COMMAND

GAME SUPPLEMENT

DARK VICTORY
THE BATTLE OF THE ALAMO

If this is your first Command game, read this box first.

Don't try to memorize these rules! Wargame rules are written to create game systems that simulate the realities of command as much as possible. As you play, you'll find things move along to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules through at least once before you punch out the pieces. During play, look up specific rules when you need to, and make notes and reminders to yourself at places that give you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. The number to the right of the decimal point indicates specific rules within each section. For example, section 2.0 deals generally with the components that make up a complete game, and rule 2.4 within that section explains specifically the meanings of the various numbers and symbols printed on infantry counters.

The bold-type headings are there to help you locate major topics more quickly. The boxed "Notes" distributed throughout the text give examples of play or explain the rationales behind various rules

This is a wargame of intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is have an old hand help you. If an experienced gamer is available to instruct you, use him.

Most of all, remember — the main reason to play these games is to have fun. If there's a rule you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play according to your best understanding at the time. After your gaming experience has increased, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!"

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1.0 INTRODUCTION

1.1 In General

Dark Victory: The Battle of the Alamo is a tactical, two- or three-player simulation of the final fight for the fortress that took place from approximately 5:00 to 6:30 a.m. on 6 March 1836. During those minutes the most intense combat of the entire Texas Revolution occurred. What the self-styled "Napoleon of the West," Gen. Santa Ana, had intended as a surprise attack and easy victory instead became a bloodbath.

No one today knows exactly what the Alamo looked like at the time of the battle, and no one has ever provided a definitive account of all that took place there that day. The battle is shrouded in uncertainties that have contributed to the creation of powerful myths.

In the game the Mexican player is trying to wipe out the Alamo garrison as quickly as possible while minimizing casualties among his own troops. Victory is determined by comparing Mexican player performance in those two regards against the results achieved by his historic counterpart in the real battle.

1.2 Game Scale

Each hex on the map represents 21 feet from side to opposite side. Each Mexican infantry unit represents a platoon of 13 to 17 soldiers or an artillery gun crew of 10. Each Texan unit represents a squad of six or seven men, or an artillery gun crew of three or four. Each leader counter represents one officer. Each game turn represents about five minutes.

Design Note. Strictly speaking, some of the portals shown on the map are gates while others are doors. For all play purposes, however, there is no practical distinction; so all are referred to simply as "doors" throughout these rules.

1.3 Important Definition

At several places in the rules, the terms "outer walls," "outer wall perimeter" and "Alamo perimeter" are used. A unit in a hex with no Alamo wall hexsides between it and the board edge is outside that perimeter. For instance, a unit 2513 is outside the outer wall perimeter; a unit in 2514 is inside; a unit in 2331 is inside, whereas 2332 would be outside.

2.0 GAME COMPONENTS

2.1 In General

The components to a complete game of *Dark Victory: The Battle of the Alamo* include these rules, the 34x22" main map and the smaller room-interiors map, and 420 die-cut counters (also called "units" and "unit counters"). Players must provide two standard (six-sided) dice to resolve combat and other probabilistic events.

2.2 The Maps

The main map shows a bird's-eye-view of the significant terrain and building features found in and around the Alamo at the time of the battle. Units on the main map are either on ground level or atop the roofs of buildings or scaffolds running along or atop walls. The three elevations of building and wall hexes are designated as such by the use of color (see the terrain key printed on the map itself).

The smaller, room-interiors (or simply "interior") map is used to hold units that have gone into the rooms inside the various building complexes on the main map. On that smaller map movement and combat occur from room to room via the doorways in the walls separating them.
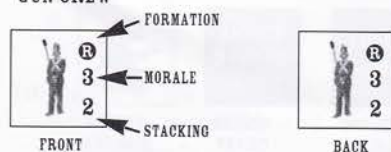
2.3 The Counters

The unit counters should be carefully punched out and sorted by type, side and formation before starting play. Most of the counters represent combat units that are described below. The other counters are informational markers and memory aids and are pictured in rule 2.23.

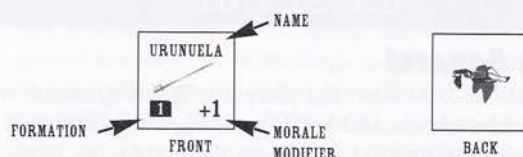### 2.4 Sample Infantry & Gun Crew Units
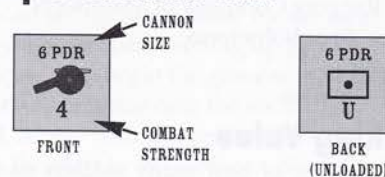

Note: Infantry counters are shown by having their I.D. number boxed; gun crews have their I.D. numbers circled.

2.5 Sample Leader Unit

2.6 Sample Cannon Unit

2.7 Unit Data

Every combat unit contains the following information: unit nationality (and therefore the side it's on), unit type, the formation within its army to which it belongs, it's morale rating and its stacking value. All units also have action factors, not printed on the counters, of either 12 or zero (see 9.0).

Note, too, that units have printing on both sides. The reverse sides of Mexican infantry/gun crew units represent their values after they've taken casualties but have not yet been entirely eliminated. The Texan reverse sides are used to designate where the men within each unit have been killed. (Mexican KIAs are marked by separate counters, see 2.23.)

2.8 Unit Colors

The background color of each combat unit indicates to which army (side) it belongs. The Mexican army background color is white; the Texan background color is gray.

2.9 Leader Command Limits

A leader counter printed with a boxed formation number may only command infantry units of that formation. A leader counter with a circled formation number may only command artillery gun crews of that formation. A leader counter printed with a box containing an asterisk may command any infantry of its side. A leader counter printed with a circle containing an asterisk may command any artillery gun crews of its side. A Texan leader counter with an unboxed asterisk may command any units of that side. See section 8.0 for more details.

2.10 Historic Formations

The men of both armies were divided into sub-unit formations to control their participation in the battle. The I.D. numbers (or letter) printed on the counters correspond to the following historic formations, and are used to divide them into groups for set up and reinforcement entry.

Mexican Forces
1 - Assault Column 1
2 - Assault Column 2
3 - Assault Column 3
4 - Assault Column 4
R - Reserve Column

Texan Forces
1 - Command & Staff Department
2 - Hospital Patients
3 - Artillery Department
4 - 2nd New Orleans Grays
5 - Bowie's Volunteer Company
6 - Patton's Volunteer Company
7 - Texas Legion Company
8 - San Antonio Company

9 - Harrison's Company
10 - Gonzales Ranging Company of Volunteers
11 - Local Bexar Area Volunteers
12 - Slaves/POWs
13 - Women & Children

2.11 Stacking Value

This is a measure of how many soldiers each infantry and gun crew counter represents. Each stacking point equals three to five men. Stacked units are more efficient in movement and melee combat, but they also make better targets.

2.12 Morale Value

Morale values are measures of how well a given unit may be expected to hold up in difficult or desperate situations. The higher the number, the better a unit's morale and the more likely it is to hold up in melee combat.

2.13 Step Strength

"Step Strength" indicates a unit's ability to suffer casualties and go on participating in the battle. All Texan units contain only one "step" of strength. That is, whenever a Texan units suffers a casualty step for any reason, all the men in that unit are considered to have been killed or mortally wounded and the counter is flipped in place so its "Dead" side shows upward.

The reverse sides of Mexican infantry and gun crew units (showing lower stacking and morale values) represent the same units after they've suffered some losses. Whenever such a "two-step" Mexican unit suffers a casualty step it is flipped so its reverse ("reduced") side shows upward and a Mexican "Dead" counter is placed in the hex with it. If a reduced unit suffers another step loss it is removed and another Mexican "Dead" marker is placed in that hex.

2.14 Action Factors

Action Factors ("AFs") are not printed on the counters. All units in the game have AFs of either 12 or zero. All infantry, gun crews and leaders of both sides other than Bowie have AFs of 12. (Important Exception: the Bowie leader counter may never expend any AFs to move, see 13.1.) Women and Children, Patients, cannon, ladders, and other informational markers have AFs of zero.

2.15 Room Ablaze Markers

These markers indicate when certain buildings are aflame. There may never be more fire markers deployed at any one than are provided in the counter mix, see 13.3 and 13.4.

2.16 Open Markers

"Open" counters are used to illustrate that a door has been destroyed. see 9.6ff.

2.17 Ladders

Each ladder counter represents enough scaling ladders (one-or-a-few) to "lift" a platoon or so of troops in a five minute period, see 9.18ff.

2.18 Flags

All four flag counters are initially placed, Texan side up, in the four flagpole hexes designated in the Texan set up instructions (see 3.2). Any Mexican leader, infantry or gun crew unit that enters a flagpole hex captures that flag. The first three captured flags are simply removed from play (but see 3.5); the fourth captured flag is flipped so its Mexican side shows. Once the last flag is captured, all Mexican units within the outer walls of the Alamo compound have their morale values increased by +1 for the rest of the game. Flags are never moved into hexes other than their initial placement hexes. If the Texan player manages to similarly capture the Mexican flag after it's been raised as described above, the Mexican morale bonus is forfeit but no new Texan flag is replanted.

FRONT (TEXAN)   BACK (MEXICAN)

2.19 Cannon

Unloaded cannon can only be reloaded by gun crew units (of both sides). Cannon can be fired by gun crew or infantry units (of both sides). At the start of play all cannon are loaded and are in Texan possession. But cannon may be captured by the Mexicans during the course of play, see 10.16ff. There may never be more than one cannon counter per hex, and only six-pounder and four-pounder cannon may ever be moved (see 10.20).

2.20 Done/Fired Markers

"Done/Fired" markers may be used as memory aids by either player to place atop a unit to indicate it has completed some action and won't be able to do anything more during that player turn.

DONE   FIRED
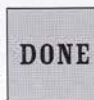
2.21 Extra Guns

The Texans began this final fight with numerous pre-loaded guns stacked among their initial fighting positions on the walls (see 3.2). Extra Gun counters are never moved once placed, but do confer a significant, though temporary, fire-combat bonus on units shooting from hexes containing them (see 10.15).

2.22 Other Markers

GAME TURN	MEXICAN LOSSES	MEXICAN COLUMN I LOSSES	MEXICAN DEAD
GAME TURN (4.1)	MEXICAN LOSSES (5.3)	MEXICAN COLUMN LOSSES (5.3)	MEXICAN DEAD (10.3)

TEXAN ARTILLERY	SLAVE & POW	WOMEN & CHILDREN

3.0 SET UP

3.1 In General

At about 5:30 a.m. the sleeping Texan garrison was awakened by cheers and bugle calls signaling the start of what would be the final assault on the fort by the Mexican army. The Texans rushed to their appointed positions to

meet the attackers advancing out of the surrounding darkness toward the walls. Reportedly, Travis shouted: "The Mexicans are upon us and we'll give them hell!"

3.2 Texan Set Up

All Texan units are set up on the two maps before any Mexican units are set up. Place them according to the following listing. Units must be set up observing normal stacking limits (see section 6.0).

Interior Map
Bowie - 2528

Baugh, Evans and the 1/5/2 infantry unit: 2624

The two 13/*/* Women & Children counters: 2925

The three 2/2/2 Patient-infantry counters, unstacked, in any three hexes of the Long Barracks Second Floor inset map.

Large Map

Flags: 1925, 2314, 2524, 3326.

Cannon: 8pdr-1914, 18pdr-1929, 8pdr-2014, 12pdr-2023, 8pdr-2214, 8pdr-2314, 6pdr-2326, 6pdr-2727, 4pdr-3019, 4pdr-3021, 12pdr-3326.

Artillery Gun Crews (Formation 3) one each in: 1914, 1929, 2014, 2023, 2214, 2314, 2727 and 3326.

Formation 4: Blazeby, Jones and the six 4/3/2 infantry are placed in any outer perimeter hexes from 1919 to 2614 to 3024, inclusive. The 12/*/* Slave-POW unit is also placed stacked with any of these Formation 4 units.

Formations 5 & 9: Crockett, Harrison, Patton, the one 5/3/2 and two 9/4/1 infantry units in 2629, 2728 and/or 2828.

Formation 6: Baker and two 6/4/2 infantry units in any hexes of the Low Barracks, Lookout Post, Main Gate and/or Bastion. One 6/4/2 infantry unit in any high hex within four hexes of 3326.

Formation 7: Forsyth and the three 7/4/2 infantry units in any outer perimeter hexes from 1914 to 2614 to 3024 inclusive.

Formation 8: The single 8/4/2 infantry unit is placed in any outer perimeter wall hex from 2718 to 3019 to 3024, inclusive.

Formations 10 & 11: White, Martin, Kimble and the four 10/3/2 and one 11/3/2 infantry units in any outer perimeter hexes from 1915 to 1918 to 2030, inclusive.

Other Texan Leaders: Dickerson-3326, Cambpell-2014, Carey-2023, Travis-2314

Extra Guns: An Extra Gun marker, no more than one per hex to a maximum of 24 across the whole board, is placed in every hex of the large map (never the interior map) that contains one or more Texan infantry units (including the Slave/POW unit). Any markers left over after set up is completed are forfeit unused and set aside for that match.

3.3 Mexican Set Up

Mexican set up takes place on the large map after the Texan player has finished setting up his side's units. All two-step Mexican units begin the game at their full step-strength. At the start of the game only the six infantry units of Assault Column 4, along with the leaders Morales and Minon, are placed on the map in any, some or all of the Mexican Entry Area 4 hexes shown on the main map; the rest of the Mexican units enter player on later turns according to the reinforcement rules (see section 7.0).

3.4 Free Set Up Variant

As a variant, allow the Texan to set up all his non-flag units anywhere within the walls of the Alamo. The four flag units are always positioned according to 3.2. As another variant, which can be combined with the first, allow the Mexican to control the placement and entry schedule of his four numbered assault columns (they must be pre-plotted before the game begins). The Reserve column always enters according to rule 7.3.

3.5 Optional Dual Mexican Command

It's possible to have the Mexican forces in the game commanded by two players (still fighting one Texan player). One Mexican player commands Assault Columns 1 and 3, the other commands Columns 2 and 4. They alternate rolling for reserve release (see 7.3), each gaining command of any "R" units and/or leaders he succeeds in releasing.

During play, the Mexican players should complete their side's player turns by moving/fighting one column at a time in numeric order. Once all Texan units have been eliminated or captured, victory conditions are assessed normally. If the Mexican side has attained a Tactical or greater victory, the two Mexican players total the number of flags, women/children, and slave/POW counters his command captured. Each such counter is worth one point. The Mexican player with the highest total of those points is the winner of the game.

3.6 Texan Set Up & Movement Restriction

Texan units, no matter what set up option is being used, may never be set up in, or move into, any hex outside the Alamo outer perimeter. For example, no Texan unit may ever set up in or enter such hexes as: 1816, 2513, 2332, 3123, etc.

4.0 THE TURN SEQUENCE

4.1 In General

All actions taken during play of the game take place within the framework of 18 "game turns." Each complete game turn is made up of two "player turns," one Mexican and one Texan, which are in turn both further subdivided into segments called "phases." Actions may only be performed in the sequence presented below. Once a player has completed a phase and gone on to the next, or completes a given action within a phase and begins another action, he may not redo or restart an action or phase, nor may he go back to begin carrying out some forgotten action, without his opponent's gracious permission.

Beginners Note. This is war; don't feel compelled to be gracious.

4.2 Game Turn Sequence Outline

I. Mexican Player Turn
    A. Mexican Reserve Release Phase
    B. Mexican Action/Texan Reaction Phase
    C. Mexican Melee Phase

II. Texan Player Turn
    A. Texan Action Phase
    B. Texan Melee Phase

4.3 Sequence Particulars

The Mexican player turn is the first player turn in every game turn throughout the game.

Texan units that participate in movement and/or combat during their side's Reaction Phase — which takes place concurrently with the Mexican Action Phase — are not thereby prohibited from similarly participating in their own side's player turn later that same game turn. Note, though, there is no "Mexican Reaction Phase" during any Texan player turn.

4.4 Ending A Game

The normal (historic) number of game turns in a match of Dark Victory cis 18. A match may end sooner than that if all Texan units on both maps are eliminated from play before the Game Turn 18 deadline, or if Mexican casualties go above 60 steps (see next section).

5.0 HOW TO WIN

5.1 In General

The final assault upon the Alamo most likely cost the Mexican army over 300 dead, most of whom died shortly afterward due to neglect and infection of their wounds. Since the defense of the Alamo was thus strong enough to have contributed to the decline of the Mexican army's overall combat power and thereby to its ultimate defeat at San Jacinto, its fair to assess victory in the game based on that historical casualty figure. Basically, by 6 March 1836 the men inside the Alamo could do no more than try to kill as many of their attackers as possible before they themselves were killed.

5.2 Mexican Casualty Recovery

The combat system of the game models losses at the rate they occurred during the fight, knocking out of action men and steps at a pace equivalent to what was experienced during the hyper-intense fighting of the 90 minute battle. Of course, some of the Mexicans "eliminated" during play would in reality recover from their less-than-mortal wounds, while others, once the shooting stopped, would simply get up from where they'd taken cover and rejoin their more stalwart comrades. To reflect the unspecifiable nature of such "soft casualties" among the real ones, at the end of the game the Mexican player rolls a die, consults the following table, and adjusts his losses accordingly before finally determining victory.

Die Roll	Soft Casualty Figure Adjustment
1 or 2	Reduce total Mexican casualties by 10 steps.
3 or 4	Reduce total Mexican casualties by 15 steps.
5 or 6	Reduce total Mexican casualties by 20 steps.

5.3 Mexican Casualty Track

A Mexican Casualty Track has been provided to allow players to keep a running assessment of that situation. Prior to the Mexican player's ladder check die roll (see 9.18), a separate total is kept for each of the four assault columns (all four columns start with zero casualties). Each time a Mexican infantry or artillery gun crew step is lost, increase the overall Mexican casualty figure (or that of the appropriate assault column prior to the ladder check being made) by one point on the track. Once the ladder check has been made, total the four columns' step losses into one number, remove their separate markers from the track and replace them with the single, combined Mexican Casualty ("MEX CAS") marker in the proper box.

Design Note. The elimination of Mexican leaders does not raise the figure on the Mexican Casualty Track. Mexican players who are overly bold with those men will find, however, that high casualties among them carries a very real and immediate penalty of its own.

5.4 Excessive Mexican Losses

If, at any time prior to the end of Game Turn 18, total Mexican casualties exceed 60 steps, play stops immediately (without any reference to the Soft Casualty Table) and the Texan player is declared to have won a strategic victory. Mexican army morale has been shattered and the entire assault collapses — at least for that day.

5.5 Speedy Mexican Victory

If the Mexican player succeeds in eliminating all Texan units prior to the end of Game Turn 18, he receives a bonus casualty reduction of one step for each such game turn. For example, if all Texan units are eliminated at the end of Game Turn 16, the Mexican casualty total would be reduced by two steps before consulting the victory table below. If all Texan units were eliminated at the end of Game Turn 17, the Mexican bonus reduction would be one casualty step; at the end of Game Turn 15 the bonus reduction would be three steps, etc.

5.6 Mexican Loss of Momentum

If the end of Game Turn 18 arrives and there are still one or more Texan units on either map, play stops immediately and the Texan player is declared to have won a strategic victory.

5.7 Determining Victory

After play has stopped — assuming Mexican morale did not collapse as described in 5.4 above — determine the final amount of Mexican casualty steps (taking into account the possible modifications described in 5.2 and 5.5), and con-

sult the following to determine which player won and the degree of his victory.

Mexican Strategic Victory: All Texan units have been eliminated and there is a final Mexican casualty step total between zero and 20.

Mexican Tactical Victory: All Texan units have been eliminated and there is a final Mexican casualty step total between 21 and 30.

Texan Tactical Victory: All Texan units have been eliminated and there is a final Mexican casualty step total between 31 and 40 (the historic outcome).

Texan Strategic Victory: All Texan units have been eliminated and there is a final Mexican casualty step total between 41 and 60.

6.0 STACKING

6.1 In General

Piling more than one unit in the same hex at the same time is called "stacking." Opposing units may never occupy the same hex at the same time. The number of friendly units that may stack in a hex is determined by their formation and the terrain or structures in that hex.

Stacking rules are in effect at all times during a game turn. That means both players should pay attention to the order in which he moves and fights his various units/stacks/formations, or "traffic jams" may easily occur in and around key hexes.

Any number of Texan and/or Mexican units may enter and pass through any given hex over the course of a phase, player turn or game turn, as long as stacking limits are never violated at any one instant.

6.2 Assault Column Formations

Mexican units may only stack with other units of their own formation. It's prohibited for Mexican units from different assault columns to ever enter any hex containing any Mexican unit belonging to another column. Mexican units of a given assault column may move into a hex (within terrain stacking limits, see below) containing units of that same formation, but at that instant all movement ceases for that phase for all the units in the hex just entered. (Note that some Mexican leaders don't belong to any single formation, and may therefore potentially stack with any combat units — see section 8.0).

6.3 Texan Garrison Formations

Unlike the Mexicans, Texan units belonging to different formations of the garrison may potentially enter and pass through hexes containing Texan units of other garrison formations. Each time such a move takes place, the moving units must pay a penalty in AFs equal to the stacking point value of those units already in the hex just entered. That cost is in addition to the regular movement costs for entering the hex.

If Texan units belonging to different formations begin a move stacked together, the units moving away pay the same penalty to leave such a hex as described above for entering

one. (Such units would have to move off by formation, not together as a stack.) But there are no combat penalties, either for fire or melee, for inter-formationally stacked Texans.

6.4 Terrain Effects on Stacking

Each in-hex terrain type has a "maximum stacking value" shown for it on the Terrain Effects Chart. That number is the maximum of stacking points that may occupy a hex containing that kind of terrain at any one instant. Hexside features have no effect on stacking limits, which are always determined by the in-hex terrain in the hex being moved into and the hex in which a given unit or stack is presently located.

6.5 Overstacking

If a hex is found to be overstacked at any time, the excess stacking points are immediately moved to an adjacent hex by the enemy player. If that is not possible for any reason, the excess units remain in the overstacked hex but do not contribute in any way to fire or melee combat conducted into or from there. Such units do, however, suffer automatic elimination if any step loss is scored against their overstacked hex (and that elimination does not in any way contribute to satisfying normal step loss requirements).

6.6 Moving Stacks

Units belonging to the same side and formation that start their move already stacked together may be moved as if they were one, combined, single unit. A moving stack may leave behind units in a move's starting hex; but once the stack has begun moving, no further units may be "dropped off" during the course of the move. Units left behind in the original hex are not prohibited from conducting their own actions that same phase, once the activities of the original stack are completed.

6.7 Stacking Order

The order in which units are piled in a stack, reckoned from top to bottom, is important for combat (see sections 10.0 and 12.0). Each player may reorganize his various stacks' stacking orders at the start of his own side's Action Phase, provided only that each stack so reorganized is stacked with or immediately adjacent to an appropriate leader at that instant. The player who's Action Phase it is simply rearranges his stacks of eligible units to his liking (no AF costs are involved); but no further rearrangement may take place one or more units have moved/fired that phase.

