not adjacent to **any** enemy unit
 - may **not** enter enemy *City/Town* or cross enemy *Bridges*
- **G** may **not** move :
 - further west than the westernmost unit in its army
 - adjacent to a *Roadblock*, into a map edge hex, exit the map
- **A** may **not** enter a *Westwall* /hex

GS Daily Sequence Key Points 1.0

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**
- **C** may play **1+ Bridge Engineers**
- **17+** check **A Supply**, **19+** check **C Supply**
 - remove **Roadblocks** not in **C** & **A Communication**
- **20+** check **C OutOfFuel**, may use **Fuel Deposits** **Priority**

IV. Command Phase

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

updated since previous upload to BGG

GS 2P Combat Retreat

1.1 C2

- 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 **17+** *Bridges* demolition then *Roadblocks*
- 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 Roadblocks

1.1 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
- **check priority** : highest **HV** ⇒ **westernmost**
- **place** a *Roadblock* on a roll ≤ **HV**, once par Activation, when a German unit *moves* (advance, retreat, reinforce) 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 ≤ **HV**
 - with an Allied **S** ▲ # Reserve ⇒ ▲ # *OutOfContact*
 - **matching** closest unit : *Division* ⇒ *Corps* ⇒ *Army*

GS 2P Definitions

1.1 D0

- **Supply Head** :
 - a road hex connected via road to a friendly map edge
 - may **not** pass through enemy *ZOC*, *City/Town* or *Bridges*
- **Supply** :
 - a 4 hexes path to a friendly map edge or **Supply Head** :
 - may **not** pass through enemy *ZOC*, *City/Town* or *Bridges*
 - is restricted to **1** hex if crosses an unbridged *River*
- GS **Communication** :
 - may **not** pass through enemy *ZOC* or *City/Town*
 - may pass through any terrain (including unbridged *River*)
- GS **Behide Enemy Lines** :
 - **out** of *Communication*, **not** in *City/Town*, **not** *Surrounded*
- **Strategic Movement** : (Mech:x2 - G Inf:5 - A Inf:9)
 - a unit in *Supply*, on a road hex, not adjacent to **any** enemy
 - must follow road hexes, not adjacent to **any** enemy unit
 - may **not** enter enemy *City/Town* or cross enemy *Bridges*
- G may **not** move :
 - further west than the westernmost unit in its army
 - adjacent to a *Roadblock*, into a map edge hex, exit the map
- A may **not** enter a *Westwall* hex

GS Combat Advance

1.1 C3

- 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**
- German : check for **17+** *Bridges* demolition then *Roadblocks*
- 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 <i>City/Town</i>	1-8	1-4	Ø
other	1-3	Ø	Ø