6.8 Free Stackers

None of the informational markers have any stacking values. That is, all may be stacked in hexes according to the rules for their specific uses.

7.0 REINFORCEMENTS

7.1 In General

Reinforcements are Mexican units that enter the game after play has already begun. (There are never any Texan reinforcements.) Each such unit is limited to entering play at the times and through the hexes specified below, unless you decide to play using the free-set option described in 3.4.

Placement in a map-edge entry hex uses up one AF for each newly arriving reinforcement. Reinforcements may be entered at any time during the appropriate Action Phase, stacked within normal limits, and have all their normal abilities available for immediate use. Each unit or individual stack entering through a given hex adds one movement point to the terrain cost for any units that enter through that same hex later that same phase.

7.2 Historic Mexican Reinforcement Schedule

Column 1 enters through the Column 1 entry hexes during Game Turn 2.

Column 2 enters through the Column 2 entry hexes during Game Turn 2.

Column 3 enters through the Column 3 entry hexes during Game Turn 3.

7.3 Reserve Column Release

At the beginning of each Mexican Action Phase after the ladder die roll check has been made (see 9.18), that player should roll another die to see which, if any, element of the Reserve Assault Column ("R" on the units) is to be released that turn. A die roll of 1 or 2 means there will be a release that phase; a result of 4, 5 or 6 means no release that phase.

On the first roll of 1 or 2, all the reserve non-artillery leaders other than Vega and Amat are released for entry. On the second roll of 1 or 2, all the artillery gun crews, artillery leaders, the Vega leader and all the Sapper units are released for entry. On the third roll of 1 or 2, the Amat leader and all remaining units are released.

7.4 Mexican On-Map Restriction

Once a Mexican unit has entered the map, it may only leave it again by being eliminated.

8.0 LEADERS

8.1 In General

The leader counters in the game represent notable personalties who took part in the fighting. They were not notable for being master tacticians, but because of their willingness to expose themselves to danger leading men into combat.

8.2 Leader Stacking & Movement

Leader counters have no stacking values, and there may be any number of leaders from the same side stacked in a hex. Leaders other than Bowie may move independently using their own AFs, but may only move adjacent to an enemy combat unit or leader if stacked with one or more friendly infantry or artillery gun crew units at the time. Leaders who begin any Action Phase alone in a hex and adjacent to any enemy infantry or gun crew unit are immediately flipped to their dead side.

8.3 Command Control

All Mexican units other than light infantry (L) must be stacked with or immediately adjacent to an appropriate leader (meaning one belonging to their assault column) at the start of their side's Action Phase in order to be able to move or fire during that phase. Any units other than light infantry not meeting that requirement may not move or fire that phase. Mexican light infantry (designated "L" on their counters) never require a leader to move or fire.

Mexican artillery gun crew units may only be activated to move or fire by Mexican artillery officers (shown by having their formation I.D. circled instead of in a box). Mexican infantry leaders can only command infantry; Mexican artillery leaders can only command gun crews.

Texan infantry and gun crew units do not require a leader to move and fire during their own side's Action Phase, but they do require the presence of a leader to activate during their Reaction Phase (see section 11.0).

8.4 Unassigned Leaders

Some leaders were such charismatic personalities that virtually any soldiers on their side would follow their orders. They are identified by having an asterisk (*) rather than a formation I.D. number among the Texans, and an assault column I.D number and an asterisk among the Mexicans, on their counters.

Such asterisked leaders can command any combat units of their side within their radius, except the artillery/non-artillery distinction must still be observed except in the case of the three Texan leaders: Bowie, Travis and Dickerson. Those three men can command any Texan infantry and/or gun crew units.

Among the Mexicans, the number on the asterisked leaders represents the Assault Column (1, 2, 3, 4 or R) through which they deploy into the game. If asterisked, it means once on the map they can command units throughout the Mexican army, across all formations, only still taking into account the infantry/gun crew distinction, which is based on the asterisk/number being boxed or circled.

8.5 Leader Melee Bonus

A leader stacked with appropriate units involved in melee combat increases that force's morale by adding in his morale factor. If more than one leader is present in the meleeing force, only one (owning player's choice) may be used to provide this bonus.

8.6 Leaders & Burning Buildings

A leader adds one to the morale value of any unit(s) attempting to stay in a burning building (see 13.3).

8.7 Leader Casualties

Any leader(s) stacked with any other combat unit(s) that are completely eliminated through fire or melee combat are themselves considered killed in action.

8.8 Bowie

The Texan leader Bowie never moves from his starting location hex, see 13.1

9.0 ACTION FACTORS & MOVEMENT

9.1 In General

The battlefield of the Alamo was characterized by both natural and manmade lines. To help avoid confusion, we

have made the most prominent of the manmade features, the fortress' many walls, conform to the hexside pattern. This gives the aerial-view maps a more abstract appearance, but greatly facilities play in that there is only one overall grid of lines that must be paid attention to in play.

All natural and manmade objects depicted on the map are referred to as "terrain," and all terrain types are either "in-hex" or "hexside" features. That is, "in-hex" terrain lies within a hex, while "hexside" features run along hexsides. Only walls and doors are hexside terrain; all other terrain types are in-hex.

Design Note. Because these rules are written to govern the play of this one particular fight that took place around this one particular fortress at this one particular time, they are quite specific in some ways. That is, they are not written to reflect early 19th century tactical realities in general, but to simulate the architectural and other realities in place in Bexar on 6 March 1836. That means even the most experienced of you should read this entire section thoroughly and completely before deciding you understand how to move and fight your units.

9.2 Action Options

In any one action phase, an eligible unit/stack may perform any combination of the following, in any order, sequence and/or combinations, as long as it doesn't expend a total of AFs greater than its overall allowance (12): move, fire individual weapons, load cannon, fire cannon, move cannon.

9.3 Action Costs

The following table lists the cost in AF of each of the actions cited above.

Action	Cost in AF
Move	Pay Per-Hex and per-Hexside Terrain Costs According to Terrain Effects Chart
Texans Fire Individual Weapons	.6
Texans Fire Individual Weapons in a hex containing an "ExtraGun" counter	.3
Mexicans Fire Individual Weapons	.8
Fire Cannon	.12
Load Cannon (gun crews only)	.12
Move Cannon	.2 AF per hex (ramps and clear terrain only)
Sappers Set Room Ablaze	.12 AF

9.4 Action Limits

Every infantry, artillery gun crew and leader unit (other than Bowie) has an Action Factor of 12. Every time a unit/stack moves from one hex to an adjacent one, or carries out any other action, it must pay the associated AF cost. An activated unit/stack may not perform an action unless it has sufficient AF remaining to pay the full cost involved.

When moving, no skipping of hexes is allowed. AFs may not be accumulated from turn to turn or phase to phase, nor may one unit lend or give AF to another.

9.5 Main Map Terrain Levels

There are three color-coded levels of terrain on the main map: low (or "ground level"), intermediate and high. Intermediate and high hexes are always separated from ground level by wall hexsides of the same type. The level a unit is on has effects on which neighboring hexes it can move into and on combat.

9.6 Doors & Texans

All door hexsides are (at first) considered closed to all units. Whenever a moving Texan unit/stack is to cross a door hexside, that player should pause in its movement temporarily to roll a die. That result is the number of "extra" AFs the Texan unit must pay to cross the hexside ("extra" meaning in addition to the in-hex terrain cost for moving into the hex being entered). If the die roll result is higher than the AFs remaining to the moving Texan unit/stack, those units' movement for that phase is over, leaving them in the hex from which they just attempted the door hexside crossing.

Texan units never destroy doors; never place an open marker in any door hexside when crossed only by Texan units.

9.7 Doors & Mexicans

Doors may be opened three ways by Mexican units. That is: 1) by the use of axes and crowbars to break a door open; 2) by the use of captured artillery to blast a door open; and 3) by simply opening the door from the inside.

Any one or two Mexican units or stacks that begin their side's Action Phase next to a closed door may attempt to break open that door by expending 12 AF (representing the use of a few axes and crowbars scattered through the assault force). For more details on door breaking procedure, see below 9.8.

Any Mexican artillery gun crew unit that begins its side's Action Phase in a hex adjacent to a door hexside and is stacked with a loaded cannon can blast open the door by expending 12 AF. No die roll is needed for this, but neither is there any chance of casualties being scored against any Texan unit(s) located in the hex on the other side of the door when the door-blasting shot is made. (For more on Mexican capture of Texan cannon, see 10.17.)

If Mexican leader and/or infantry and/or gun crew units are in the two hexes on the opposite sides of a closed door at the start of their side's Action Phase, that door is automatically opened for no cost in AF.

Whenever the Mexicans open a door by any of these three methods, immediately place an "Open" counter across

that hexside. A door once opened may never again be closed. Open doors cost the units of both sides one extra AF (+1) to cross.

A door must be open before any units can melee through it; units may never melee through closed doors. All doors begin the game closed.

9.8 Door Breaking

The Mexican player may make two attempts in each of his Action Phases to force open door hexsides of the Alamo using axes and crowbars carried by some men of the assault force (no counters are provdied for the tools). No more than one such attempt may be made for any given door during any single Mexican Action Phase. At the start of any of his Action Phases, the Mexican player may call for a door breaking attempt by any infantry unit or stack next to a closed door at that instant (for a total of two attempts on two different doors per Action Phase).

When the declaration of a door breaking attempt is made, the Mexican player should roll a die. A roll of one, two or three means the tools got to where they were needed at the right time and the door has been broken open; a roll of four or higher means the tools didn't get to where they were needed in time and the door remains closed. (The soldier carrying them got lost, was shot, or dropped them, etc.) The frustration of a door breaking attempt is not permanent; another attempt can be made on the same door during the next Mexican Action Phase (assuming continued Mexican infantry adjacency).

9.9 Interior Map Movement

Units to be moved into the interior rooms of the five building clusters shown on the smaller ("interior") map may do so only via door hexsides. Likewise, once on the interior mapsheet, units may only move across wall hexsides via doors.

Units in room hexes on the interior map may only ever be fired at or meleed by enemy units also located on the interior map. Units on the interior map may only be in rooms (inside one of the five building clusters shown on the interior map), or in hexes outside but still immediately adjacent to a room hex via a door hexside (for example, hexes 2618, 2519, 2826, etc.). Units that will attack/move from such a hex into a room, or from a room into an outside hex, should be moved to the smaller map by the owning player at the the appropriate instant during its movement or combat activities.

Note, too, it's permitted for units on the interior map to move back onto the big map again, simply by using door-way hexsides and traveling in the opposite direction. To minimize any possible confusion, keep the two maps as closely together as possible with their two hex grids aligned.

9.10 Enemy Adjacency

A moving Mexican unit or stack must stop all movement for that phase the instant it moves next to any Texan infantry or artillery gun crew unit. Mexican units may keep moving if they are separated from those Texans by a intervening wall hexside (no matter if there's a door). Mexican units that begin their side's Action Phase already adjacent to

a Texan infantry or gun crew unit not separated from them by a wall may not move at all that phase, even if the offending Texan unit is eliminated before the end of that phase.

A Texan unit that starts or moves next to a Mexican infantry or gun crew unit may continue moving by paying two extra (+2) AFs per hex entered under such conditions. Thus, for example, if a Texan unit began in a hex adjacent to a Mexican unit and its first move was into a hex not adjacent to any Mexican unit (neither the original offending unit or any other), that move could be made for regular movement costs plus the two-extra AF penalty. This penalty is not paid when the moving Texans are separated from the Mexicans by a wall hexside.

Leader, infantry and gun crew units of the opposing sides may never exist in the same hex at the same time.

9.11 Ramps

By the morning of this battle the various buildings within the Alamo complex had numerous exterior ramps added to facilitate movement to and from certain areas of the wall defenses. Ramps are indestructible in game play and no new ramps may be built during the course of a game. The existence of a ramp symbol pointing to/from a hexside allows moving units to cross that hexside without any additional AF penalty (just pay normal hex entry costs), going in either direction. For example a unit in 2029 could move from there via the ramp to 1929 by paying only one AF; the ramp negates the effect of the intermediate wall hexside.

9.12 Long Barracks 2nd Floor

Only one of the building clusters, the Long Barracks, has a second floor. Those second floor rooms, shown as an inset on the interior map, are reachable only by the interior staircase (the only one in the game) located in hex 2723 of the interior and inset maps. It is possible for units in the staircase hex to melee up/down the stairs between floors (see section 12.0). The staircase itself it indestructible, and using it to move between floors costs units six extra AF (+6 AF).

Of course, on the big map units may also operate on the high-level roof hexes of the long barracks, governed only by rules pertaining to outside movement. There is no direct rooftop-to-second-floor movement.

9.13 Chapel Special Status Hexes

Part of the Chapel complex is unroofed: hexes 3026, 3027, 3126 and 3227. Fire combat is thus possible between units in those hexes and ones in the high-level scaffold hexes around them (2925, 2926, 2927, 3025, 3125, 3226 and 3326), inhibited only by normal line of sight rules (see 10.8). Combat between opposing units in those two hex-sets can cause players to have to do some rapid back and forth work between the large and small maps.

> **Design Note.** There is no shooting through floors or walls without doors in this game. Neither of these forces were trained in the nuances of house-to-house fighting.

9.14 Low Walls

Low wall hexsides can be crossed by having a moving unit or stack pay six extra (+6) AF. That penalty is paid in

addition to the in-hex terrain costs for the hex being moved into. Ladders (see below, 9.18) are never used to cross low wall hexsides.

Design Note. Some may wonder at the "low walls" located on the main map atop the high-level rooftop/scaffold hexes at 2619/2718, 2030/2129 and 3024/3025/3124. Those are in fact not "walls," but changes in rooftop and scaffold elevations in those places that form movement barriers equivalent to that of low walls.

9.15 Intermediate Walls

Intermediate wall hexsides can be crossed without the use of ladders (see 9.18 below) if the unit or stack doing the crossing begins its side's Action Phase in a hex already adjacent to the hexside to be crossed. The act of crossing uses up all the unit/stack's AF for that phase. Crossing an intermediate hexside with a ladder counter in place there costs moving units or stacks eight extra (+8) AF. That penalty is paid in addition to the in-hex terrain costs for the hex being moved into.

9.16 High Walls & Exterior Doors

High wall hexsides may only be crossed via ramps and door hexsides; not even ladders permit their crossing in any other way (exception: see below, 9.17). Note that six of the doors through high wall hexsides (1816, 1817, 1819, 2717, 2820, 2824) are classified and shown on the large map as "exterior doors." That means the hexes on both sides of them are outside ground-level hexes; and when a unit moves through those doors it does so simply traveling from one ground-level hex to another on the main map. All the other doors shown on the main map take units from outside ground level into the ground floor room interiors and vice versa.

Design Note. In the above rule, when it says doors permit the crossing of high wall hexsides, that means, of course, they do so within the strictures given for moving through doors in 9.6 and 9.7 above.

Historical Note. The four hexes of the "North Postern" area (main map hexes 1915-1918, inclusive) had an exterior wall only nine feet high, but it was in turn capped by a steeply slanted peeked roof that went up another nine feet. Though some few individual soldiers from both sides may have scampered out there during the fight, it was too much of a barrier to allow for cohesive squad/platoon movement. Thus, to make the feature work smoothly with the rest of the game's movement and line of sight rules, the roof is omitted and the "wall" extended upward into high-level status (which in tactical effect it was). The three walls dividing the four hexes of the postern area are actually column/walls holding up the roof.

9.17 Exterior Staircase

There's an outside staircase in hex 2824 on the big map. Units in that hex may use it to ascend to Long Barracks rooftop hex 2723, and to descend from there into 2824. Either

way, the cost is six extra AF (+6). Maximum transit either way is four stacking points per phase.

9.18 Mexican Ladders

At the very beginning of the first Mexican Action Phase that starts with one or more of that side's infantry units from each of the four numbered Assault Columns adjacent to one or more low or intermediate wall hexsides, that player rolls a die to determine how many ladders have been successfully brought forward. Note: the die roll check may never be made on any turn prior to all four Assault Columns having one or more units in ladder-eligible hexes, nor may it be delayed to later turns.

If at the time of the check only one infantry unit/stack from a given column has reached a low or intermediate wall hexside, then that column simply receives one ladder counter in that hex. Ignore such columns' die roll result on the table below when it is referenced for the other columns' ladder situation. Make just one die roll for all columns that have more than a one-hex presence adjacent to eligible wall hexsides.

Assault Column Nos.	Number of Ladder Counters Received
1 & 2	Die roll result +4, but also -1 for each infantry strength step already eliminated from each column.
3	Die roll result -2, and also -1 for each infantry strength step already eliminated from the column's units.
4	Die roll result -4, and also -1 for each infantry strength step already eliminated from the column's units.

Note: Every Assault Column is always guaranteed placement of at least one ladder counter, but there may never be more ladders placed than are represented by the 16 provided in the counter mix.

Design Note. The Reserve Assault Column is never checked for on this table because none of its units can be on the map at the time die roll is made, see 7.3.

9.19 Ladder Placement

No more than one ladder counter may be placed in any one hex, no matter how many a given column was awarded; nor may ladders be loaned or given among the Assault Columns at the time of placement. Any excess ladders within each column are simply forfeit.

Ladder counters should be placed in-hex, but pointing to the hexside between the location hex of the receiving Mexican unit and the hex into which it will ascend. Once a ladder is placed it cannot be turned, moved or in any way destroyed for the rest of the game.

Though ladders are placed by Assault Columns, once in place each may be used within normal stacking and movement strictures by any Mexican units of any and all Assault Columns.

Always place ladder counters atop the Mexican units in the awarded hex(es). A ladder counter increases the stacking allowance of its placement hex by four stacking points (an effect that allows units to remain "on the ladders" from phase to phase or even turn to turn).

9.20 Trenches & Outer Works

The same map symbol is used for Trenches and Outer Works on the main map. Such symbols are referred to as trenches if they're within the Alamo perimeter. For example 2414, 2327 and 2820 are "trench" hexes. Those outside the Alamo perimeter walls are referred to as outer works. For example, hexes 2512 and 3029 are "outer works" hexes. The difference is, units defending in a trench hex acquire a combat benefit for doing so, while there is only a movement slowing effect involved with entering an outer works hex (six AF per hex). The movement cost to enter a trench hex is two AF per hex.

9.21 Trees

The trees shown on the map are only there for historical detail; they are too sparse to generate combat, line of sight or movement effects of their own.

9.22 Mud

Each mud hex entered costs Mexican units six AF. Since the mud lies beyond the Alamo outer perimeter walls, no Texan units will ever move there.

9.23 Creek Bed

Each creek bed hex costs units two AF to enter. A hex containing both creek bed and mud would therefore cost eight AF to enter. But note that inside the Alamo the creek bed is entirely negated in ramp hexes and in the two hexes where it passes beneath the walls. Note there is also a combat benefit for defending in a creek bed hex.

9.24 Dead Counters

Each "Dead" counter in a hex raises the AF cost to enter there by one point. For example, a clear hex with three dead counters in it would cost a moving unit four AF to enter (in addition to any applicable hexside crossing cost). Dead counters do not affect stacking limits or combat bonuses in a hex in any way.

10.0 FIRE COMBAT & CANNON

10.1 In General

"Fire Combat" is the term used to describe the process that takes place during Action and Reaction Phases when infantry and/or gun crew units fire their personal weapons (muskets, pistols) at nearby enemy units. Cannon fire is also another form of fire combat.

10.2 Fire Combat Limits

In order to perform fire combat with a unit, the owning player selects the target hex and announces it to his opponent. Only a single unit may fire at any one target hex in any one fire combat attack. And only a single unit — the topmost non-leader unit — may fire from among a potential stack of attackers during any one player turn.

Any given target hex may be fired on sequentially by any number of attacking units any number of times during the same phase or player turn, as long as no two of the fire attacks originate from the same stack or hex. Only the topmost non-leader unit in a stack is ever eligible to fire; other units in a stack may never fire.

Since the various AF costs allow units to move and fire or fire and move, both players should resolve all their Action/Reaction Phase activities one stack at a time; completely finishing each stack's activities before going on to begin resolving those of another stack. "Done" markers are provided as memory aids; place them as needed, then remove them at the end of every phase.

Within the above strictures there are no limits to the number of fire combats both players may declare and resolve each Action/Reaction Phase.

10.3 Fire Combat Procedure

After declaring a target hex, the firing player must calculate his "Hit Number." He does that by adding his firing unit's Stacking Factor and its Fire Modifier Number, then combining that figure with the total Stacking Factor value of all enemy units in the target hex. From that total he subtracts the Fire Combat Defense value of the target hex and the Darkness Modifier (if applicable that turn, see 10.6). That final result is the hit number.

The firing player then rolls two six-sided dice. If that result is equal to or less than the just-determined hit number, the targeted hex suffers a step loss. A full-strength Mexican unit that suffers a hit is flipped to its reduced side and a "Dead" counter is placed beneath it (or at the bottom of the stack if more than one Mexican unit is in the hex). An already reduced Mexican unit, or a Texan unit, that suffers a hit would be removed from play (and a "Dead" marker placed in the hex).

If enemy units are stacked in a target hex, the casualty step must be removed from the topmost non-leader unit in the stack.

> **Old Hands Note.** Yes, unlike the *Hougoumont* parent game, here you roll two dice to resolve fire combat. (It remains just one die for melee combat.)

10.4 Leader Casualties From Fire Combat

Any leader(s) stacked in a hex in which the last infantry/gun crew step is eliminated as a fire combat casualty is also eliminated along with that step. But a leader can never be given up in place of suffering an infantry/gun crew step loss. Further, any time the dice roll result of a fire combat attack comes up a two, the topmost leader in the target hex is automatically eliminated (which, however, would not satisfy the casualty requirement against the target hex infantry/gun crew units, see 10.24).

10.5 Unit Fire Modifiers

All infantry/gun crew units have fire modifier numbers printed on them that vary from minus one (-1) to plus two (+2). Those numbers represent the relative density and accuracy of fire each unit can project.

10.6 Darkness Modifier

From the start of the game through the end of Game Turn 5, the darkness modifier is minus five (-5). Starting with Game Turn 6, as the sun begins to come up, it decreases one per game turn until it reaches zero (0) at the start of Game Turn 9. It remains zero for the rest of the game.

10.7 Terrain Effects on Fire Combat

The terrain effects on fire combat are shown on the Terrain Effects Chart. Note that in situations in which seemingly more than one terrain effect is applicable, only the single greatest one of them is applied to the fire combat calculation. The terrain in and around the target hex, rather than that in and around the firing unit's hex, is used to determine this bonus (if any).

10.8 Line of Sight (LOS)

A firing unit must have a clear line of sight (LOS) to its intended target hex in order to actually be able to fire at it. LOS is measured from the center of the firing unit's hex to the center of the target hex. In situations in which the path of an LOS is not immediately obvious, check it with a straight edge.

An LOS is blocked if any of the hexes between the firing unit and its target hex contain enemy or friendly units on the same or higher elevation as the firing unit. Exception: the LOS of a firing unit is not blocked by an immediately adjacent unit that is in lower terrain than the firing unit. Thus, for example, a Texan unit in intermediate-level hex 2314 could "fire over the heads" of a unit in 2313 to, say, target hex 2312. That same firing unit could not, however, similarly fire over a unit in 2313 or 2314, etc.

An LOS is also blocked if it crosses a wall hexside (of any elevation) that is not one of the hexsides of the firing unit's hex or one of the hexsides of the target hex itself. An LOS is not blocked if it runs congruent with a wall hexside.

Within those limits, LOS of units on the large map potentially extend outward through all hexes and hexsides running 360° around them (see also 10.10 and 10.25 below).

10.9 Two Particular Cannon LOS

The cannon in hex 2023 can fire through the wall hexsides of 1922 and 1923 as if those hexsides formed part of its own 2023 location hex.

The cannon in hex 3326 may only fire through the wall hexsides of that hex.

10.10 Room LOS

Units located within rooms on the interior map may only fire into outdoor hexes through their location room's door hexside. Such LOS extend out from the firing unit only in a straight line. For example, a unit in hex/room 2623 has an LOS that extends only through 2523, 2424, 2323, etc. Likewise, units firing into room hexes from outside hexes may only do so in straight lines through door hexsides (the reverse of the LOS limit described above).

10.11 Maximum Ranges

All Texan infantry and gun crew units have a maximum range of 10 hexes within the LOS restrictions given above and below. All Mexican infantry and gun crew units have a maximum firing range of four hexes within the LOS restrictions given above. All cannon have an infinite firing range within the LOS restrictions given above and below.

10.12 Darkness & Dawn

The battle begins in pre-dawn darkness. That means at the start of the game the maximum LOS (beyond which no firing unit can shoot) is five hexes. Starting on Game Turn 5, as the sun begins to rise high enough to better illuminate the battlefield, that maximum LOS increases one hex per game turn until it reaches the maximum of 10 hexes at the start of Game Turn 9, after which it becomes infinite in terms of light/darkness; but terrain can still block LOS after the sun is fully up.

10.13 Counting Range

When counting range, don't count the hex the firing unit is in; do count the hex the target unit is in. Thus, for example, a unit in hex 2316 and firing from there to target hex 2321 has a range of five hexes.

10.14 Extra Texan Guns

At the start of each game, Texan Extra Gun counters are deployed according to rule 3.2. Once deployed, Extra Gun counters are never moved. Any Texan unit performing fire combat in a hex in which there is an Extra Gun counter fire at a cost of only 3 AF that phase (rather than the normal Texan 6 AF). Remove each Extra Gun counter at the end of any Action or Reaction Phase during which a Texan unit used it to fire one or more times. You don't have to use the Extra Gun counter bonus just because one is available in a firing unit's hex. You can hold off with it, hoping for some really opportune target. Of course, if you wait too long, you might lose all chance to use it.

Gun counters left alone in a hex that is entered by a Mexican unit are also removed from play. Mexican units never use Extra Gun counters to decrease their AF firing cost. Extra Gun counters have no stacking value and do not affect stacking order in their location hexes.

10.15 Cannon

Cannon counters exist in two states, loaded and unloaded. All begin the game loaded, in Texan possession and ready to fire. Only loaded cannon may fire, and every time one is fired it is flipped so its unloaded side shows upward until such time as it has been reloaded.

10.16 Cannon Capture

Any time a Mexican infantry or gun crew unit enters a hex containing only a cannon counter, that cannon is considered to have been captured by the Mexicans. It can then be used by the Mexican player according to the strictures given below. Likewise, a captured Mexican cannon may be similarly recaptured by the Texans, changing sides any number of times throughout a game.

10.17 Firing & Reloading Limits

Infantry and/or gun crew units of both sides can fire cannon at the cost of 12 AF. Only Texan and Mexican gun crew units can reload cannon. A further restriction on

Mexican cannon reloading is that it may only be done if the Ampudia and/or Salva leader counters are in or immediately adjacent to the cannon location hex(es) during the phase of reloading. Within those restrictions, any given cannon may be fired, reloaded, fired again, reloaded again, etc., any number of times during a game.

Cannon may never be moved into room hexes on the interior map. Cannon can never be destroyed or "spiked" during play.

10.18 Reloading Procedure

An artillery gun crew unit that begins its side's Action Phase stacked in the same hex with an unloaded cannon counter my reload it if that is the only action it performs that phase (12 AF cost). At the end of the Action Phase, all such eligible unloaded cannon are flipped over so their loaded (iconic) side shows upward again.

10.19 Cannon in Fire Combat

Cannon fire is a form of particularly intense fire combat. For a cannon unit to be fired, it must be immediately beneath the topmost infantry/gun crew unit in a stack. The procedure for calculating the hit number is the same except the cannon's combat factor is used in place of the firing infantry or gun crew unit's stacking value and fire modifier factor. That is, an infantry/gun crew unit firing a cannon may not also add in its own individual weapons strengths to that hit number calculation.

10.20 Moving Cannon

Only four- and six-pounder cannon may ever be moved from their starting location hexes, and even they may only ever be moved into ramp and/or clear terrain hexes (of any elevations), including trench hexes. They may not enter mud, outer works, creek bed or interior map room hexes, nor may they cross any kind of wall hexsides except via ramps. Within those strictures, four- and six-pounder cannon can be moved at the rate of two AF per hex, to a maximum expenditure of 12 AF per moved gun per phase (meaning you can't "relay pass" a cannon across the map in one phase).

10.21 Door Blasting

Any Mexican artillery gun crew unit that begins its side's Action Phase in a hex adjacent to a door hexside and is stacked with a loaded cannon can blast open the door by expending 12 AF. No die roll is needed for this, but neither is there any chance of casualties being scored against any Texan unit(s) located in the hex on the other side of the door when the door-blasting shot is made. Place an "Open" counter over the blasted door hexside.

10.22 Firing Straight Down Walls

Infantry or gun crew units located in intermediate- or high-level hexes can fire across a wall hexside of their location hex at enemy units immediately adjacent to them in ground-level hexes, no matter if ramped, and those defenders do not get the wall bonus to incorporate into the hit number calculation. (The men atop the walls are firing almost straight down into the mass of men directly below their elevated position.)

But cannon located in intermediate- or high-level hexes may not fire across wall hexsides at enemy units in low-level hexes immediately adjacent to them unless such enemy units are in ramp hexes. For example, a cannon in 2014 could not fire into 2013, but could fire into 2015 (a ramp hex). The idea is each gun can only be depressed so far, and it's impossible to shoot them "down the walls" at units pressed against those structures.

10.23 Height Advantage

Any unit firing at a target hex that is of lower elevation than its own position receives a height advantage of plus five (+5) when figuring its hit number for that combat. The +5 remains the same no matter what degree of height advantage is involved.

10.24 Snake Eyes

In fire combat, no matter what the calculated hit number, a hit is always considered to have been scored on a role of two ("snake eyes"). Snake eyes also causes a leader casualty if one is present in the target hex.

10.25 High Walls & Exterior Doors

In addition to the LOS requirement given in 10.8, a unit or stack in a ground-level hex may only fire through a high-wall hexside if it contains a door. The door need not be opened, but there must be a door there. (The door hexsides in those walls had windows and firing ports in them.)

11.0 TEXAN REACTION PHASE

11.1 In General

During every Mexican Action Phase, Texan infantry and/or gun crew units that are stacked with or immediately adjacent to a leader eligible to command them have the opportunity to temporarily force a halt to Mexican activities in order to intercede with their own fire and/or movement. There is no corresponding Mexican Reaction Phase during Texan player turns.

11.2 Reaction Zones

Each Texan unit has a "Reaction Zone" extending from its location hex into all surrounding hexes into which, according to that turn's LOS/range limits, it could potentially project its fire at that time.

11.3 Procedure

To utilize these reaction rules, the Texan player must watch the movement of his opponent closely. He should then call "Halto!" when he wants to take advantage of a reaction possibility. Likewise, it is the responsibility of the Mexican player to move and fight his units in such a way as to give a reasonably alert opponent chance to react.

Reaction is always only a Texan option that takes place during the Mexican Action Phases. It is impossible for a reacting Texan unit to in any way trigger a like reaction from Mexican units. In each reaction, the reacting Texan unit/stack carries out its activities, then the Mexican resumes his Action Phase activities until he's finished or another Texan reaction is declared.

11.4 Reaction Declarations

When the Texan player declares a reaction, the Mexican player temporarily suspends his Action Phase activities. The reacting Texan unit or stack may then expend 12 AFs almost as if it were its side's own Action Phase (for limitations, see below). The Texan player must announce, then immediately complete his selected reaction option(s) one triggered hex at a time.

11.5 Bumping

Any time a reacting Texan unit or stack moves immediately adjacent to a Mexican infantry/gun crew unit, that situation is called bumping. The reacting Texan force must stop its movement temporarily to allow the just-bumped Mexicans to perform an immediate fire combat attack upon it. If the reacting Texans survive, they may then go on with further movement; but each time it "bumps" a Mexican unit or stack (even the same one repeatedly) it generates the same free fire effect. Bumped Mexican units may fire in such situations even if they already used up their AFs for that phase.

Important exception: a Mexican-occupied hex is not considered to have been bumped if the Texan move-to-adjacency takes place across any kind of non-ramped wall hexside.

11.6 Multi-Unit Reactions

It's possible for moving Mexican units to simultaneously enter the reaction zones of Texan units in more than one hex. The Texan player may choose to react with one, some or all of the triggered hexes. He must, though, indicate precisely which of his potential reactor hexes will in fact react before he begins carrying out the reaction of the first.

11.7 Stack Reaction

When a moving Mexican unit triggers a reaction option declaration for a single stack of eligible Texan units, the Texan player must treat that stack as if it were one combined unit. That is, if the topmost unit fires, then all units in it are considered to have fired; if the stack moves, all units starting within it must remain together throughout the move.

11.8 Reaction Limits

No Texan unit may ever react more than once to the movement of the same moving Mexican unit/stack during any one Mexican Action Phase; however, a given Texan unit may react any number of times per phase as long as each reaction is triggered by a newly moving Mexican unit/stack.

A Texan unit loses its Reaction options for the rest of a phase the instant one or more Mexican units move into any hex immediately adjacent to it. Exception: that last stricture does not pertain in cases where the adjacent Mexican unit is separated from the Texan unit by a non-ramped wall hexside.

Example: A Mexican stack moves toward a reaction-eligible Texan stack, which reacts by firing then moving away. But that same Mexican stack has sufficient AF to continue moving, and does so to move immediately adjacent to the Texan unit that just reacted to it. A second Mexican stack then enters that same Texan stack's reaction zone, but this time those Texan units may not react, since they've lost that

option for the phase because of the immediately adjacent Mexican unit.

11.9 Eliminating Blockers

If an immediately adjacent Mexican unit is eliminated for any reason, then the Texan units it was adjacent to, and thereby denying them the reaction option, are again set free to resume reacting (within the other strictures given above and below).

11.10 Reaction Fire Limitations

A reacting Texan unit or stack that reacts with fire combat may only target the hex containing the moving Mexican unit or stack that just generated the reaction option. Further, a reacting Texan unit or stack may only fire once per phase (including cannon); any other reactions by previously fired units could only involve movement.

11.11 Beginning in Reaction Zones

If a Mexican unit or stack begins its Action Phase already in the reaction zone of one or more Texan units or stacks, that starting presence does not by itself trigger any reaction option. Of course, the instant such a Mexican unit or stack wold begin to move, the normal reaction options do present themselves.

11.12 Done/Fired Markers

"Done" and "Fired" markers are included in the counter mix to allow players to appropriately mark units as memory aids. Remove them at the end of every action phase.

11.13 Texan Action & Reaction

A Texan unit's participation in a reaction movement or combat does not in any way disqualify it from fully participating in that same game turn's subsequent Texan Action Phase.

> **Old Hands Note.** Unlike this game's parent, *Hougoumont*, in which reaction could be triggered by fire or movement, here it's only triggered by Mexican movement.

12.0 MELEE COMBAT

12.1 In General

Melee combat, which consists of pointblank fire exchanges and hand-to-hand combat, takes place during both side's Melee Combat Phases at the discretion of the player whose turn it is during each respective Melee Phase. Melee combat is always voluntary for the attacker.

Melee combat is only conducted between units in immediately adjacent hexes. Further, you may only launch melees across intermediate and high wall hexsides that contain open doors, ladders or ramps. Melees can be launched across all low wall hexsides.

Officers are not needed to activate infantry or gun crew units for melee combat; enemy adjacency is enough to do that.

12.2 One Hex vs. One Hex

Only a single enemy occupied hex may be the target of a single melee attack. Each melee attack may only come from one hex. That is, you may not melee into more than one hex

during a single melee attack, nor may attackers in different hexes take part in the same melee.

12.3 Inter-Formation Cooperation

Mexican units from different Assault Columns may never take part in the same melee attack (see 6.3). There is no penalty for Texan units of different formations taking part in the same melee.

12.4 Sequential Melees

A given melee-target hex may be meleed from more than one attacking hex during the same Melee Combat Phase. The attacker simply announces the sequence of incoming melees against the designated hex before he starts to resolve the first one against it. If the defenders in that hex are defeated (see 12.10 below) before all the melees declared against it are resolved, the unused attackers may not be redirected into another hex that same phase; they are wasted for that phase.

12.5 Stacks in Melee

If a stack of units is used to launch a melee, all the units in it must participate in the same melee. They may not melee elsewhere, nor may they sit passively and just watch (exception, see 12.7 below). No more than one melee may originate from any one hex during any one Melee Combat Phase. All enemy units in a melee target hex must be attacked as if they were one combined unit.

12.6 One Melee Per Unit

No unit may participate in more than one melee attack during its own side's Melee Combat Phase. (Defenders defend as many times as necessary, see above, 12.4.).

12.7 Stacking Limits & Melee

In any given melee attack, you are forbidden to melee into a hex with more stacking points than the stacking limit of the target hex. If excess stacking points are present in the hex from which the melee is originating, they simply sit out the battle; they can't conduct a second melee into the same or another hex that phase. Note, though, the stacking value of the defending force in the target hex does not diminish the attacker's ability to project stacking points into the melee attack.

12.8 Attacker Melee Strength (Outside)

Use the following procedure to calculate Attacker melee strength whenever a melee attack is being directed into a hex on the large map. After the attacking player announces which unit or stack is presently meleeing into a hex, he adds all those units' morale values together, along with the morale bonus from of any one eligible leader unit involved in the attack, plus one "bonus" point for every four full stacking points in the attacking force. That total represents his "melee attack strength."

12.9 Defender Melee Strength (Outside)

Use the following procedure to calculate defender melee strength whenever a melee attack is being directed into a hex on the large map. The defender calculates his melee strength by similarly totaling all his involved units' morale values, along with the morale bonus from any one eligible leader

present and one "bonus" point for every four full stacking points in the defending force. But then he also adds in the Melee Defensive Terrain Bonus for the type of hexside through which the attacker is launching his melee, if that particular hexside carries such a bonus (see the Terrain Effects Chart).

Note that ramps and open doors allow for meleeing through intermediate and high wall hexsides (ladders also do so for intermediate wall hexsides); they do not, though, nullify the defensive melee bonus due to defenders fighting behind such hexsides. Also note the in-hex terrain in the defender's hex has no effect on defender strength in that melee; only hexside features matter here. (In fire combat, in-hex and hexside features have potential effects, see section 10.0.)

Also note that when a Mexican unit melees via a ladder across an intermediate wall hex, only the unit actually "on the ladders" contributes its morale and stacking value to the resolution process.

Design Note. If a meleeing Texan force contains infantry and/or gun crew units from more than one garrison formation, a leader is eligible to actively participate (add in his morale bonus) in that fight provided he's eligible to command one of those formations (see section 8.0).

12.10 Attacker Melee Strength (Interior)

Use the following procedure to calculate attacker melee strength whenever a melee attack is being directed into a room hex on the interior map, including the Chapel "special status" hexes. After the attacking player announces which unit or stack is presently meleeing into a hex, he adds all those units' stacking values together, along with the morale bonus from of any one eligible leader unit involved in the attack. That total represents his "melee attack strength."

12.11 Defender Melee Strength (Interior)

Use the following procedure to calculate defender melee strength whenever a melee attack is being directed into a room hex on the interior map, including the Chapel "special status" hexes. The defender calculates his melee strength by similarly totaling all his involved units' stacking values, along with the morale bonus from any one eligible leader present and the room-melee defensive bonus of +3 if the attack is coming through a door hexside.

12.12 Melee Resolution

After calculating their melee combat strengths as described above, both players roll a die and add the result of their own roll to their previously determined melee combat strength. The player with the higher final total wins the melee; the side with the lesser total loses. The losing side must suffer a step loss from an infantry or gun crew unit. In the case of ties, both sides lose one step. Place dead markers as described for fire combat.

Old Hands Note. Unlike the parent game, *Hougoumont*, here there are no retreats-after-melee.

12.13 Leader Casualties in Melee

If taking an infantry or gun crew step loss leaves a leader unit(s) alone in a hex at the end of a melee, and the other side still has one or more steps of infantry or gun crew units in the attacking force, that left-alone leader(s) is automatically eliminated. Further, at the end of every melee in which one or more leaders were involved, both players roll two dice for each of their own leaders. A result of two means the rolled-for leader is eliminated.

12.14 Advance After Melee

If a just-meleed hex has been cleared of all enemy units, the victorious attackers *must* occupy the newly vacated hex. Winning defenders never advance-after-melee; they simply hold their ground.

13.0 SPECIAL UNITS, SLAVES & ARSON

13.1 Special Units

The "Women & Children," "Bowie" and "Patients" counters are classified as "special units." They may not move from their placement hex throughout the game. These units are eliminated — actually captured in the case of the women and children, but the play effect is the same — when a Mexican infantry or gun crew unit advances-after-melee into their hex.

In the case of women and children and Bowie, if there are no regular Texan combat units in their hexes to aid in their melee defense, such melees result in automatic Mexican victories but do still require a melee declaration at the proper place in the turn sequence.

The patients are treated for combat as regular Texan infantry units, except they may never move.

13.2 Slaves/POWs

The "Slave/POW" unit is treated as a regular Texan infantry unit for movement and fire combat purposes; however it is immediately eliminated from play (captured) the instant a Mexican infantry or gun crew unit moves adjacent to it via a non-wall hexside. Further, it is similarly and instantly removed when the Mexican player declares a melee into its hex. Even if other Texan units are in the same hex, Slave/POW removal is immediate and does not satisfy combat loss requirements.

13.3 Arson

During the battle a few of the rooms within the Alamo complex appear to have been deliberately set ablaze by Mexican sapper units in order to try to force the defenders inside them to come out.

Any Mexican sapper unit (identified by the "S" printed next to their formation numbers) that begins one of its side's Action Phases within the Alamo outer wall perimeter and immediately adjacent to a room hex containing one or more Texan units can set that room on fire. Each act of arson takes 12 AF but is otherwise automatic. Immediately place a Flame marker in the ignited hex on both the small and large maps.

As a special form of reaction movement, each Texan unit in an ignited hex (on both maps) must immediately have a morale die roll check made for it. Roll one die for each such unit. If the result for a unit is equal to or lower than its morale value it may stay in the hex. If the roll his higher than the morale value, the unit must move out of the hex via reaction movement (even if no leader is present). Any one leader present may use his morale bonus to enhance the morale value of any one unit in the burning hex. If a forced-to-flee Texan unit has no way out of the hex, it is immediately eliminated (flipped to its dead side).

If a given Texan unit passes its first morale check, it must make another at the start of the next Mexican Action Phase. Units may thereby potentially remain in burning hexes all through a game; however, once out, no unit may ever reenter a burning hex. Likewise, no unit that starts a phase outside a burning hex may ever move into one under any circumstances.

If a special unit (see above, 13.1) is in a burning hex, it is automatically eliminated. But special units eliminated in such a way yield no VP to either Mexican player in the dual-command scenario.

13.4 Arson Limits

Once set, a fire burns in its hex for the rest of the game. Fires are never extinguished, nor do they spread from hex to hex, nor do they have any effect on visibility or LOS.

No more than four hexes may be set ablaze in any one game; the 12 counters are provided so the same hex can be marked on both maps (plus the Long Barracks 2nd Floor inset map).

14.0 DESIGNER'S NOTES

14.1 In General

There will no doubt be many questions raised about the design decisions taken in this game. I'll attempt to answer as many of them as possible in a short space.

14.2 Terrain

There is no proven, definitive map of the Alamo presidio at the time of this battle. The best anyone can hope to do is combine as many of the maps as possible into one reasonable and integrated presentation.

The north wall deviation of approximately 15 feet is taken into account by the hex pattern. The "breach" mentioned in several histories is delineated "for effect" as a low wall. Ensign Jameson's incomplete map substantiates the building shown in the northeast corner. The east wall of the chapel is only 26 feet wide, so that would allow only one 12-pounder cannon to be mounted and served there, despite the fact some authorities place as many as three guns there. The Low Barracks has been described as both a one and two story structure.

The trenches come from Mexican sources. The trenches across the plaza were probably the footing for the shortened north wall proposed by Ensign Jameson. The other trenches had probably already been dug when the Texans first occupied the fort, or were completed shortly after.

Probably the greatest weakening effect to the outer perimeter came from the gates and doorways in those walls. Numerous accounts, maps and drawings depict those passageways clearly. They had to be defended strongly or they otherwise offered the attackers direct and relatively easy access to the plaza.

The outer works, creek bed and mud field also come from Mexican sources. The outer works were continually improved by the Texans throughout the siege. The mud accounts for the northern deflection of Assault Column 3 probably more than Texan firepower. It also explains why Column 3 didn't move to reinforce Assault Column 4 to the south. The creek bed provided cover that was used by the men of both sides before the battle was over.

14.3 Texans

The Texans were not just a bunch of unorganized "good ol' boys." The garrison was divided into staff, ordinance, medical, artillery and infantry commands. There also exists circumstantial evidence the companies of infantry were assigned specific perimeters to defend. The same appears to have been true of the artillery crews.

The final fallback position was the Long Barracks complex, where the fighting would go room to room, floor to floor. The last stand was not conducted in the chapel, as is shown in several paintings and movies.

The Texan order of battle is based on Col. Neill's report on the men at the Alamo at the time he departed, along with Surgeon Maj. Pollard's report of patients.

14.4 Mexicans

The Mexican army that attacked the Alamo was itself a revolutionary force. That is, it had originally been hastily organized from revolutionary battalions. Many of its officers and soldiers had fought valiantly against Spain to gain national independence, and they remained equally committed to retaining Mexico's claim to all its territories. Unfortunately for the Mexican cause, too many of the most highly motivated men were killed or seriously wounded during the final fight for the Alamo. The loss of that elite contributed greatly to their ultimate defeat at San Jacinto soon thereafter.

14.5 Leaders

The Texan infantry companies and artillery crews were dependent on specific, personally recognizable leaders because few wore easily identifying uniforms. Some leaders, of course, were well known by almost all in the garrison, while others were hardly known beyond those under their immediate command. Thus the more "popular" Texan leaders may command any combat unit. The morale of some individual Texan combat units is high due to the presence of officers and NCOs permanently serving within them. On the other hand, some nondescript officers have a zero (0) morale bonus factor, but they still allow combat units to react.

The Mexican leaders were fully uniformed and easily recognizable as such by their rank and file. The bravest of the brave were those who put themselves forward to command ad hoc fleches (tactical assault platoons) in direct assaults against fortified Texan defenders.

14.6 Strategies

The Texan objective is to kill as many Mexicans as possible. To do that the Texans have to retain the outer walls as long as possible, then fall back, fighting all the way, into the buildings and inner fortifications. Once inside the buildings, each individual party should lay low until attacked. Then they should unleash their firepower and melee.

Santa Ana hoped for a relatively bloodless victory won in the surprise provided by early morning darkness. Once the surprise was lost, the fight had to come down to "house to house" combat, and he'd also planned for that contingency. That's the reason for the interior map: every Mexican officer in the assault knew the final outcome had to be achieved in the hellish confines of the individual rooms. It's best to allow the infantry to go into those rooms while the artillery gun crews are kept outside to man captured cannon and deal with any surviving Texan artillery positions.

14.7 Special Thanks

Bruce Shelley first suggested to me how I might approach this project when he worked for the Avalon Hill Game Company. Mark Jones played many miniature wargames of the Alamo, while Dr. Steven Fratt not only played those games, but also shared his personal enthusiasm for the project with me. Jeff Lapkoff designed a good computer game on this topic, and my research for his company (ISI) improved the orders of battle. But the most significant person in the background here was Mrs. Pearl Leander. She was the teacher who encouraged my original obsession with the Alamo back when I was a fourth grader. ✪

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Back Issues & Games

Second Front Now

If this is your first wargame, read this box first.

Don't try to memorize these rules! No one does that. Wargame rules are written to create game systems that simulate reality as much as possible. You'll find things flow along according to a certain real-world kind of rhythm. After a few turns, that rhythm will become second-nature to you, and you won't need to refer to the rules as often.

Read the rules through at least once before you punch out the playing pieces. The first number indicates the major rules section. The number to the right of the decimal point indicates a specific rule within each section. For example, section 4.0 deals generally with how either player can win the game, while rule 4.4 within that section explains specifically about the importance of Allied beachheads in deciding who wins.

The bold section and rule headings are there to help you locate major topics more easily. The boxed "Notes" throughout the text give examples of play or explain the rationale behind a rule. For now, you should skip the ones labeled "Old Hands Note."

This is a wargame of low-to-intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is to have an older hand help. you. If an experienced gamer is available to instruct you, use him.

During your first few games, you should skip sections 8.0, 9.0 and 15.0. You won't get the full competitive or historical experience, but you will become accustomed to that rhythm and flow, which will make playing later with all the rules easier.

Most of all, remember: the main reason to play these games is to have fun. If there's some rule or section you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play it according to your best understanding at the time. Later on, after your gaming experience has increased and new understandings come to you, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!"

Credits

Design: James C. Gordon
Development: Ty Bomba & Chris Perello
Playtesting: Paul Blankenship, Ted Raicer, Charles Reace, Mike Nagel
Map: Beth Queman
Counters & Production: Chris Perello & Cheryl Scollan

Contents

1.0 Introduction

1.1 In General

Second Front Now is a wargame simulating a hypothetical Allied invasion of France in September 1943. The design combines factual historical detail with educated guesswork to produce an alternative history simulation covering the period from D-Day +1 to D-Day +80. One player acts as the commander-in-chief of the Allied armies; the other as that of the German forces in the west. The burden of attack is generally on the Allied player, but both players attempt to win by controlling territory and destroying opposing forces. A complete game of SFN takes from four to six hours to play, and is suitable for solitaire play.

1.2 Game Scale

Each hex on the map represents 9.4 miles (15 km) from side to opposite side. Each game turn represents one day. Every ground unit represents a division or division-equivalent of 8,000 to 21,000 men and/or 50 to 350 armored fighting vehicles.

2.0 Game Components

2.1 In General

The components to a complete Second Front Now game include these rules, the mapsheet and 352 die-cut counters.

2.2 Decimal Die

To resolve combat, players must provide a decimal (10-sided) die. These may be purchased inexpensively in most game and hobby stores. (When using a decimal die, read the "0" as "10.") Alternatively, place the numbered markers provided on the counter sheet in a large-mouth, opaque container, such as a mug and, without looking, draw one each time a die roll is called for. Don't forget to replace the drawn

chit, and remix all the chits, before drawing the next. As another alternative, if you don't have any 10-sided dice handy but do have the six-sided kind, see optional rule 15.10 for a way to use those to get decimal results.

> **Beginners Note.** Dice (or the numbered chits) have nothing directly to do with moving units. Dice are used to resolve the uncertainties inherent in even the best planned battles. See section 13.0.

2.3 The Game Map

The map shows the militarily significant terrain in and around the Pas de Calais area of France in 1943. The hexagonal ("hex") grid printed over the map regulates the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features that may affect movement and combat.

The natural terrain and manmade structures on the map have had their boundaries altered slightly to fit within the hex-grid, but the relationships between the terrain from hex to hex are accurate to the degree necessary for presenting players with the same space/time dilemmas that would have been faced by their historic counterparts in command had this campaign actually been waged.

Each hex on the map has a unique, four-digit identification number. They are provided to help you find places (for example, the city of Amiens is in hex 2412), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

2.4 Counters

Most of the counters (also called "units" and "unit counters") represent the ground formations that would have been available for this campaign. Additional counters are provided as informational markers or memory aids. After reading through these rules, punch out the counters. Trimming the "dog ears" off their corners with a fingernail clipper will greatly facilitate handling and stacking.

Each combat unit counter displays several pieces of information: nationality, step strength, historical identification, unit type, combat strengths, movement allowance and set-up or entry codes.

2.5 A Sample Combat Unit

This unit is the *10th SS Panzer Division*. It is an armored ("Panzer") unit with two "strength steps." It has, when at "full strength" as shown, anti-armor and anti-infantry values of "6," and a movement allowance of "3." The 10th starts the game off the map, placed in the "South" holding box at one step strength (indicated by the asterisk), and may potentially enter play as soon as Game Turn 1 (see section 8.0).
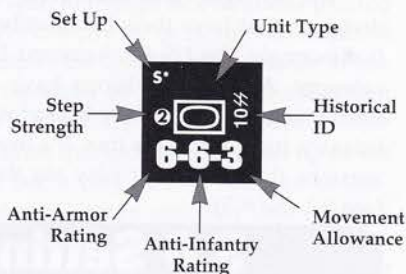
2.6 Unit Types

All ground combat units belong to one of three basic categories: Armor ("Panzer" for the German), Infantry, or Corps Support (artillery). This distinction is important during battle (see 13.0).

Armor/ Panzer	Regular Infantry	Mechanized Infantry	Paratroop Infantry	Garrison Infantry	Corps Support

> **Old Hands Note.** The distinction of "mech/non-mech," usually so critical to our play of games of this era and scale, does not apply in SFN. This is a different kind of system; we are concerned here with how each unit engages its forward edge in combat. That is, is its combat power primarily projected by tanks or infantrymen. Before recoiling in horror with shouts of "Blasphemer!" and "Heretic!" we urge you to read on — it works. When playing this game, think only in terms of tank/infantry/artillery; otherwise you'll confuse yourself.

> **Beginners Note.** Don't worry about the distinctions among the various types of infantry units — just think of them generally as all being riflemen.

2.7 Unit Nationality

A unit's nationality, and therefore the side it's on during play, is shown by the background color on its counter (and sometimes by a letter abbreviation).

The German Side
    German Panzer — black
    German Infantry — field gray

The Allied Side
    US "Blooded" Armor — light green
    US "Blooded" Infantry — dark green
    US Untried (both Armor and Infantry types) — green on white
    Commonwealth Armor — light brown
    Commonwealth Infantry — dark brown

> **Beginners Note.** "Commonwealth" is short for "Forces of the British Commonwealth of Nations and Associated Powers" (or you can just say "British").

2.8 Historical Identification

Individual units are identified by numbers and/or letter abbreviations. The abbreviations refer to the historical name of the unit (for those that had them), or to a sub-nationality within the two major Allied army groupings, or to the location where units enter play.

Allied Abbreviations
    AB - Airborne Corps
    B/N - Belgian/Netherlands Composite Unit
    C - Canadian
    F - Free French
    FA - French Algerian
    FC - French Colonial

FM - French Moroccan
G - Gold Beach
GD - Guards
J - Juno Beach
O- Omaha Beach
P - Polish
S - Sword Beach
U - Utah Beach

German Abbreviations
BO - Boulogne Garrison
CA - Calais Garrison
DU - Dunkirk Garrison
GD - Gross Deutschland
HG - Hermann Goering Panzer Division
IT - Italy Holding Box
L - Leibstandarte Adolf Hitler
LW - Luftwaffe (German air force ground troops)
LH - Le Havre
N - Northern Holding Box
PC - Parachute Corps
R - Das Reich
RUS - Russian Front Holding Box
S - Southern Holding Box
SS - Schutzstaffel: elite Nazi troops
T - Totenkopf
W - Wiking
20/30 - Combined 20th and 30th Fast (Schnell) Brigades

Design Note. Treat Canadian, Polish and Belgian-Netherlands units as British for all game purposes; treat the Free French as US units.

2.9 Markers

The counter mix includes the following markers. Their use is explained in appropriate sections of the rules.

1	**VP X1**	**RUS 18**	**REPS**
Decimal Chit (2.2)	German VP Indicator (4.1)	German Army HQ (6.6)	Replacement Indicator (8.0)
OOS	**ATTACK** ▼	**+2**	
Out of Supply (9.2)	Attack Designator (13.1)	Allied Naval Gun Support Task Force (15.1)	German Local Air Superiority (15.3)
Allied Strategic Air Force Ground Attack (15.4)	Allied Aerial Supply (15.6)		
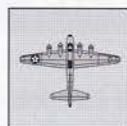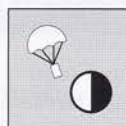
Beginners Note. Set aside the markers above and all "Corps Support" units (see 2.6). You won't usethem in your play; ignore all references to them in the rules.

2.10 Anti-Armor & Anti-Infantry Factors

These numbers (or "combat factors") are separate measures of a unit's ability to engage enemy armor and infantry units in combat. Their specific uses are explained in 13.0.

2.11 Movement Factor

This is a measure of a unit's ability to move across the hex grid printed on the map; see section 12.0 for details.

2.12 Steps

All ground units in the game are either "one-step" or "two-step" units. Those with combat and movement factors printed on only one side of their counter are "one-step units;" those with combat and movement factors printed on both sides are "two-step units."

Steps are the measure of a unit's ability to absorb losses ("hits") before being eliminated. When a unit is "eliminated" in play, it doesn't mean every man has been killed. It means enough casualties and equipment losses have been suffered by them to render them useless for further operations.

If a two-step unit "takes a step loss" (or "takes a hit"), it is flipped over to its reduced side shows (with the step value of "1" in the small circle, and usually with a lesser movement allowance). If a one-step unit (or a two-step unit that had already been "reduced") takes a step loss, it is removed from the map ("eliminated") and placed in the one of the "Destroyed Units" holding boxes ("dead piles").

2.13 US Untried & Blooded Units

The assumption in the game is the US high command doesn't shut down all the war's other ground theaters in order to maximally reinforce the armies going into this invasion. That would have been strategically dicey and politically impossible. We have made the reasonable assumption, however, the commitment schedules of those US divisions that were committed to Europe historically have been accelerated through their organization and training cycles as much as possible. Thus a great many US outfits that historically were granted a relatively leisurely 12 to 24 months to pull themselves together before going into combat are denied the lengthy teething period here.

All the light- and dark-green background-colored US divisions that have their I.D. numbers printed within a box (for example, the US 4th Armored Division) fall within this category. All such divisions have a counterpart one-step unit, printed with a white background for both armor and infantry, included in the mix. It's those units' white, one-step versions that first enter play via the England Holding Box (see 3.2 and 8.5).

3.0 Setting Up

3.1 Set Up

After deciding who will control which side, each player should sort the units under his command according to the following instructions and the set-up codes printed on them.

Second Front Now

3.2 Allied Set Up

The Allied player announces which of the two possible invasion areas he's chosen as his landing site: either the Calais area (hexes 2006, 2007, 2008, 2009 and 1910), or the Dieppe area (hexes 1310, 1411, 1510, 1611 and 1710). Then he places the eight starting US and Commonwealth units indicated with a beachhead codes directly on those specified hexes on the map.

Place all the untried US units (white background color) in the England Holding Box on the map. Place their blooded division counterpart units in the US Blooded Replacement Divisions (all those US units with their division I.D. numbers printed inside boxes on their counters). Place the other ground units, of all Allied nationalities, that have blank upper-left corners in the England box also. Lastly, place the Strategic Air Force, Aerial Supply and Naval Gun Support Task Force markers off to the side for now (see section 15.0).

> **Historical Note.** The Allied units we've selected for the initial landing force are those divisions that went ashore historically at this time in southern Italy. The rationale is, since the game posits an unaltered time stream through the end of August 1943, those divisions, chosen by their high command as most suitable for a landing in the Mediterranean at this time, most likely would've kept that status under these altered circumstances.

3.3 One Invasion Area

Only one set of beachhead hexes will be active in any one match. That is, for example, if the Allied player chooses to come ashore in the Dieppe area beaches (1310-1710), then the Calais area beaches lose all special significance for the rest of that game. Nor can the Allied player choose to land some units at beaches in one area and some other units at beaches in the other area — only one area is utilized for beachheads per game.

Also note that Juno beach switches locales slightly between the two areas. That's done because we figure in any invasion in the Dieppe area the Canadians would have insisted on a rematch for that town.

3.4 German Set Up

Place the German units labeled "N," "S," "It" and "Rus" in the corresponding holding boxes on the map sheet. Place the German units with four-digit hex locations printed in their upper-left corners directly in, or in any hex adjacent to, those hexes. For example, the LXXXI Corps sets up in hex 1414. That unit could therefore be placed by the German player in that particular hex or 1313, 1314, 1413, 1415, 1513 or 1514. The German Divisions marked with their set up hexes followed by an asterisk begin play already reduced to one-step strength. Important: no German unit may begin play in any of the active Allied Beachhead hexes. If the Allies invade the Dieppe area, the German unit deployed in the town of Dieppe (1510) retreats to (sets up in) hex 1511.

3.5 Allied Dieppe Casualties

If the Allied player chooses to come ashore in the Dieppe area, there's a good chance the 1st Canadian Division, which lands in that town hex (now called "Juno Beach," in 1510) will suffer casualties. Roll one die; an even result means the unit lands at full strength; an odd result means it's reduced to one step. All other Allied units always come ashore at full strength.

> **Historical Note.** One of the arguments for a landing in 1943 was the fact the vaunted "Atlantic Wall" was far from complete that year. Only in port towns and cities were the German coastal defenses anywhere near what they would be across a much greater area the following summer. Dieppe is one such place, so the Allied player runs the risk of a harder time if he lands in that area.

3.6 German Reinforcements

German units with a two-digit number printed in their upper-left corners are reinforcements. Those numbers represent the first game turn of availability for each reinforcement unit. German units with "N," "S," "It" or "Rus" printed in their upper-left corners are also potential reinforcements that may be brought to this front from other theaters or sectors. The abbreviations refer to the holding boxes on the map sheet. Place them in the appropriate boxes until their times of entry (see section 7.0).

4.0 How To Win

4.1 In General

The winner is determined at the end of Game Turn 80 (20 November 1943). Victory is based on the number of Victory Points (VP) the German player has at that time. (Only the German player earns VPs, never the Allied player.) The VP number is largely determined by the number of VP hexes the German controls, and whether he captured any active Allied beachhead hexes during play. Of course, play may end at any time by concession if either player feels his situation has become hopeless.

4.2 VP Hexes

VP hexes on the map represent areas of political and/or strategic significance. There are 50 points of them, total, and the German player controls them all at the start of play. (Exception: if the Allied player chose to land at the Dieppe beaches, the German starting VP total is decreased one, to 49, for the loss of that town.) The German player "loses control" of a VP hex when an Allied unit occupies it or projects an uncontested zone of control into the hex (see 11.6). The German may recapture previously lost VP hex(es) and thus regain those points for his end-of-game total.

> **Design Note.** Use the two German VP markers provided to keep a running total during play. Set the starting total at either 49 or 50, as explained above.

4.3 Allied Beachhead Hexes

Beachhead hexes are each worth three VP to the German player if at any point during the game he captures any. That is, if the German succeeds in gaining even temporary control of any beachhead hex, he gains three VPs for having done so,

even if the Allied player takes back that hex. No single beachhead hex, however, will ever award the German more than three VP during the course of any one game. For example, if Sword Beach (hex 1710 or 2006) changed hands three times during play, the German would still get only one award of three VP for having taken it the first time.

> **Design Note.** German capture of a beachhead hex is a momentous game event, and is therefore pretty easy to remember. If you can't trust your memory, make note of it on a piece of scrap paper for reference.

4.4 Commonwealth Replacement VP

Each time the Allied player commits a Commonwealth replacement point (see section 8.0) to a unit, the German is granted one VP.

4.5 Commonwealth Excessive Losses

Each time a Commonwealth unit is completely eliminated in combat (supply state doesn't matter) the German is awarded one VP.

> **Historical Note.** The greatest resistance to the earlier invasion of the continent came from British society, Parliament and high command. Though the Americans could have dragooned London into going along with the idea, there would have been real political costs for Churchill's coalition government and the whole alliance structure.

4.6 Winning

At the end of Game Turn 80, reckon the final number of German VPs from all the situations described above. If that total is 11 or more, the German player is declared the winner. If the total is 10 or less, the Allied player is declared the winner. No draws are possible.

> **Design Note.** Since this is hypothetical game, victory can't be measured against any factual outcome. Thus, victory determination is more subjective than in historically-based simulations. The Allied objective should be to expand beyond the breakout line, capture several key cities and inflict serious losses on the Germans, so as to create a strong base for the next and final step: advance to the Ruhr. The German objective is to attempt to delay expansion of the Allied bridgehead, thereby thwarting any lunge toward the Ruhr, for long as possible.

4.7 The Riga-Odessa Option

If the German chooses to exercise the Riga-Odessa Line option in Russia (see 7.6), victory reckoning procedures remain the same except that he must now finish with 31 or more points to be declared the winner. If the game ends with a total of 30 or fewer German VP, the Allied player is declared the winner. Again, no ties are possible.

4.8 Zeroing Out

If at any point during play the German VP total reaches zero or less, the game is stopped immediately and the Allied player is declared the winner.

4.9 German Automatic Win

If at any point during play the German VP total reaches 98 or more, the game is stopped immediately and the German player is declared the winner.

5.0 Sequence of Play

5.1 In General

Every "Game Turn" of SFN is divided into two "Player Turns," each of which is divided into a series of strictly sequenced steps (or "phases"). Every action taken by a player must be carried out in the appropriate phase of the turn sequence as explained below. Once a player has finished a particular action within a phase, or an entire phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

> **Beginners Note.** This is war. Don't feel compelled to be gracious.

5.2 The Turn Sequence

The Turn Sequence is given below. The rest of these rules are organized, as much as possible, to present rules in the order they are encountered as you progress through each player turn. Every game turn consists of a German player turn followed by an Allied player turn. The German player turn is always the first in every game turn.

I. German Player Turn

A. German Administrative Phase
1. Check for the approach or arrival of a great storm if it's an appropriate game turn (see 15.2).
2. The German declares whether his air force will seek to contest Allied air superiority if it's an appropriate game turn (see 15.3).
3. Place any arriving German reinforcements in holding boxes as appropriate (see section 7.0).
4. The German player may use replacements to rebuild units (see section 8.0).
5. Check the supply status of all units of both sides on the map. Remove the OOS markers from any unit previously unsupplied if it is now supplied. Place an OOS marker on any unit that has become unsupplied. The Allied player may place his aerial supply markers. See section 9.0 and 15.8.

B. German Command & Action Phase
The German player may issue Move and/or Attack Commands, one at a time, and perform the appropriate actions for them in any order he desires (see 6.0).

II. The Allied Player Turn

A. Allied Administrative Phase
1. Plot SAF ground attack support if it's an appropriate game turn (see 15.4).
2. Make any airborne withdrawals (see 15.5).
3. Plot Allied Airborne drops if it's an appropriate game turn (see 15.6).
4. Place any arriving Allied reinforcements in the England Holding Box (see section 7.0).

5. The Allied player may use replacements to rebuild units (see section 8.0).

6. Check the supply status of all units of both sides on the map. Remove the OOS markers from any unit previously unsupplied if it is now supplied. Place an OOS marker on any unit that has become unsupplied. The Allied player may place his aerial supply markers. See section 9.0 and 15.8.

B. Allied Command & Action Phase

The Allied player may issue Move and/or Attack Commands, one at a time, and perform the appropriate actions for them in any order he desires (see section 6.0).

5.3 Ending a Game Turn

When the Allied turn is finished, mark off one day (one game turn) on the Turn Record Sheet.

6.0 Commands

6.1 In General

Players must "activate" their units to perform various missions by issuing Move and Attack Commands to them, expressed in "Command Points" (CP). CP represent the capabilities of army staffs and the material resources available to carry out their plans, such as ammunition and fuel.

The German player starts the game receiving three CP every game turn. That number may increase to four, five or six CP per turn if he decides to exercise the Riga-Odessa Line Option in Russia (see 7.6) and bring in 10th Army headquarters from Italy (see 7.5).

The Allied player starts with two CP per game turn, and may increase that to a maximum of five per game turn. He receives a third CP if he controls any two of the seven population centers located inside the breakout line perimeter at the start of his player turn and can trace supply paths from them to an active beachhead hex. He receives a fourth CP if he similarly controls any three population centers inside the breakout line. He receives the fifth CP if he has a supplied unit across the breakout line at the start of his player turn (representing the activation of additional Army commands).

The Allies need not earn the three extra CP in the order described above. For instance, they could break out before capturing three population centers inside the breakout line.

The Allies lose CP, on any turns in which the criteria described above aren't met. For example, if all Allied units fall back behind the breakout line, they lose one CP on every turn until they recross it.

> **Design Note.** "Population center" is simply a convenient term for all the towns (such as Fecamp in 1211), cities (such as Rouen in 1414) and fortress/ports (such as Boulogne in hex 2005) on the map in one category.
>
> An Allied unit is "within" the breakout line perimeter if it is in a hex to the north or west of it. For instance, an Allied unit in 1912 is said to be still within the breakout line perimeter; a unit in 2013 is said to have crossed the breakout line perimeter. A unit in 2404 is still within the perimeter; one anywhere in the 25xx hexrow has crossed it, etc.

6.2 Move Commands

Move Commands cost one CP each. A Move command will activate one unit or one stack of units in the same hex (see section 10.0) for movement that player turn. If as stack is activated, the individual units within it may move together, or split up and move off in different directions, or some might move while others stay put.

Units in holding boxes are considered unstacked. A player must expend one CP to bring a single off-map unit from its holding box onto the map, and conduct any movement desired. (That's one CP, total, to bring it out of the box and move it on the map that same player turn). A moved unit may not attack during the same player turn it moves.

6.3 Attack Commands

Attack Commands cost two CP. An Attack command permits one unit or one stack of units to attack one adjacent enemy occupied hex that player turn. Attacking units may never divide their attack against more than one hex.

If a stack is activated for an attack, the attacking player may withhold some of the units within it from participating in the attack at his option. For example, if an activated German stack contained a panzer division, an infantry division and an artillery unit, the German player might decide to attack with just the panzer division and the artillery unit. The advantage would be the left-behind infantry division would not be subject to enemy return fire (see section 13.0).

6.4 CP Restrictions

No single unit or stack may ever perform more than one action per player turn. For example, no unit or stack may move twice, attack twice or attack and move during the same player turn.

Units that receive replacements may perform no other actions that player turn, though the act of receiving replacements does not require a CP expenditure (see 8.3).

CP may not be accumulated.

Neither player, no matter how many CP he has available, may ever attack the same hex more than once during the same player turn. If he issues two attack commands, they must be against two different hexes.

6.5 Sequencing

Commands and their resultant actions may be performed in any order the issuing player desires, but one must be completely executeed before the next is begun. For example, you could command one stack to attack, then, after resolving it, you could command another stack to move.

> **Design Note.** There is no secrecy or writing involved in "issuing" CP. Both players should simply announce each expenditure as he starts to make it.

6.6 Additional German CP

The German may receive a fourth, fifth and sixth CP every game turn, depending on whether he adopts the Riga-Odessa Line strategy on the eastern front (see 7.6) and/or brings in 10th Army headquarters from Italy. That is, the arrival of each of those three army headquarters units brings with it another CP.

When the HQ units are pulled from the Russia box/cup or brought in through the South Holding Box from Italy, don't actually place them on the map; put them in the German CP record box printed on the mapsheet.

A headquarters unit does not begin generating its extra CP until a game turn starts with it already in the CP box. Thus, for example, if the German transferred the 10th Army HQ from the Italy box into his South Holding Box on Game Turn 5 (6 September), he'd then have to wait until the next game turn and pay one CP to move it from the South box into the CP holding box. Then, at the start of Game Turn 7 the 10th Army HQ would begin generating its extra CP for the German side.

7.0 Reinforcements

7.1 German Reinforcements

German reinforcements may appear every fifth game turn in the North and/or South Holding Boxes. They represent newly created or arriving units available to be released for active operations on this front. The three German newly organized reinforcement units (those with a two-digit game-turn of entry code printed in their upper-left corners: 17th SS Panzer Grenadier, 179 Reserve Panzer Division and the 349 Infantry Division) go directly into the North holding box during the German Administrative Phase of the game turn indicated on their counters. For example, the 17th SS Panzer Grenadier Division is placed in the North Holding Box during Game Turn 60 (31 October).

Further German reinforcements come into the North/South Holding Boxes by being released into them from the Italy and Russia Holding Boxes according to the procedures given below in 7.5 and 7.6. But no reinforcements ever enter play on the map directly from the Italy or Russia boxes; they must first go into and through the North/South boxes. Units from the Italy box always move from there into the South box; units from the Russia box always move from there into the North Box. (The "strategic movement" of units between the North and South Holding Boxes is possible, see 12.5.)

No German unit may ever move from the Italy or Russia boxes into the North or South boxes and then onto the map all in the same game turn. It is allowed for German units to move into the North or South boxes from the Italy or Russia boxes while other units that were already in the North/South boxes at the start of that game turn move from there onto the map. It costs no CP to move units from the Italy or Russia boxes into the North or South boxes — such moves are performed according to 7.5 and 7.6 — it does, though, cost one CP to move any unit from the North or South box into play on the map.

7.2 US & Commonwealth Reinforcements

There are no U.S. and Commonwealth reinforcements as such. That is, all the forces the Allied player has available to wage the first 80 days of this campaign are already available to him, set up in the various holding boxes according to the strictures given in section 3.0, from the very start of each game.

7.3 Box-to-Map Entry

Allied units in the England box, and German units in the North or South boxes, must receive a Move command during their side's Command & Action Phase to enter play on the map (see 6.2). The hex in which they enter the map does count as their first hex of movement (see section 12.0).

US and Free French units in the England Holding Box may move onto the map only via Utah and Omaha beaches. Commonwealth units in the England Holding Box may move onto the map only via Gold, Juno and Sword beaches.

German units in the North Holding Box may enter via any board edge hex from 3100 to 2828, inclusive. German units in the South Holding Box may enter via any board edge hex from 4013 to 3421, inclusive. There is an overlap for the two boxes between hexes 2828 and 3421.

No units of either side may enter the map directly into an enemy-occupied hex, but they may enter through enemy-controlled hexes and/or into enemy zones of control (see 11.0) as long as the hex is empty of enemy ground units.

It never costs CP to move a unit into a holding box; it does cost CP to move them out. Note that though newly arriving German reinforcements only appear in the North/South boxes every fifth game turn, unit entry from those boxes into play on the map can take place every game turn, depending only on whether the German decides to expend the CP to bring them out.

7.4 German Units From Italy

Starting on Game Turn 5, any one German unit that began the game set up in the Italy Holding Box (those labeled "It" in their upper-left corners, see 3.4), may be transferred into the South Holding Box every fifth game turn during that side's Administrative Phase. The appropriate game turns are noted with "It" on the Turn Record Track. Such Italy-to-South box transfers never cost CP, and the German always has his choice of which unit to bring into it from Italy every fifth turn. All German units coming from Italy do so at their full, two-step strength.

Design Note. In this alternative history the Salerno landings have not taken place, since that effort and those Allied forces would of necessity had to have been consolidated into this larger, more crucial attack on the Channel coast. Thus, though Fascist Italy has here still been effectively knocked out of the war by the earlier Sicily landings, the Italian peninsula itself now remains a relatively quiet garrison area for the Germans. Hence the German always has his choice of how to schedule his transfers from there.

Optionally, those wanting more administrative reality in their play should require the German to schedule his Italy transfers five days in advance. That is, for example, on Game Turn 1 the German selects (temporarily sets aside from the Italy box) the "It" unit he wants to receive into his South Holding Box on Game Turn 5. That will more accurately represent the amount of time such transferred units would spend night-moving by rail from Italy to get into the battle area.

Second Front Now

7.6 The Riga-Odessa Option

Though numerous German units begin the game in the Russia Holding Box (all those labeled "RUS" in their upper-left corners) *none* of them may ever move from there into the North Holding Box, and from there eventually into play on the map, unless the German declares he is putting into effect the Riga-Odessa Line strategy on the eastern front. The earliest that declaration can be made is the German Administrative Phase of Game Turn 5 (6 September), or at the start of every fifth game turn thereafter. The German is never forced to declare that east front strategy, but once he does so it can never after be rescinded.

If he declares the Riga-Odessa Line Strategy is in effect, the German should take an opaque wide-mouthed container, such as a coffee mug, and place within it all the units from the Russia Holding Box. Then, every fifth game turn starting 15 game turns after the strategy declaration, he pulls, without looking, five units from the cup and immediately places them into the North Holding Box (where he may, of course, now look at them). No CP costs are involved in doing that each time. All units arriving in the North box from Russia do so at their full, two-step strength.

Thus, for example, if the German declares the Riga-Odessa Line strategy to be in effect on Game Turn 5, his earliest opportunity to do so, the first five units from the Russia box are transferred into the North box on Game Turn 20 (21 September). After that, a new batch of five units arrive every five game turns until all have been transferred into the North box and/or the game map.

Design Note. Because the Russian front is militarily active, the German does not get to purposefully order his reinforcements from there as he does from Italy. That is, since withdrawing from active combat is far more difficult than from a quiet sector, the vagaries inherent in such disengagements (represented here by the luck of the draw) dictate the specific order of arrival of German units coming from Russia.

Historical Note. Some may balk at the fact the German transfers from Russia come into play at their full, two-step strength in the same way as those from quiet Italy. While it's true few if any of the units would have left the Russian front at anything near full strength, during this period historically the Germans had seven infantry, five panzer grenadier, two panzer and one mountain division undergoing organization and training in the interior of the Reich. Further, they also had 31 "replacement divisions" (training and replacement cadre) available.

Our feeling is, once having decided to go all-out to achieve a victory in the west, Hitler would not (indeed, could not) have done so halfheartedly. That is, we're assuming as the east front transfers are moving across Germany they are having added to them as whole-cloth reinforcements the battalions from those newly organizing and training units. Though self-cannibalizing and final, this is the same barrel-scraping technique the Germans used so effectively historically to rebuild their

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forces in the late summer and autumn of 1944. There's no reason they'd have held back from it in this altered situation; in fact, they would have had really nothing in the way of an alternative approach.

The great attraction of an earlier Allied landing in France on the Channel coast was that if it succeeded it would have placed a decisive force one campaign-gallop away from the vital German industrial heartland of the Ruhr. And, without doubt, the garrison forces the Germans had on hand there in 1943 were weaker than those appearing there by the following year. But the writers who argue an invasion should therefore have been made in the earlier year seem to recommend such a move believing Hitler could nevertheless still have been depended on to stick to the historic script.

But the potentially quick decisiveness of a Channel coast landing is also its strategic liability. That is, the German command could not possibly be fooled into thinking a Pas de Calais landing was intended as a ruse to draw forces away from some other theater in order to facilitate later landings in those then denuded places. No, if the Allies appeared in force on the Channel coast it would have been but for one purpose: to drive from there as quickly as possible to the Ruhr, thus causing German economic collapse and ending the war.

Since Hitler's strategic goal during the latter half of the war was — to put it as simply as possible — to extend his life as long as possible, it's therefore easy to anticipate in such altered circumstances he would have readily abandoned the historic hold-at-all-costs strategy in the east, because he'd suddenly have to be holding-at-all-costs in the west. By invading in 1943 the Allies would have changed the war's strategic balance, moving the greatest threat to Hitler's survival from the east to the west.

Others may complain the game doesn't offer any chance to examine the possibility of a 1943 invasion conducted in France farther west than the Channel coast, perhaps in Normandy or Brittany. We left that option out for two reasons. First, in our research into all the historic discussion given to 1943 landing options, the invasion site considered was virtually always the Pas de Calais. And that was because the idea of a 1943 invasion would have been to land and get to the Ruhr in one campaign. To have landed farther west would really have been nothing more, in the strategic sense, than to cling to the "Mediterranean" (indirect approach) strategy from another direction. Even in 1944 the Allies couldn't get from Normandy to the Ruhr in one charge; they certainly would not have been able to do so a year earlier.

8.0 Replacements

Beginners Note. Skip this section.

8.1 In General

Replacement Points (RP) appear every fifth game turn as shown on the Turn Record Sheet. They represent levies of

new troops and equipment used to rebuild destroyed units from the dead pile or replenish reduced units still on the map. Generally, it takes one RP to rebuild an eliminated unit to reduced strength, and two to rebuild it to full strength. It takes one RP to flip a reduced unit back over to its full strength side. The only exception to the above is that it takes two RP to replace an artillery unit (all of which have only one step). Unused RP may not be accumulated. Once used, a replacement step may not be recalled or transferred to another unit. Committing an RP into a unit does not require expenditure of any CP.

8.2 Eliminated Units

Place a German unit rebuilt from the dead pile in the North Holding Box, from where it may enter play as a reinforcement according to the rules for such entries. Place an Allied unit rebuilt from the dead pile on any of the invasion beaches (except any that happen to be German-controlled).

8.3 Restrictions

To receive replacements a unit must be able to trace a supply path to a beach (Allied), or a board edge supply source hex (German). German units drawing only fortress supply don't count as supplied for purposes of receiving replacements.

A unit that receives replacements may not move or attack that player turn; it defends normally.

Allied RP come in two nationalities: US and Commonwealth. The two may not be mixed or traded. Minor nationality units within each group may use their group's replacements. For example, the Free French 2nd Armored Division may receive US replacements.

8.4 OOS Elimination

No unit that was completely eliminated (gave up its final step) while OOS (see 9.1) may ever be recreated with replacements. German units eliminated while drawing fortress supply may not be recreated. Allied units eliminated while drawing coastal or aerial supply may not be recreated. Place all such units in the OOS dead pile holding boxes provided on the map sheet.

> **Design Note.** Five replacement counters have been provided to remind players which units have just taken replacements, and therefore can't move or attack.

8.5 US Untried to Blooded Conversions

Each time one or more untried US units goes into battle in supply (aerial, coastal or regular overland) and survives, immediately at the end of that fight (after all step losses, advances and/or retreats have been made) check to see if it is converted to its blooded version.

Roll one die for each such involved unit: a roll of 6 through 10 means the blooding process has been a success; a roll of 1 through 5 means the unit remains untried. Add one to the die roll of the unit(s) just participated in an advance after combat. Add one to the die roll if all the German defenders in the battle were eliminated. Subtract two from the die roll if the unit just participated in a retreat after combat.

Conversions take place immediately in the untried unit's hex; no CP or RP expenditures are involved. The blooded division appears at two-step strength. Once blooded, no division is ever demoted back to untried status.

If an untried US unit is eliminated in combat in supply it may be replaced normally any number of times (see 8.3); but it always comes back in its untried form until it survives combat and passes the conversion die roll check.

8.6 French Replacement Limits

Of the Free French units in the game, only the armor divisions may receive replacements (from US allocations at the Allied player's discretion). Those armor units replace just like blooded American divisions.

> **Historical Note.** We've assumed this earlier invasion strategy would have led Allied leaders to accelerate Free French rearmament as much as possible, but in 1943 the process would have had limits more severe than in 1944.

> **Design Note.** See 4.4-4.5 on the importance of Commonwealth losses and replacements in determining victory.

9.0 Supply

Beginners Note. Skip this section.

9.1 In General

Units require supply to operate at their full, printed-on-the-counter, movement and combat values or to receive replacements. A unit is either supplied or unsupplied (also called "out of supply" and "OOS"). Unsupplied units are penalized in combat (see 14.3) and have their movement factors reduced to one. These penalties last through every player turn a given unit remains unsupplied, but no unit is ever eliminated solely for being OOS. Supplied units may move into hexes where they will or may become unsupplied.

9.2 When to Check Supply

Check the supply status of all units of both sides during step A.5 of the German player turn and step A.6 of the Allied. The supply status determined for each unit at those times lasts until the next player turn's supply check step. OOS markers are provided in the counter mix to place atop unsupplied units as a reminder of their status.

9.3 German Supply Sources

German supply comes from any and all map edge land hexes from 1013 to 3100, inclusive. To be in supply, a German unit traces a path, hex by hex and of any length, to a German supply source hex. This path may not pass through a hex occupied by an enemy unit or into an enemy zone of control unless a friendly unit is in that zone of control hex to nullify it for supply tracing purposes. Any single German board edge supply hex may supply any number of German units. A board edge German supply hex that's occupied by an Allied unit or an un-nullified zone of control loses its supply providing capacity until such time as the Allied unit is removed or the zone of control nullified or removed.

German units in fortresses are always supplied, but German units outside fortresses may not trace a supply path

into them, even if adjacent. Once a fortress is captured by the Allies it loses its supply capacity for the rest of the game, even if the German recaptures it.

German units in holding boxes are always supplied while there.

9.3 Allied Supply Sources

Allied supply comes from any of the five beachhead hexes active in the particular match being played. To be in supply, an Allied unit traces a path, hex by hex and of any length, to an active beachhead. This path may not pass through an enemy-occupied hex or an enemy zone of control unless a friendly unit is in that zone of control hex to nullify it for supply tracing purposes. A single Allied beach supply hex may supply any number of Allied units, no matter what their nationalities. An Allied beach hex that's occupied by a German unit or an un-nullified German zone of control loses its supply projecting capacity until such time as the Allied unit is removed or the zone of control nullified or removed.

Allied units in coastal hexes — whether or not such hexes also contain active beachheads — are always supplied while in those hexes, but Allied units outside such non-beachhead coastal hexes may not trace a supply path into them, even if adjacent. Allied units in the England Holding Box are always supplied while there.

10.0 Stacking

10.1 In General

Stacking is the term used to describe the piling of more than one unit in the same hex at the same time. Units may never stack with enemy units. A maximum of four friendly units may stack in the same hex, but only one of them may be artillery and no more than three may be non- artillery. In other words, you may never stack two artillery units together, nor may you stack four divisions together.

All units in holding boxes are considered to be unstacked, but there are no holding limits in those boxes.

Any unit always counts as "one unit" whether it is at one- or two-step strength.

10.2 Inter-Allied Stacking

US and Commonwealth units may not stack together. The minor nationality units within each army grouping may stack within their group as if they were all the same nationality. For example, the Free French 2nd Armored Division stacks as if it were a US unit.

10.3 Stacking & Movement

Stacking rules are in effect at all times throughout the game turn, but within the limits given above, there is no limit to the number of units that may pass through a given hex during a given player turn. Within the overall stacking limit described in 10.1, Allied units of both major nationality groups may move freely through each others' hexes, provided only they don't end their movement improperly stacked.

10.4 Over Stacking

If any hex is over stacked at the end of any movement command or battle, the opposing player is allowed to

remove the minimum number of units of his choice necessary to bring that hex back within stacking limits.

> **Beginners Note.** Skip rules 10.5 and 10.6 below. In your play, both players are allowed to examine the composition of enemy stacks and holding boxes at all times.

10.5 Markers

OOS, Attack, Aerial Supply, SAF, LGAS and NTF markers have no stacking value and may be added to any stacks according to the rules for their use.

10.6 Fog of War

The Allied player may use a piece of paper or a note card to conceal his units in the England holding box. The Allied player may examine the composition of German stacks and holding boxes at any and all times.

The German player may never examine the composition of any Allied stack unless he has declared an attack against it; and once that examination has been made, the attack may not be called off. Otherwise, the German player may not examine Allied stacks except as he watches that player do so; the Allied player is prohibited from removing his own stacks from the map to examine them "in secret."

> **Design Note.** As in Normandy in 1944, ULTRA is here considered to be keeping most of the fog of war away from Allied eyes.

11.0 Zones of Control

> **Beginners Note.** Zones of Control are an abstraction of a unit's ability to project its power, through fire and maneuver, into areas immediately around it. Don't confuse zone of control with control of VP hexes (see 4.3 and 11.6).

11.1 In General

Every combat ground unit on the map exerts a "Zone of Control" (ZOC) into the six hexes adjacent to its hex. ZOCs impede enemy movement, retreat-after-combat, and supply paths. An uncontested ZOC can cause the control status of a hex to switch from one side to the other.

11.2 ZOC Limits

Units never exert ZOC across all-sea hexsides. For example, a unit in hex 2009 does not exert a ZOC into hex 1909. No other kind of terrain has any inhibiting effect on ZOC projection.

There is no qualitative difference between a hex containing a ZOC exerted there by one unit and a hex containing ZOC exerted there by several units. A stack of units has the same ZOC as a single unit. The ZOC of units of both sides may be simultaneously exerted into the same hex.

> **Beginners Note.** Skip rule 11.3 below.

11.3 Effects on Supply

You may not trace a supply path through an enemy ZOC (EZOC); however, friendly units negate EZOC for supply tracing purposes.

11.4 Effects on Movement

A moving unit must end its move for that command point when it first enters an EZOC. A unit that begins its move already in an EZOC may freely leave that hex, but it must stop as soon as it enters another hex with an EZOC. Thus units may move directly from EZOC to EZOC in one movement command, but may then go no farther that phase. Friendly units don't negate EZOCs for movement purposes.

Units that use strategic movement may neither begin their move in an EZOC nor enter an EZOC during or at the end of their move (see 12.5).

11.5 Effect on Retreat-after-Combat

A unit may not retreat-after-combat into an EZOC; however, friendly units negate EZOCs in their hexes for retreat purposes (see 13.6).

11.6 Hex control

A unit may "capture" an unoccupied enemy victory point hex (cause the control of it to switch from one side to the other) with its ZOC if it is not contested by an EZOC. For example, if no German units are in or adjacent to Orleans (1525), an Allied unit could "capture" that city just by moving adjacent to it. However, if a German unit were also adjacent to Orleans, that German unit's ZOC on the city would "contest" the Allied ZOC. In that case, the Allied unit would have to move into Orleans to capture it, or wait for the contesting German unit to move off.

12.0 Movement

12.1 Movement Points

Units move from hex to adjacent hex; no "skipping" of hexes is allowed. A unit spends one movement point (also referred to as "MP," "Movement Factors," and "MF") to move one hex. The printed movement factor on a unit represents its movement ability if activated to move that player turn.

When units are flipped to reduced strength, their movement values usually decrease. This reflects fatigue, loss of transport and the disorganization caused by combat.

A unit does not have to use all its movement value when activated, but it may not accumulate MPs for a later turn, nor may MPs be loaned from one unit to another.

Both players are allowed to move their units into hexes where they will or may become unsupplied.

12.2 Stack Movement

If units with different movement factors are moving together in a stack, the stack must use the movement factor of the slowest unit within it. Of course, as the slower units exhaust their movement values, you may leave them behind and continue with the faster units.

12.3 Restrictions

A unit may never enter an enemy occupied hex or cross an all-sea hexside. For example, moving directly from hex 1012 to hex 1013 is prohibited. A unit may never end its move in violation of stacking. No unit once in play on the map may ever move off a map edge.

12.4 Major Rivers

It costs one MP "extra" to cross a major river hexside. For example, it costs two MPs to move from Rouen (1414) to 1415. That's one MP to enter 1415, and one "extra" to move across the Seine River. Rivers run between hexes, along the hexsides, while all other terrain exists in-hex.

Units with a printed movement factor of "1" and OOS units (which thereby also have a movement value of 1) may cross a major river hexside if they start adjacent to it. In other words, units are guaranteed the ability to move one hex by expending all their available MPs at the very start of their move, even if that expenditure wouldn't normally be enough to pay all the movement costs involved in the move.

Design Note. Because of the excellent road net, the real inhibitor to movement is not terrain but enemy units.

12.5 Strategic Movement

Strategic Movement allows a unit to move at double its printed movement value if it is in regular overland supply, does not start its move in an EZOC, does not enter an EZOC at any point during its move, and does not end the move in an EZOC. In effect, the unit spends more time on the road and less time deploying to meet the enemy.

Though strategic movement allows eligible units to move twice as fast, it doesn't require the expenditure of double CP. One CP expended for strategic movement will activate one unit or all the units in one stack, just as with regular movement. But note that units in holding boxes are considered to be unstacked while there, so one CP can only move one unit out of a holding box, no matter if using regular or strategic movement. Also note that no Allied unit is allowed to use strategic movement during the same player turn it lands on a beachhead hex.

The German player may move one unit per game turn between (either direction) his North and South Holding Boxes by expending one CP for that strategic movement.

Allied units drawing aerial supply, and German units drawing fortress supply, may not use strategic movement.

Strategic Movement Example. The German player activates a panzer grenadier division in the South box. It has a strategic movement value of 6 (two times its printed movement factor of "3"). It enters at 1828, paying one MP to do so, and then moves five more hexes to 1823.

13.0 Combat

13.1 Combat Sequence

Combat occurs when a player issues an Attack command. The attacking unit or stack can attack one adjacent hex containing an enemy unit or stack (hereafter called defenders). Units may never attack across an all-sea hexside. Follow this sequence for each combat.

1. **Combat Deployment.** The attacking player removes his attacking units from the map and places the attack marker in their hex, with the arrow pointing toward the defenders' hex. (This marks the scene of battle so

you'll quickly know where to relocate units afterward.) The defender then removes his unit or stack from the map. Unlike the attackers, all defending units in an attacked hex must participate; none may be withheld from combat. Both players deploy their units on the Battle Board printed on the map sheet. Place non-artillery units nearest the "frontline" and artillery units behind them. You do not have to fill every position, but always keep artillery in the rear position.

2. **Preparatory Barrage.** Artillery of the attacking side, if present, fires (see 13.5). The defender may not retreat after the barrage, nor will a later retreat cancel out any losses incurred during the barrage.

3. **Defensive Fire.** All surviving defenders, both artillery and non-artillery, fire one at a time. Two step units each take two shots (see 13.2).

4. **Attack Break Off.** At this point (only!) the attacker may decide to cancel his attack. Such a declaration immediately works to reduce the total casualties he just suffered from defensive fire by one step. When an attack is cancelled, skip to step 7; otherwise, continue to step 5. The attacker may not break off the attack if he has suffered no casualties.

5. **Offensive Fire.** Surviving non-artillery attackers now fire one at a time.

6. **Defender Retreat Declaration.** At this point (only!) the defending player may announce a retreat. This will reduce the total casualties his force just received from offensive fire by one step. (Losses from any earlier preparatory barrage are never reduced.) The defender may not retreat if he has suffered no casualties.

7. **Redeployment.** Return all surviving units of both sides to their appropriate map hexes and remove the attack marker. Place any eliminated units in their side's dead pile, and be careful to maintain the current, possibly reduced, step-strength status of all units as you place them back on the map.

8. **Defender Retreat-after-Combat.** If the defender chose to retreat in step 6, all of his surviving units must now vacate the hex.

Design Note. When the attacker retreats, his units stay in their original hex but sacrifice their opportunity fire; when the defender retreats, he fires but sacrifices ground.

9. **Attacker Advance-after-Combat.** Any or all of the attacking units may, but are not required to, advance into the defenders' hex if the defending force retreated or was entirely eliminated in combat. This is a free movement resulting from combat; the attacker does not expend any CP or MP. Defenders never advance, even if all attackers are destroyed. A unit that was located in the hex where the attack was originally activated, but that was left behind (see 6.3), can still advance.

13.2 Firing Procedures

During combat a two-step unit fires two shots (roll two ten-sided dice for it or pull two chits), and a reduced strength (one-step) unit fires one shot (roll one ten-sided die for it or pull one chit).

To shoot, the firing player announces which unit is firing and which unit is its target. He rolls one die and compares the result to the firing unit's appropriate combat value. If the result is less than or equal to that value, the firing unit has hit its target; if the die roll result is greater than the firing unit's fire value, the shot misses. If the struck target is at full strength, flip it to its reduced strength. If the struck target is already reduced or at one-step strength, it is eliminated.

Players fire one shot at a time. A two-step unit may fire at two different targets, if so desired. The targets do not have to be directly opposite the firing unit in the battle box; they may be any enemy unit in the combat box (important exception: see 13.5). Neither player need declare all his shots before making them; declare and resolve them one at a time.

13.3 Instantaneous Hits

All hits take effect immediately.

13.4 Combat Values

Every unit has an anti-armor and anti-infantry fire value. Units use their anti-armor value when firing at armored/panzer targets. They use their anti-infantry value when firing at all other types of target, including corps support artillery.

13.5 Artillery

A firing unit, whether artillery or non-artillery, may not select an enemy artillery unit as its target unless there are no non-artillery targets in the "frontline" positions (either they have been destroyed or none were present from the beginning of the battle). An artillery unit may never attack alone; to receive an attack command, it must go into combat with at least one non-artillery unit.

13.6 Retreat

Retreat-after-combat allows a player to cancel one hit from one of his units from the total hits scored against his force in the previous step of that combat sequence.

When the attacker retreats, he forfeits the opportunity for his non-artillery units to fire, and all involved units are placed back in the hex from which they launched the attack.

When the defender retreats, all surviving units must vacate the hex. Retreating defending units must be moved to an adjacent hex by the owning player according to these strictures:

1. Retreating units may not cross an all-sea hexside, exit the map, or enter an enemy-occupied hex.
2. Retreating units may not enter an EZOC unless a friendly unit not involved in the combat is already in that hex.
3. Retreating units may not enter a friendly-occupied hex in excess of the stacking limit.
4. Retreating units may not enter a friendly-occupied hex, even within normal stacking limits, if an entirely empty hex not in an EZOC is available.

5. Retreating stacks may retreat as a stack or be split up to retreat into different hexes within the strictures given above.

6. No single unit may ever retreat to more than one hex.

7. Any unit that can't retreat within the above restrictions is eliminated in place.

8. Retreating does not count against a unit's movement/combat abilities for the coming player turn, nor does it costs MP or CP.

9. If a defending unit retreats from one attack and finds itself in a hex that comes under subsequent attack that same player turn, it participates normally in the second combat.

13.7 Extra Hits

If all enemy units are destroyed before the firing player has finished firing all his units, he may continue firing at any of the already destroyed targets in the hope of gaining an "extra" hit. If he scores the extra hit, the enemy player may not call a retreat in order to retrieve one of his steps. In effect, the extra hit represents overwhelming fire from which the target units cannot escape.

13.8 German Garrisons

German garrison infantry units represent naval grenadier battalions, flak units, security troops and stragglers thrown together to defend the fortress ports. Garrison units may never attack or advance, and they are automatically eliminated in a retreat.

14.0 Fire Modifiers

14.1 In General

The printed combat values of a unit may be modified during battle by terrain and supply status. Modifiers are given as negative or positive numbers that are added or subtracted to the firing unit's combat value. All applicable modifiers are cumulative in their effect in any given situation. For example, a unit attacking across a river into a city hex would have two modifiers applied against its fire. A unit whose combat value is modified to zero (0) or less cannot hit anything.

14.2 Terrain

Attacking units have their combat values modified by the terrain of the defenders' hex and any intervening river or major river hexside (see the Terrain Key on the map sheet). Defensive fire is never modified by terrain.

Non-armored units attacking across a river hexside, or into a city, forest, or hill hex have their combat values modified by -1 for each of those that pertain. (Exception: artillery fire is not modified for river hexsides.) Armored/panzer units have theirs modified by -2.

Non-armored units attacking across a major river hexside, or into a marsh or fortress hex, have their combat values modified by -2 for each of those that pertain. (Exception: artillery fire is not modified for major river hexsides.) Armored/panzer units have their combat values modified by -3.

Terrain modifiers are summarized on the Terrain Key printed on the mapsheet.

Design Note. Armor/Panzer units in the attack were more hampered by difficult terrain that other units, thus the higher penalties for terrain than non-armored units.

Beginners Note. Skip rule 14.3.

14.3 Supply

OOS Units modify their combat values by -1. Supplied units firing at unsupplied targets modify their values by +1. These modifications apply whether defending or attacking.

Combat Example. The Allied player has spent two CP to activate a Commonwealth stack in hex 2109. This stack includes the full strength Guards Armored (4-4-4), 2nd Canadian Infantry (3-4- 3), 51st Infantry (3-4-3), and I Corps artillery (one-step 5-6-3). He announces an attack on Abbeville. The German defenders in the hex are the reduced 9th SS Panzer (6-6-2) and the reduced 276th Infantry (2-3-1). Both players deploy their units in the combat box.

The British artillery fires first. The Allied player selects 9th SS Panzer as the target. The artillery unit uses its anti-tank value of 5, modified by -1 because the defenders are in a city hex. A roll of 4 or less will hit, but the Allied player rolls a 7.

The defenders now fire. The German player fires 9th SS Panzer at the 2nd Canadian. There are no modifiers, so a 6 or less will hit. He rolls a 4. The 2nd is flipped to its reduced status. The 276th fires at the 51st, needing a 3 or less, but misses with a 5.

The Allied player chooses to continue his attack rather than retreat. The Guards unit fires twice at 9th SS Panzer, looking for ones or twos to hit (its value of 4 is reduced by two for firing into a city). Both rolls miss. The 51st takes a shot at 9th SS Panzer (value 3, with a -1 for city) and rolls a 1, so 9th SS Panzer is destroyed. The 51st then fires its other shot at the 176th (value 4, with a -1 for a city) and rolls a 3, so the 176th is also destroyed. The reduced 2nd takes its one shot at the 276th, trying to score an extra hit. The Allied player rolls a 4, which misses.

The German player announces a retreat. He puts the 276th in the destroyed box and cancels the hit on 9th SS Panzer. British units are located in hexes 2109, 2110 and 2209. German units are in 2211 and 2309. 9th SS Panzer retreats to 2310, and the victorious British stack may advance into Abbeville.

15.0 Optional Rules

Beginners Note. Skip this section.

Old Hands Note. Experienced players should use all of these options.

15.1 Allied Naval (Gun Support) Task Force

The Allied Naval Task Force (NTF) marker provides a fire modifier of +2 to all Allied units defending in a coastal hex. It provides a +1 modifier (see reverse side of unit) to all

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Allied units attacking a German-occupied coastal hex. The Allied player may use the NTF once per game turn starting with the very first.

The NTF cannot provide support to Allied units attacking inland from the coast; it may only be used for attacks into coast hexes. The NTF is of mixed Allied nationality and may therefore be used to support Commonwealth and/or US units. German units can't fire at the NTF. No CP expenditure or pre-planning is involved in using the NTF; it is simply brought into play once per game turn by a declaration from the Allied player at the time of use. It may not appear during game turns when a great storm is raging.

15.2 Great Storms

The French coastline facing the English Channel is vulnerable to the kind of violent storms that affected the Normandy campaign in June, 1944. Similar storms might have interrupted any earlier invasion.

During his administrative phase of Game Turn 10 (11 September), and every fifth game turn thereafter, the German checks for the approach of a great storm. (The appropriate turns are noted on the Turn Record Track with the word "Storm.") To do so he rolls a 10-sided die. A Result of 10 means a storm is approaching.

If a storm is determined to be approaching, during the administrative phase of the very next game turn the German makes another die roll check. The storm is considered to arrive that game turn on a result of 1 or 2. If it doesn't arrive that day, make a check again the very next game turn, when it arrives on a result of 1, 2, 3 or 4. If not then, it arrives on the third day on a result of 1 through 6, or the day after that on a 1 through 8. If it doesn't arrive with the 1 through 8 check, it's considered to have changed course out of the area.

If a great storm is determined to have arrived, make an additional check for its departure at the very end of every game turn. At the end of the first game turn of its arrival, it's considered to have dissipated or moved on with a die roll result of 1 or 2; the next day it goes with a 1 through 4 result, then a 1 through 6, and a 1 through 8. (Automatically ending at the end of its fifth day if not before.)

If a new great storm check day arrives while one is currently raging on the map, simply skip that check.

During a storm the Allied player may not move units from England to France, take replacements, use his NTF or SAF, or make airdrops or airborne withdrawals. Likewise, there is no chance for Local German Air Superiority. Within the strictures given above, there is no limit on the number of storms that may blow in during any one match.

15.3 Tactical Air Power

During his administrative phase of Game Turn 5 (6 September) and every fifth game turn thereafter, the German player declares whether he will use his Reich Air Defense fighter force to contest Allied air superiority over the battlefield during the next five days. If he says he will contest Allied air superiority, he must immediately reduce his VP total by one point. If he does not contest, there is no possible Luftwaffe effect on play until the next declaration game turn (all noted with the word "Air" on the Turn Record Track).

If the German does contest Allied air superiority, then at the start of every battle during that and the next four game turns after, he rolls a die. On a result of 1 through 3, the Luftwaffe has achieved temporary air superiority above that battlefield hex. Place the LGAS (Local German Air Superiority) counter in the battle board as a reminder. The effect of LGAS is to give all firing German units in such battles a +1 modifier and give all firing Allied units a -1.

Make a separate die roll check for each battle waged during a contested period. LGAS is never checked for while a great storm is raging, even if it is during a declared contested period. LGAS is never checked for in any battle in which the Allied player has plotted SAF participation (we're assuming enough Allied escort fighters would be assigned to the mission to make sure the bombers get over the battlefield). The German should check for the approach of a great storm before making his contest declaration.

15.4 Allied Strategic Air Forces (SAF)

During his administrative phase of Game Turn 5 (6 September) and every fifth game turn thereafter (all noted with the word "Air" on the Turn Record Track), the Allied player should secretly write down his proposed date and target hex for his next SAF strike. The date may be no sooner than two game turns away and no more than seven. Fold the slip of paper and place it in view of the German player.

You may never change a plan once written, though you may cancel a mission. You may delay writing a plan, but you must always plan at least two game turns in advance. You may never plan more than one SAF strike for a given day. The German player may unfold the paper after the strike to check your honesty.

When the proposed day and ground attack arrives, the Allied player rolls a die and consults the following table immediately after all forces have been placed in the battle board:

DieRoll	SAF Effects
1	The SAF attack is a fiasco. The ground attack is cancelled, the CP expended for are it lost, and the involved Allied ground units may not attack or move in any other way that turn. No other Allied attack may bedirected into the hex that turn. The German scores one VP.
2-3	The SAF, for one reason or another, fails to show up or shows up but drops its bombs way wide of the target area. The Allied player may still choose to go ahead with the ground attack, or he may cancel it, but either way the CP expended for that ground attack are considered to have been used and, in the case of cancelation, the involved Allied ground units may not attack or move in any other way that turn. No other Allied attack may be directed into the hex that turn..
4-6	The Allied ground attack goes in with a die roll modifier of +1 for all attacking units.

7-9   The Allied ground attack goes in with a die roll modifier of +2 for all attacking units.

10   The Allied ground attack goes in with a die roll modifier of +3 for all attacking units.

If for any reason the Allied player does not attack the plotted hex on that day (because, for instance, the German player has already vacated it), the strike is forfeit. He may not redirect it to another hex, or save it for use on another day. German units may not fire at the SAF.

15.5 Allied Airborne Withdrawal

The US 82 and 101st Airborne Divisions were withdrawn early in the historic Normandy campaign in order to rest and prepare for further airdrops. A similar strategy might have been pursued with some or all Allied airborne units during a 1943 invasion. The Allied player may decide to withdraw one, some or all of his airborne units from the continent starting with his administrative phase of Game Turn 25 (26 September). To be eligible for withdrawal an airborne unit must be in regular supply somewhere on the map (only the US 82nd and 101st, along with the Commonwealth 1st and 6th Airborne Divisions are eligible for withdrawal). The Allied player simply removes it/them from the map to the England holding box; no CP expenditure is involved.

A withdrawn airborne division must spend at least 30 days resting in England before it can be used again (see 15.6 below). For example, if the 101st is withdrawn on D+26, it must rest in the England holding box until at least D+56. Resting alone does not replenish a reduced unit; the Allied player must expend an RP for that.

15.6 Allied Airdrops

The Allied player may airdrop his airborne units from the England Holding Box (only) onto the map. Drops may not be made into Marsh, City or Fortress hexes. Only the British 1st and 6th Airborne Divisions and US 82nd and US 101st Divisions are eligible for this.

To perform a drop, the Allied player secretly writes down the proposed date and landing hex for the unit at least two game turns in advance (just like SAF strikes). He may not change a drop plan once written, but they may be cancelled. No more than three divisions may be plotted to drop on any one day, though they may be dropped into the same or separate hexes. When the drop day arrives, the Allied player may spend one CP per division to activate the unit(s) and place it (them) on the drop hex(es). If for any reason he does not drop the unit(s) according to plan (for instance, because a German unit occupies the hex), the airborne unit remains in England; he may not write a new plan for it for that day (but he doesn't need to spend the CP either).

Airborne units may not drop onto German units. However, the Allied player may plan a drop into a German-occupied hex, hoping the Germans will move away in time.

If an airborne unit drops in a German ZOC, the German player rolls one die; on a 1-5 the airborne unit is hit (reduce the unit if it's at full strength; destroy it if it's already reduced). On a 6-10 the airborne unit lands without casualties. Roll just one die per airborne unit dropping into EZOCs,

no matter how many German units are projecting ZOCs into the drop hex. If the unit lands outside German ZOCs, it lands without casualties.

An air dropped airborne unit is always considered supplied throughout the game turn of its drop; such units may not, however, move (retreat after combat OK) or attack during that entire game turn.

A dropped airborne unit may not be withdrawn for rest and refit again until it's spent another period of at least 25 days on the continent. The Allied player may choose to abort the refit of any of his units in the England box and instead bring them back into play via over-the-beach landings. Such a move does require normal CP expenditure.

The British 6th Airborne Division begins play in the England box, where it is considered to be ready for an air drop; the Allied player may plot for it (two days in advance, of course) as soon as Game Turn 1.

No air drops may be made during turns a great storm is raging. The Luftwaffe can never abort an Allied air drop. German paratroopers only air drop according to the strictures for Operation Bluepoint, given below.

15.7 Operation Blue Point

Early in 1943 the German air force high command developed a bold counter-invasion plan for thwarting Allied landings in France. The idea was simple: as early as possible after an invasion, the infantry elements of the 1st and 2nd Parachute Divisions would be sent on a suicidal night drop directly into the Allied beachhead perimeter. In so sacrificing themselves, it was hoped the paratroopers would generate sufficient confusion among the just-landed Allied forces to stall them on the beaches for other German ground troops to move up, form a solid perimeter, and finally smash them with a follow-on conventional attack.

To simulate this, at the very start of Game Turn 1 the German player announces whether he will activate Blue Point (a once and done decision). If he launches it, remove the two parachute divisions from the South Holding Box and place them permanently in the OOS deadpile. Roll a 10-sided die and halve the result, rounding any remainder down.

If the result is a zero, the Blue Point operation is a fiasco. The two German divisions remain OOS eliminated and there is no effect on the Allies.

If the result is one (1), during Game Turn 1, referred to as "Bluepoint chaos day," Allied units may not use regular or strategic movement, may not land at any beachhead hex, and may not attack. Allied units do defend normally.

If the halved and rounded die roll result is a number greater than one, the Blue Point chaos day takes place on Game Turn 1 as described above. Though those severe penalties end for the Allied player at the end of Game Turn 1, during the game turns following (their exact number equalling the rounded Bluepoint die roll result), Allied per-game-turn CP availability is reduced by one.

For example, if the German rolled a nine (divided in half and rounded down to four), the Allied player would be paralyzed on Game Turn 1 and have his CP availability reduced by one CP during each of Game Turns 2, 3 and 4.

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15.8 Allied Aerial Supply

During any supply check step the Allied player may provide aerial supply to any one, two or three units anywhere on the map that would otherwise be OOS. Place the markers atop the selected units; those units' supply status is now normal until the next supply check.

No aerial supply is available during turns great storms are raging or an airborne drop has been made. The Luftwaffe cannot in anyway abort Allied aerial supply.

15.9 British 79th Armored

The British 79th Armored Division was equipped with tanks specially adapted to overcome various defensive and terrain modifiers. Whenever it fires on the attack, all applicable terrain modifiers are decreased by one for it (but not for any other units attacking with it).

15.10 Six-Sided Dice

If you don't have decimal dice and also don't like the chit-pulling, here's a way to get decimalized results using two standard six-sided dice.

Roll both dice and cross-index them on the table below. Notice that the order of the rolls is important. Different colored dice may be used to distinguish first and second rolls, or roll a single die twice.

		First Die Roll					
		1	2	3	4	5	6
Second Die Roll	1	0	0	0	1	1	1
	2	2	2	2	3	3	3
	3	4	4	4	5	5	5
	4	6	6	6	7	7	7
	5	8	8	8	9	9	9
	6	— roll the second die again—					

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D-Elim

Second Front Now!

by Ted S. Raicer

If you want to get the full effect of playing SFN — don't read this! This is a what-if campaign, so if you want to get more of a feel for the uncertainties on both sides, play it once before reading these players' notes. Those more interested in winning than role playing SHAEF and OKW commanders, read on.

The Allies

Don't invade at Pas de Calais. That area is closer to the map edge victory points, but it's also harder to defend if you get hit by a four-our five-turn Blue Point. And it's easier to grab population centers, thus increasing your CP, between Le Havre and the Somme. Of course, invading farther west means more miles to go before you achieve final success, along with the chance of an initial step loss at Dieppe. But there are a number of objectives near at hand, and with luck you'll soon have three or four CP to work with.

Anywhere you land, your campaign is immediately complicated by all those German paratroopers dropping on your beachhead. There's nothing to do but hope for a low roll. If you don't get one, use your limited CP to bring in troops for defense, or on D+5 expect to see panzers pushing for the water's edge.

As in *Victory in Normandy*, you need to expand inland to make room for all those divisions in England. Fortunately there is no bocage here, and at first not a lot of German units. But this isn't June 1944; the Germans will be coming — and in strength. If you don't have a bridgehead with a depth of at least three hexes when the first eastern front forces start arriving, you are in trouble.

Whatever happens, you can expect an attrition battle. As long as you keep increasing your CP allotment to equal your opponent's, you will eventually win. By the time you achieve a breakout, though, you may not have a lot of time left to exploit it. That's the time to use those paratroops (which you so wisely withdrew back to England for timely refitting) to help kick the pursuit into high gear. You can either use them to form an airborne carpet to facilitate the easier advance of your ground-pounders through key sectors, or (more risky) drop them so as to isolate whatever panzer reserve the German has available, so he can't use it to intervene as you begin fanning out across France.

Don't forget to protect your beaches even after a breakout. A German reserve force entering from the South Holding Box can end your campaign fast if you've neglected to cover your right (west) flank.

Finally, you have enough seasoned Americans to lead the main drive; use them for that, leaving the Commonwealth and green Yanks to hold the flanks. There's no way to completely avoid attacking with the British, but remember their blood is precious and US blood isn't. In general, rotate fresh British units into the line to replace reduced ones rather than taking replacements and giving up VP.

The German

If the Allied player lands at Calais, bottle him up with whatever you have then defend to the death every town and city. If you keep his CP level below yours you can win the battle of the build up. You aren't likely to drive him into the sea, but he won't be heading far inland either. (Think of it as the "Anzio Solution.") If he lands on the westerly beaches, the same principles apply — they're just more difficult to carry out.

Always execute Operation Blue Point. Sure, there's a 10 percent chance you'll lose two good divisions to no effect; but there is a 30 percent chance your opponent will be all but paralyzed for four or five days. Whatever delay the paras' sacrifice gains for you, use it to get as many troops as you can to the front, which you should seek to set up as close to the water's edge as possible.

Always withdraw to the Riga-Odessa line in Russia. Look at the Allied order of battle in England; then look at your own order of battle minus the troops available from a shortened Russian front. Also keep in mind the units fro Italy arrive slowly. Unlike 1944, in 1943 OKW simply didn't have the forces at hand necessary to fight a major campaign without heavy and swift reinforcement from the east.

Even more important than troop levels, though, are relative CP levels. Get the army headquarters from Italy into play as soon as possible, and hope for another early HQ arrival from the east. On the map itself, always maneuver and fight so as to limit Allied CP increases for as long as possible. If, say, by Game Turn 20 you have four CP to his three, the Allies are in big trouble.

Use your tactical airpower option sparingly since it costs you victory points. Don't take it if you're not expecting a major Allied offensive during the coming week, or aren't planning any serious attacks of your own. As for Allied strategic air power, simply try to avoid leaving a big stack of panzers in the same front line hex for more than three consecutive days.

Avoid falling into 1944-style defensive passivity. You have, with the east front reinforcements added in, a far more powerful army than in *Victory in Normandy*, along with more CP to use it. Even after an Allied breakout you should have enough units available to ensure his exploitation isn't simply a "bug hunt" (as it sometimes becomes in the parent game). But also remember if you run a campaign completely based on the idea of attrition, fortune will eventually come to favor the Allies. As a last resort, do a rain dance or pray for a lot of storms. ❂

COMMANDER'S CALL
by Ty Bomba

The Game Schedule

Beyond the games you see scheduled below (which means they're either already turned into our office or are being done by Chris Perello or me), I feel confident about the following projects coming in soon: *The Old Contemptibles: The Battles of Mons & La Cateau*, by Ron Bell; *Reds! The Russian Revolution: 1918-1920*, and *Verdun*, by Ted Raicer; *Blood on the Snow: The Cherkassy Pocket; Operation Crusader* and *Cantigny: The AEF's Baptism of Fire*, by John Desch; So *Far From God: With Scott in Mexico*, and *Greasy Grass: Custer's Last Stand*, both by Hans von Stockhausen; *Chancellorsville* and *Kasserine*, both by Chris Perello; *Invasion: Pearl Harbor*, by Adrian McGrath and Chris Smith; and *The Spanish Civil War*, by Javier Romero. Also see the feedback winners' report from hobby edition no. 42 given below.

Book Alert

It's been a while since I used space in this column to make you aware of new books you should read if you want to keep up with the thinking of our republic's military/industrial/political elites (the "strategentsia"?). In the past year or so, however, two new titles have appeared that definitely need to be noted:

Issue Game Schedule

Fischer, David H. *The Great Wave: Price Revolutions and the Rhythms of History.* New York: Oxford Univ. Press, 1996.

Huntington, Samuel P. *The Clash of Civilizations and the Remaking of World Order.* New York: Simon & Schuster, 1996.

The first is a masterful, yet easy to read, macro-economic history of western civilization from the middle ages to today (with an appendix that carries the story back to Hammurabi). I know many of you shy away from economics texts (including me); but this one's easy to read because the author put all the quantitative stuff in appendices, allowing the main narrative to read as smoothly as any well done (make that extremely well done) undergraduate western civilization textbook.

The upshot: if we can get through the next 10 to 20 years, the rest of the 21st century will likely turn out to be a period of amazing and unrivaled economic growth and spreading prosperity (for the survivors).

The second book starts with the ending of the Cold War, going on from there to provide what's easily the most cogent model for understanding the international relations of today, and the next quarter-century or so, that I've read anywhere. This book is so clearly reasoned and informative, after you've read it you'll be able to follow major international developments in the news and say: "Of course! How could anyone not have seen that coming!? It's so obvious, given the cultural grouping they belong to!" (Thanks to long-time *Command* reader Timothy Lee for tipping me to this one.)

The upshot: 1) watch out for China; 2) watch out for Islam (not necessarily in that order).

Progress in Works Dept.

Blood on the Snow
by designer John Desch

Blood on the Snow: The Korsun/Cherkassy Pocket, is moving along nicely. The map is done, and I've been able to fit it all nicely on one standard, small-hex mapsheet. It includes all the battle area and then some.

The only sector not shown is immediately adjacent to the Dniepr River, which witnessed no actual fighting. (I've got a special rule that addresses the entry of those German and Soviet formations arriving from off the north edge of the map.)

The Soviet order of battle is also done. Those units will come with their set up locations already printed on the counters. I'm just waiting for Dirk Blennemann to give me the skinny on the German OoB. (I should have it in a few days.)

Unlike *Wave of Terror*, this game will have zones of control, as the unit density for the Germans is low and the ground relatively more open. I'm toying with the idea of letting armored units of both sides ignore ZOCs as in *Blitzkrieg '40*, but I'll have to see how that goes in playtesting. I'm also thinking about allowing the Soviet player to choose a different sequence on each of his two fronts (at least until they link up), to reflect the different options available to the two commanders and also allow for a three-player game.

Though some kind of movement restrictions (read "the Hitler Rule") will be necessary in order for the pocket to be formed (as otherwise it simply wouldn't have happened), I will keep them to the absolute minimum. Players will thus unavoidably benefit from some historical hindsight, but will be free to commit their own errors as well.

Reds! The Russian Civil War
by designer Ted S. Raicer

This game has evolved from one using point-to-point movement, through an area-movement version, only to end up with a hex map. While the point-to-point system worked well to depict the combat in the east and north, it was less effective in simulating the broad-front advances that took place in the west and south. The area system solved that problem, but it failed to give the proper sense of sweeping movement characterizing the war overall. So, back to hexes.

The map covers the area from Silesia/Pomerania in the west to Omsk in the east, and from Murmansk in the north to Tashkent in the south, at a scale of 65

miles to the hex. Turns are one and two months, with intervening strategic turns, similar to TGWiE, after every three operational turns. Play runs from August 1918 to December 1920.

Units are mostly armies, with some corps and divisions (the terms were used loosely by both sides). Combat units have constant "manpower/size" ratings, but a variable combat strength similar to the "volatile" combat strengths used in *Blitz '40*.

The combat system is based on the old SPI *World War I* folio game, in which resource points are given up to satisfy attrition losses. The system also easily represents the massive losses from desertion that followed defeats. The Bolsheviks have an advantage here in that they're able to draw from a central pool of RP, while each of the six main groups of anti-Bolshevik Whites can only draw on their own, more limited, individual resource pools. Unlike the earlier folio game, however, this combat results table has "disruptions" as well, which can work to reduce step strength or entirely eliminate embattled units, regardless of the number of RPs the player has.

The sequence of play is chaotic, with each side randomly drawing chits ("factional" for the Whites, "fronts" for the Reds) to activate their forces. The player with the initiative (determined by a die roll subject to various modifiers) gets to knowingly select the first chit to be played each turn. The player with the initiative also gets to roll on his side's random events table. They include reinforcement by armored train, tank, air and river flotilla units.

There are also rules for: Red front commanders, Trotsky, the Imperial gold (which begins the game under communist control in Kazan, but is only weakly guarded there), partisan uprisings, Allied intervention forces and war with Poland. The full game can take a long day, but shorter scenarios playable in about two to three hours will be provided.

I recently had the chance to playtest *Reds* with Ty, and we both were pleased with the high level of action in the game. As Ty pointed out, how many games are there where you can be fighting in the Urals, the Caucasus, the Baltic, Arctic Russia and Central Asia, on the defense in some areas and attacking in others, all at the same time!

Feedback Results From #42

We had a strong crop of new game proposals in hobby edition no. 42, and your voting was about as generous as I ever

remember it to have been. Out of the seven game proposals we printed, five came in winners: *Highway to Hell: Operation Market Garden* - 6.49; *War Plan Orange: The Evolution of US Naval Strategy, 1908-1945* - 6.92; *On to Berlin* - 6.51; *Royal Tank Corps: The Battle of Cambrai* - 6.28; and *Death of an Army: First Ypres* - 6.30. The also-rans were: *The Spanish Civil War Quadrigame* - 6.04; and *Blitzkrieg 2000* - 5.32. Contracts have been offered and accepted by all the winners; watch here for future "progress in works" reports.

In the "Second Thoughts" survey, you reevaluated the games from hobby edition no. 40 this way (first survey result/second survey result): *Buena Vista* overall - 7.00/6.63; map - 6.78/6.51; counters - 7.78/7.69; rules clarity & completeness - 7.20/6.85. You estimated *Buena Vista's* complexity at 5.00, after having played it to completion an average of 2.26 times, taking 3.25 hours to do so each time. On playbalance, 30 percent would offer no opinion. That left seven percent to claim the Mexican side is the heavily favored one, along with another 13 percent who claim they're only slightly favored. Fourteen percent perceive the game as balanced. Twenty-four percent say the Americans are slightly favored to win, and 12 percent say that side is heavily favored. Seventy-four percent felt the game was a good choice for inclusion in the magazine; 26 percent disagreed.

Moscow Burning overall - 6.96/6.75; map - 5.52/6.07; counters - 6.52/6.63; rules clarity & completeness - 6.97/6.85. You estimated MB's complexity as 4.25 after playing it to completion 2.51 times, taking 2.20 hours to do so each time. Twenty percent would offer no opinion on play balance, leaving four and five percent who say the Whites are heavily and slightly favored to win, respectively. Fifty-three percent testified it's an even-up contest; leaving 10 and eight percent to claim the Reds are the slightly and heavily favored side, respectively (maybe because of a perceived first-move advantage?). Seventy-three percent said MB was a good choice for the magazine; 27 percent disagreed.

Interestingly about *Moscow Burning*, the phone, fax and letter feedback on the game has been entirely positive. Uniquely, we've heard from several hobby subscribers who've told us the womenfolk in their lives (wives, daughters, girlfriends) have actually played and enjoyed the game.

You rated the contents of hobby edition no. 42 this way: *Shiloh* game overall - 6.92; map - 6.97; counters - 6.67; rules clarity & completeness - 6.75; *Blitzkrieg '40* game

overall - 7.74 (!); map - 6.92; counters - 6.65; rules clarity & completeness - 7.42; Commander's Call - 6.27; Chrisfire - 6.12; Hobby Edition No. 42 overall - 7.17. Forty-two percent thought hobby edition no. 42 superior to no. 41; eight percent asserted the opposite; 34 percent claimed the two issues were of about equal worth, and 16 percent would offer no opinion on the question.

I also asked three general survey question that issue. The average figure for the amount of wargaming you now do solitaire has climbed to an astounding 65 percent. That's up from about 29 percent when I asked the question shortly after we founded XTR. And you now claim to indulge in about 5.75 hours of wargaming each week. That's also down slightly, I seem to remember, from about 6.0 hours per week reported when I asked that question earlier.

Those numbers reinforce my belief board wargaming hasn't suffered further overall manpower shrinkage in the 1990s so much as it's "atomized." That is, I feel most of you are now leading lives in which the vast majority of your time is totally occupied with family and/or work, leaving little room for associations outside those areas. Remember all those gaming buddies you had back in college and your early twenties? Ah, where are they now, eh? If you've got children, you can't pry them away from in front of their video games, and the guys at work are mostly military history know-nothings who wouldn't know a pincer from a panzer, right?

More optimistically, only eight percent of you reported you still refuse to play any kind of alternative history game. That means we've about cut that figure in half since we first started publishing such titles. Given how hard it is to actually change opinions — any opinions — I'll look on that as no small accomplishment.

Main Magazine Feedback

You rated the contents of issue no. 42's main magazine this way, ranked from highest to lowest:

Blitzkrieg 1940 - 7.48
The Ground War in Holland - 7.28
Issue No. 42 overall - 7.16
Issue No. 42's cover - 6.82
The Rivals - 6.70
To Sow the Wind - 6.62
Shiloh - 6.54
The French in Mexico - 6.36
Short Rounds - 6.19

Twenty-five percent thought the magazine portion of issue no. 42 was superior

to that of issue no. 41; 17 percent held the opposite view, leaving 47 percent maintaining the two were of about equal worth. Eleven percent declined to offer an opinion on the question.

The Feedback Loop

Please use the combined newsstand/hobby edition feedback card to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) on the corresponding spaces on the postcard. If it's a rating question, "0" means "Don't publish this game under any circumstances;" or "This article was so uninteresting I didn't even read it!" From there, each higher number indicates a slightly more favorable opinion, until you get to "9," which means: "This game idea is top-notch; please publish this game as soon as possible!" Or: "This article couldn't have been any better!" In yes/no questions, "1" means "yes," and "2" means "no," and "0" means "no opinion," or "not applicable."

Next issue we'll present the feedback results from issue no. 43. To be counted in the voting on this issue, your card must reach us by 15 September.

New Game Proposals

1. The Battle of Jarama. The Nationalist failure in the first months of the Spanish Civil War led their high command to plan a number of operations based on the alternative strategy of cutting the capital off from the rest of Republican Spain. The Battle of Jarama resulted from the largest of those operations. It was also the first time the famous International Brigades were used en masse.

The battle began on 6 February 1937, with a total of 20,000 high caliber Nationalist troops, divided into five mobile brigades, attacking half as many Republican troops. The attack was made along a front of 10.5 miles. The progress of the battle can be divided into three phases each of about a week's duration.

In the first week, Nationalist forces advanced to a depth of seven miles. Republican outposts were overwhelmed, but not before putting up desperate resistance. In the second week, the Nationalist attack made progress more slowly, and the road between Valencia and Madrid was cut. At the end of that stage the Republicans, who'd been on the defensive, had arrayed on a continuous front four of their five International Brigades, including one British battalion. That formation bore the brunt of a strong Nationalist attack on 12 February, which resulted in such casualties by the end of the day only 225 men out of the original 600 were still fighting.

The third and final phase began on 17 February, when the reorganized Republican forces, after having won command of the air, began a series of counterattacks along the length of the front. In the north, with the support of Soviet tanks and heavy artillery, they achieved success, driving the Nationalists back across the Valencia road. In the center the outcome was not as decisive, though it was bloody. In one day, 24 February, Republican troops won and lost the heights of Pingarron three times. Nevertheless, the day ended with Pingarron in Nationalist hands, where it was destined to remain for the rest of the war.

It was at Jarama, in those valiant and costly attacks, that the US Abraham Lincoln Battalion first went into combat. Its ranks were almost exclusively made up of young men who had no experience of war and little military training. The most important attack made by the battalion was on the 27th. It lacked artillery support and the losses were grievous: 120 killed and 175 wounded.

Neither side could claim decisive victory in the Battle of Jarama, but at great costs to both sides Nationalist aims had been frustrated. It's generally accepted both Nationalist and Republican losses (20,000 and 25,000, respectively) were of the most committed men the two sides could field.

The game will include mechanics to reflect the value of high ground, entrenchment, tanks, command of the air, and the difficulty of units being able to fight effectively when involved in combat continuously over time. It will also address the high degree of moral commitment by the troops and the command of both sides that led to the high casualties.

The major sources of the game will come from the extensive and detailed military histories of the Spanish Civil War that are still available only in that language. They will be supplement by the many eye-witness accounts available in English.

The game will have three objectives: 1) first, to be a true historical rendition of the battle; 2) it will keep within accepted rules and systems for wargames, while also providing new ways to deal with the generally underdeveloped area of unit fatigue and effectiveness over time; and 3) it will not be complicated and will be playable within three hours.

Each game turn will equal one full day. The hex scale will be about two-thirds of a mile (one kilometer), and one combat strength point will generally equate to one regular company. The playing area of the map will be 27x20 inches, and there will be about 200 half-inch units. Complexity will be about 4.5, for the magazine by William Renehan.

2. Unvexed to the Sea. The Civil War campaign to control the Mississippi River was unique in naval warfare. Two navies battled fiercely in the confined, but extensive, river system of the Mississippi and its tributaries. Whole fleets were constructed expressly for the unusual conditions of river war, and ironclads were ordered even before the battle was fought between the Monitor and Merrimac. UttS will cover this intense struggle on a tactical level, with a new ship-to-ship system emphasizing the importance of critical hits and catastrophic damage in determining the outcome of naval combat during this era, rather than the attritional models used in previous designs. Special rules will cover leadership, morale and the hazards of river navigation. Weapons rules will cover all the usual, plus "torpedoes" (now called mines), forts and river obstructions. The ships will include vessels from the Confederate River Defense Fleet, the Louisiana State Navy, the US Navy's Gulf Squadron, Ellets Rams, Eads Ironclads and more. The scenarios will include: Palmyra Island, the CSS Arkansas, Forts Henry and Donelson, Plum Point, Memphis, New Orleans, Arkansas Post, Port Hudson and Island No. 10. The game will have one 34x22 large-hex map, about 352 large and small counters, and a complexity of about 4.5. It will be for the magazine, by Seth Owen.

3. Manila: Pearl of the Orient. By 2 February 1945, US forces commanded by Gen. Douglas MacArthur had encircled the city of Manila. He then ordered Maj. Gen. Verne D. Mudge, commander of 1st Cavalry Division, to "go to Manila, go around the Nips, bounce off the Nips, but go to Manila."

The resultant city fighting was comparable in intensity to that of Warsaw and Stalingrad. Japanese Adm. Iwabuchi's 20,000 naval infantry and Gen. Yokoyama's 4,000 soldiers did not yield an inch of the city without a fight. The Japanese turned Manila into a fortress in which they were prepared to fight to the death. The US 37th Infantry, 1st Cavalry and 11th Airborne Divisions were given the tough assignment of defeating them. The American advance had to be rapid in order to liberate the POWs being held at Santo Tomas and Manila Universities before the Japanese could execute them. And it wasn't until 12 February that MacArthur relented and allowed the use of heavy artillery to support the advance.

The Japanese Naval defense force also tried to break out in order to link up with the Simbu Group to the east. Once that effort was stopped, the Japanese knew their fate was sealed; so they began a complete scorched earth policy, blowing up buildings, killing civilians and destroying everything in their path. By mid-February the entire city had been turned into a smoking ruin by artillery duels. Intramuros and Fort Santiago were the last Japanese strongholds, and the fighting to take those fortresses was hand-to-hand with flamethrowers. By the 27th, Manila had been liberated as well as wrecked.

MPO will be a two-player game, with the Japanese fighting desperately to hold every hex of Manila for as many turns as possible. The Japanese player gains victory points for: 1) US step losses; 2) Japanese unit breakouts; 3) scorched earth measures; 4) holding important geographic objectives; and 5) having units remaining inside Manila past 26 February.

The American is sure to liberate Manila, but to win the game he must do it more quickly than MacArthur did in the real campaign. The US player wins VP by: 1) freeing POWs; 2) taking all of Manila before 26 February; 3) securing 10 objective hexes according to a pre-set timetable. The American player can also lose VP, whereas the Japanese player can't. The US player loses VP for: 1) losing a previously secured objective hex to Japanese counterattack; 2) causing civilian casualties; 3) calling in airstrikes and heavy artillery prior to 12 February.

American units will be battalions and companies; Japanese units will be mostly companies, along with some death squads and snipers. Most units will be two-steppers, except for US battalions, which will each have four steps (352 units, total). There will be one 34x22" large-hex map scaled to .62 miles (one kilometer) per hex. Game turns will equal one day, for a total of 25 turns from 2 through 26 February.

The combat system will be a savage, show-no-mercy affair, with combat results that include: elimination, burned alive, crushed, napalmed, and massacred. It will also take into account hand-to-hand combat, direct and indirect fire, snipers and banzai attacks. There will also be random event chits covering such things as: unauthorized airstrikes, mandatory withdrawals, reinforcements, out of control fires, the death of Adm. Iwabuchi, unit surrenders, fanatic attacks, immediate counterattacks, POW massacres and friendly fire. Other special rules will cover: disruption due to snipers, flamethrowers, arson, fatigue, rest, probing, fortresses, and "No Retreat" orders.

The game will be playable in three to four hours, with a complexity level of about 4.5. For the magazine, by Matt Brooks.

4. Howlin' Mad at Saipan. The first waves of US Marines went ashore on Saipan on 15 June 1944, under command of Lt. Gen. Holland "Howlin' Mad" Smith. The entire US ground force was made up of the 2nd and 4th Marine Divisions, along with the Army's 27th Infantry Division. The Japanese 43rd Infantry, and 6,000 of their naval personal drew the harsh assignment of defending the island.

HMS will be company-level, two-player game covering the entire Saipan campaign, with the US player attempting to win by beating the historical liberation date of 6 July (22 daily game turns). There will be one 34x22" large-hex map scaled to .62 miles (one kilometer) per hex, and about 352 units. There will be random events and special rules covering: search, probe, tunnels, rockets, fortifications, hand-to-hand combat, "normal" banzai charges as well as Gyokusai mass-suicide attacks, naval and air support, fatigue, rest and supply. Complexity will be about 4.5, and the game will be playable in three to four hours. For the magazine, by Matt Brooks.

Second Thoughts Survey

Reevaluate the games from #42.

5. *Shiloh* game overall
6. Map
7. Counters
8. Rules Clarity & Completeness
9. Estimate *Shiloh's* complexity from 1 (simple) to 9 (hyper-complex).

10. How many times have you played *Shiloh* to completion (0-haven't finished one yet; 1-once; 2-twice, etc.)?

11. How long does it take to play *Shiloh* to completion (0-can't say; 1-one hour; 2-two hours, etc.)?

12. Which side is favored to win more often when *Shiloh* is played by opponents of roughly equal skill?
   0-No opinion, or can't say.
   1-The Confederates are heavily favored.
   2-The Confederates are slightly favored.
   3-The game is evenly balanced.
   4-The Union is slightly favored.
   5-The Union is heavily favored.

13. Was *Shiloh* a good choice for inclusion in the hobby edition (1-yes; 2-no)?

14. *Blitzkrieg '40* game overall

15. Map

16. Counters

17. Rules Clarity & Completeness

18. Estimate *B40's* complexity from 1 (simple) to 9 (hyper-complex).

19. How many times have you played *B40's* 1939 to completion (0-haven't finished one yet; 1-once; 2-twice, etc.)?

20. How long does it take to play *B40's* 1939 scenario to completion (0-can't say; 1-one hour; 2-two hours, etc.)?

21. How many times have you played *B40's* 1940 scenario to completion (0-haven't finished one yet; 1-once; 2-twice, etc.)?

22. How long does it take to play *B40's* 1940 scenario to completion (0-can't say; 1-one hour; 2-two hours, etc.)?

23. Which side is favored to win more often when the 1939 scenario of *B40* is played by opponents of roughly equal skill?
   0-No opinion, or can't say.
   1-The Germans are heavily favored.
   2-The Germans are slightly favored.
   3-The game is evenly balanced.
   4-The Allies are slightly favored.
   5-The Allies are heavily favored.

24. Which side is favored to win more often when the 1940 scenario of *B40* is played by opponents of roughly equal skill?
   0-No opinion, or can't say.
   1-The Germans are heavily favored.
   2-The Germans are slightly favored.
   3-The game is evenly balanced.
   4-The Allies are slightly favored.
   5-The Allies are heavily favored.

25. Was *B40* a good choice for inclusion in the hobby edition (1-yes; 2-no)?

This Issue

Rate the contents of hobby #44.

26. *Second Front Now!* game overall
27. Map
28. Counters
29. Rules Clarity & Completeness
30. *Dark Victory: The Alamo* game overall
31. Map
32. Counters
33. Rules Clarity & Completeness
34. Commander's Call
35. *Second Front Now!* D-Elim
36. Hobby Edition No. 44 overall
37. Was this issue of the hobby edition better than the previous one (0-no opinion or can't say; 1=yes; 2=no; 3=the two issues were of about equal worth)?

Rate the articles found in the main magazine portion of issue no. 44.

38. Short Rounds
39. Second Front Now!
40. The Battle of Borodino
41. To Hell with Monty!
42. The Battle of Hattin
43. Crusader Castles
44. The Syracuse Expedition
45. Issue 44's cover art ✪

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DARK VICTORY

This is a supplement to Command #44

GAME TURN

MEXICAN COLUMN 4 LOSSES

MEXICAN COLUMN 3 LOSSES

MEXICAN COLUMN 2 LOSSES

MEXICAN COLUMN 1 LOSSES

MEXICAN LOSSES

ALMONTE · MORALES · MINON · BATRES · AMAT · BRINGAS · VEGA · AMPUDIA · SALVA

TRAVIS · BOWIE · CROCKETT · BAUGH · DKRSN · EVANS · CMPBLL · CAREY · BLAZEBY · JONES · BAKER · MARTIN · KIMBLE · MARTIN · PATTON · FORSYTH · HRRSN · WHITE

6 PDR · 4 PDR · 4 PDR · 18 PDR · 12 PDR · 8 PDR · 8 PDR · 8 PDR · 8 PDR

COS · MORA · URUNUELA · AMADOR · CSTRLLN · DUQUE · GONZALEZ · SALAS · ROMERO

						OPEN	OPEN	OPEN	OPEN
OPEN	OPEN	OPEN	OPEN	OPEN	OPEN	OPEN	OPEN	OPEN	OPEN
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This is a supplement to Command #44

FIRED FIRED FIRED

FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED

FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED

FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED

FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED

FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED

FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED FIRED

DARK VICTORY
THE BATTLE OF THE ALAMO

Wall

First Floor | Second Floor

Adobe Quarters

Long Barracks Second Floor

Long Barracks

West Wall Quarters

N

21 FT

Main Gate

Low Barracks

Chapel
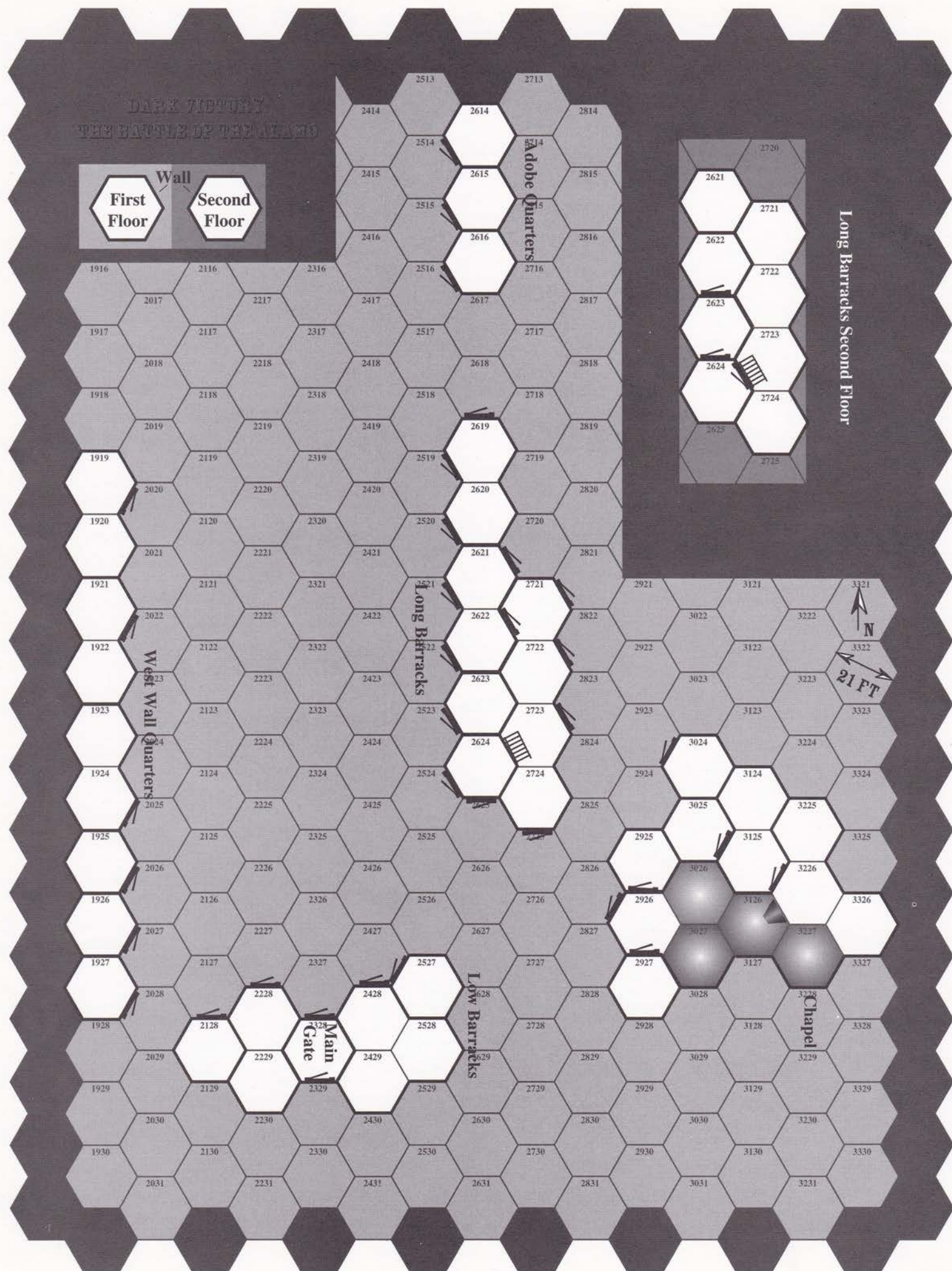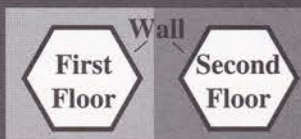
DARK VICTORY

THE BATTLE OF THE ALAMO

TERRAIN EFFECTS CHART

Terrain Type	Movement Cost	Maximum Stacking	Fire Combat Defense Bonus	Melee Combat Defense Bonus
Clear Ground Level	1	8	0	0
Intermediate Ground Level	1	4	0	0
High Ground Level	1	4	0	0
Rooms (Interior Map)	1	4	0	0
Staircases	+6	4*	0	0
Doors	see 9.6ff	see 6.4	-6, see 10.10	+3, see 9.7
High Wall Hexsides	via Doors, Stairs & Ramps Only (see 9.11ff)	NE	-4	+4
Intermediate Wall Hexsides	Entire AF or +8 with Ladder	NE	-4	+4
Low Wall Hexsides	+6	NE	-2	+2
Ramps	1	8	0	0
Creek Bed	2	8	-2	0
Trenches	2	8	-2	0
Outer Works	6	8	0	0
Mud	6	8	0	0

NE = No Effect. Stacking limits are determined by in-hex, not hexside, terrain.

* = In the case of the exterior staircase in 2824, up to eight stacking points may be in the hex, but no more than four stacking points may ascend, descend or melee via the stairs per phase.

2644 2643 2642 2641 2640 2639 2638 2637 2636 2635

2743 2742 2741 2740 2739 2738 2737 2736 2735

2844 2843 2842 2841 2840 2839 2838 2837 2836 2835

2943 2942 2941 2940 2939 2938 2937 2936 2935

3044 3043 3042 3041 3040 3039 3038 3037 3036 3035

3143 3142 3141 3140 3139 3138 3137 3136 3135

3244 3243 3242 3241 3240 3239 3238 3237 3236 3235

3343 3342 3341 3340 3339 3338 3337 3336 3335

3444 3443 3442 3441 3440 3439 3438 3437 3436 3435

3543 3542 3541 350440 3539 3538 3537 3536 3535

4 3644 3643 3642 3641 3640 3639 3638 3637 3636 3635

4 3743 3742 3741 3740 3739 3738 3737 3736 3735

4 3844 3843 3842 3841 3840 3839 3838 3837 3836 3835

4 3943 3942 3941 3940 3939 3938 3937 3936 3935

4 4044 4043 4042 4041 4040 4039 4038 4037 4036 4035

4 4143 4142 4141 4140 4139 4138 4137 4136 4135

4 4244 4243 4242 4241 4240 4239 4238 4237 4236 4235

DARK VICTORY: THE BATTLE OF THE ALAMO

Design by: Dennis Bishop
Map Art: Beth Queman
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Main Map

Legend:
- Trees
- 4
- Creekbed
- Mexican Entry Hex
- Flag Hex
- Mud
- Special Interior/Exterior Hex
- Trench
- Low Wall Hexside / Ground-level
- Door
- Exterior Door
- Exterior Ramp
- Intermediate Wall Hexside / Intermediate-level
- Staircase
- High Wall Hexside / High-Level

Hex grid numbers:

1038 1037 1036 1035
1137 1136 1135
1238 1237 1236 1235
1337 1336 1335
1438 1437 1436 1435
1537 1536 1535
1638 1637 1636 1635
1737 1736 1735
1838 1837 1836 1835
1938 1937 1936 1935
2038 2037 2036 2035
1943 1942 1941 1940 1939
2044 2043 2042 2041 2040 2039 2038 2037 2036 2035
2143 2142 2141 2140 2139 2138 2137 2136 2135
2244 2243 2242 2241 2240 2239 2238 2237 2236 2235
2343 2342 2341 2340 2339 2338 2337 2336 2335
2444 2443 2442 2441 2440 2439 2438 2437 2436 2435
2543 2542 2541 2540 2539 2538 2537 2536 2535
26 26 26 26 26 26

Courtyard

Chapel

Long Barracks

Adobe Quarters

Horse Corral

Cattle Pen

2

2600 2601 2602 2603 2604 2605 2606 2607 2608 2609 2610

2700 2701 2702 2703 2704 2705 2706 2707 2708 2709 2710

2 2801 2802 2803 2804 2805 2806 2807 2808 2809 2810

2 2901 2902 2903 2904 2905 2906 2907 2908 2909 2910

2 3001 3002 3003 3004 3005 3006 3007 3008 3009 3010

2 3101 3102 3103 3104 3105 3106 3107 3108 3109 3110

3200 3201 3202 3203 3204 3205 3206 3207 3208 3209 3210

3300 3301 3302 3303 3304 3305 3306 3307 3308 3309 3310

3400 3401 3402 3403 3404 3405 3406 3407 3408 3409 3410

3500 3501 3502 3503 3504 3505 3506 3507 3508 3509 3510

3600 3601 3602 3603 3604 3605 3606 3607 3608 3609 3610

R 3701 3702 3703 3704 3705 3706 3707 3708 3709 3710

R 3801 3802 3803 3804 3805 3806 3807 3808 3809 3810

R 3901 3902 3903 3904 3905 3906 3907 3908 3909 3910

R 4001 4002 4003 4004 4005 4006 4007 4008 4009 4010

R 4101 4102 4103 4104 4105 4106 4107 4108 4109 4110

R 4201 4202 4203 4204 4205 4206 4207 4208 4209 4210

Hex grid map with the following hex numbers (partial rows, read in columns):

2600 2601 2602 2603 2604 2605 2606 2607 2608 2609 2610

2500 2501 2502 2503 2504 2505 2506 2507 2508 2509

2400 2401 2402 2403 2404 2405 2406 2407 2408 2409 2410

2300 2301 2302 2303 2304 2305 2306 2307 2308 2309

2200 2201 2202 2203 2204 2205 2206 2207 2208 2209 2210

2100 2101 2102 2103 2104 2105 2106 2107 2108 2109

2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010

1900 1901 1902 1903 1904 1905 1906 1907 1908 1909

1800 1801 1802 1803 1804 1805 1806 1807 1808 1809 1810

1700 1701 1702 1703 1704 1705 1706 1707 1708 1709

1600 1601 1602 1603 1604 1605 1606 1607 1608 1609 1610

1500 1501 1502 1503 1504 1505 1506 1507 1508 1509

1400 1401 1402 1403 1404 1405 1406 1407 1408 1409 1410

1300 1301 1302 1303 1304 1305 1306 1307 1308 1309

1200 1201 1202 1203 1204 1205 1206 1207 1208 1209 1210

1100 1101 1102 1103 1104 1105 1106 1107 1108 1109

1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010

Highlighted hexes (blue) with marker "1": 1800, 1700, 1600, 1500

Compass marked **N**, with "FLT"

Second Front Now

Americans

British Commonwealth

Untried Americans

Counter sheet (values — unit ID)

Green (top) section:

- 4-4-3 — 4
- 5-5-3 — 3
- 4-4-3 — 2F
- 5-5-3 — 2
- 4-4-3 — 1F
- 5-5-3 — 1
- 4-4-3 — 11
- 4-4-3 — 10
- 4-4-3 — 9P
- 4-4-3 — 8
- 4-4-3 — 7
- 4-4-3 — 6
- 4-4-3 — 14
- 4-4-3 — 13
- 4-4-3 — 12
- 4-4-3 — 5F
- 3-4-2 — 3
- 3-4-2 — 2FM
- 3-4-2 — 2
- 3-4-2 — 1F
- 3-4-2 — 1
- 3-4-2 — 4FM
- 3-4-2 — 4
- 3-4-2 — 3FA
- 3-4-2 — 10
- 3-4-2 — 9FC
- 3-4-2 — 9
- 3-4-2 — 8
- 3-4-2 — 5
- 3-4-2 — 45
- 3-4-2 — 36
- 3-4-2 — 35
- 3-4-2 — 34
- 3-4-2 — 30
- 3-4-2 — 29
- 3-4-2 — 28
- 3-4-2 — 26
- 3-4-2 — 80
- 3-4-2 — 79
- 3-4-2 — 78
- 3-4-2 — 76
- 3-4-2 — 75
- 3-4-2 — 69
- 3-4-2 — 66
- 3-4-2 — 63
- 3-4-2 — 90
- 3-4-2 — 106
- 3-4-2 — 89
- 3-4-2 — 88
- 3-4-2 — 85
- 3-4-2 — 84
- 3-4-2 — 92
- 3-4-2 — 91
- 1-3-1 — 101
- 3-4-2 — 100
- 3-4-2 — 99
- 3-4-2 — 97
- 3-4-2 — 95
- 3-4-2 — 104
- 3-4-2 — 103
- 3-4-2 — 102
- 1-3-1 — 82

Tan (bottom) section:

- 4-4-3 — 10
- 4-4-3 — 9
- 4-4-3 — 8
- 4-4-3 — 6
- 4-4-3 — 5C
- 4-4-3 — 4C
- 4-4-3 — 1P
- 4-4-3 — GD
- 3-4-2 — 2C
- 3-4-2 — 1C
- 3-4-2 — 1
- 1-3-1 — 1
- 2-3-2 — B/N
- 4*-4*-3 — 79
- 3-4-2 — 38
- 3-4-2 — 15
- 1-3-1 — 6
- 3-4-2 — 5P
- 3-4-2 — 4
- 3-4-2 — 3P
- 3-4-2 — 3C
- 3-4-2 — 50
- 3-4-2 — 49
- 3-4-2 — 48
- 3-4-2 — 47
- 3-4-2 — 46
- 3-4-2 — 45
- 3-4-2 — 44
- 3-4-2 — 43
- 3-4-2 — 61
- 3-4-2 — 59
- 3-4-2 — 56
- 3-4-2 — 55
- 3-4-2 — 54
- 3-4-2 — 53
- 3-4-2 — 52
- 3-4-2 — 51
- 3-4-2 — 76
- 3-4-2 — 77
- 3-4-2 — 78
- 3-4-2 — 80

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Second Front Now

Germans

Strike North Errata

REPS | REPS | REPS | REPS | REPS

ATTACK

SOS

VP X10

VP X1

Counter sheet (military unit counters)

Top-left section:

- R xx — 3-8 HG
- R xx — 3-4 ▲ 2
- R xx — 3-4 ▲ 1
- xx — 2-4 ▲ 1
- 1 — 24G

Upper teal grid:

1-2-1 712	2-3-1 376	1-2-1 343	2-3-1 299
1-2-1 711	2-3-1 371	1-2-1 338	2-3-1 296
1-2-1 709	2-3-1 356	1-2-1 334	2-3-1 292
1-2-1 708	2-3-1 349	1-2-1 331	2-3-1 278
1-2-1 416	2-3-1 348	1-2-1 326	1-2-1 267
1-2-1 719	2-3-1 389	1-2-1 347	1-2-0 325	1-2-1 266
1-2-1 716	2-3-1 384	1-2-1 346	1-2-1 319	1-2-1 265
1-2-1 715	2-3-1 383	1-2-1 344	1-2-1 305	1-2-1 264

Lower teal grid:

1-2-1 260	1-2-1 189	1-2-1 148	2-3-1 70	1-2-1 18LW	3-4-1 3	1-2-0 CA
1-2-1 253	1-2-1 182	2-3-1 134	2-3-1 65	4-5-2 17 ∫∫	3-4-1 2	1-2-0 BO
1-2-1 245	1-2-1 171	2-3-1 131	3-4-2 60	1-2-1 17LW	3-4-1 1	
1-2-1 244	1-2-1 165	2-3-1 95	2-3-1 45	1-2-1 16LW		
1-2-1 243	1-2-1 159	2-3-1 94	2-3-1 44	3-4-2 15		
1-2-1 242	1-2-1 158	2-3-1 87	3-4-2 29	2-3-1 14		
1-2-1 216	1-2-1 157	2-3-1 76	2-3-2 20/30	3-4-1 5	1-2-0 LH	
1-2-1 191	1-2-1 156	2-3-1 71	1-2-1 19LW	3-4-2 2	1-2-0 DU	

Black (armored) counters:

5-5-2 25	5-5-2 13	5-5-2 4	6-6-2 GD
5-5-2 24	6-6-2 12 ∫∫	5-5-2 3	+1
5-5-2 21	5-5-2 12	5-5-2 2	
5-5-2 19	6-6-2 10 ∫∫	7-7-2 ∫∫ T	
3-3-2 273	6-6-2 9 ∫∫	7-7-2 ∫∫ W	
3-3-2 179	5-5-2 18	7-7-2 ∫∫ R	
3-3-2 155	5-5-2 17	7-7-2 ∫∫ L	
5-5-2 26	4-4-2 16	6-6-2 HG	
	5-5-2 6		
	5-5-2 5		
	4-4-2 14		

Second Front Now

Turn Record Sheet
D-Day, 1 September 1943

Date	Game Turn D+	Replacements Ger	US	Cmn	Notes	Date	Game Turn D+	Replacements Ger	US	Cmn	Notes
2 Sep	1	0	0	0	Bluepoint	12 Oct	41	0	0	0	-
3 Sep	2	0	0	0	-	13 Oct	42	0	0	0	-
4 Sep	3	0	0	0	-	14 Oct	43	0	0	0	-
5 Sep	4	0	0	0	-	15 Oct	44	0	0	0	-
6 Sep	5	0	1	1	Air/It	16 Oct	45	1	1	1	Air/Rus/It/Storm
7 Sep	6	0	0	0	-	17 Oct	46	0	0	0	-
8 Sep	7	0	0	0	-	18 Oct	47	0	0	0	-
9 Sep	8	0	0	0	-	19 Oct	48	0	0	0	-
10 Sep	9	0	0	0	-	20 Oct	49	0	0	0	-
11 Sep	10	1	2	1	Air/It/Storm	21 Oct	50	1	2	1	Air/Rus/It/Storm
12 Sep	11	0	0	0	-	22 Oct	51	0	0	0	-
13 Sep	12	0	0	0	-	23 Oct	52	0	0	0	-
14 Sep	13	0	0	0	-	24 Oct	53	0	0	0	-
15 Sep	14	0	0	0	-	25 Oct	54	0	0	0	-
16 Sep	15	0	1	1	Air/It/Storm	26 Oct	55	1	1	1	Air/Rus/It/Storm
17 Sep	16	0	0	0	-	27 Oct	56	0	0	0	-
18 Sep	17	0	0	0	-	28 Oct	57	0	0	0	-
19 Sep	18	0	0	0	-	29 Oct	58	0	0	0	-
20 Sep	19	0	0	0	-	30 Oct	59	0	0	0	-
21 Sep	20	1	2	1	Air/Rus/It/Storm	31 Oct	60	1	2	1	Air/Rus/It/Storm
22 Sep	21	0	0	0	-	1 Nov	61	0	0	0	-
23 Sep	22	0	0	0	-	2 Nov	62	0	0	0	-
24 Sep	23	0	0	0	-	3 Nov	63	0	0	0	-
25 Sep	24	0	0	0	-	4 Nov	64	0	0	0	-
26 Sep	25	1	1	1	Air/Rus/It/Storm	5 Nov	65	1	1	1	Air/Rus/It/Storm
27 Sep	26	0	0	0	-	6 Nov	66	0	0	0	-
28 Sep	27	0	0	0	-	7 Nov	67	0	0	0	-
29 Sep	28	0	0	0	-	8 Nov	68	0	0	0	-
30 Sep	29	0	0	0	-	9 Nov	69	0	0	0	-
1 Oct	30	1	2	1	Air/Rus/It/Storm	10 Nov	70	1	2	1	Air/Rus/It/Storm
2 Oct	31	0	0	0	-	11 Nov	71	0	0	0	-
3 Oct	32	0	0	0	-	12 Nov	72	0	0	0	-
4 Oct	33	0	0	0	-	13 Nov	73	0	0	0	-
5 Oct	34	0	0	0	-	14 Nov	74	0	0	0	-
6 Oct	35	1	1	1	Air/Rus/It/Storm	15 Nov	75	1	1	1	Air/Rus/It/Storm
7 Oct	36	0	0	0	-	16 Nov	76	0	0	0	-
8 Oct	37	0	0	0	-	17 Nov	77	0	0	0	-
9 Oct	38	0	0	0	-	18 Nov	78	0	0	0	-
10 Oct	39	0	0	0	-	19 Nov	79	0	0	0	-
11 Oct	40	1	2	2	Air/Rus/It/Storm	20 Nov	80	1	2	2	Air/Rus/It

TERRAIN KEY

		Armor in Attack ▼	Non-Armor in Attack ▼
Clear	River	-0	-0
River		-1	-0
Hills	Major River	-1	-2
Forest		-2	-2
		-1	-2
City VP hex		-1	-2
Marsh	International Border Fortress	-2	-3
		-2	-3
Breakout Line Beach		-0	-0
All-Sea		-0	-0

NOTES:

A. +1 MP to cross Major River

B. No movement or attacks across All-Sea Hexes

BATTLE BOARD

Germans

| LGAS | ● | |
| | | |

Allied

| | | |
| NTF | ● | SAF |

OOS DESTROYED ALLIED UNITS

Le Havre

Fécamp

Dieppe

Boulog...

UTAH · OMAHA · JUNO · GOLD · SWORD

Orléans

Melun

PARIS

Rouen

Loire R.

Seine R.

Oise R.

FRANCE

Column ...14 (top): 2214, 2414, 2614, 2814, 3014, 3214, 3414

Column ...15: 2314, 2514, 2714, 2914, 3114, 3314 — **1**

2215, 2415, 2615, 2815, 3015, 3215, 3415 — **1**

2315, 2515, 2715, 2915, 3115, 3315 — **1**

2216, 2416, 2616, 2816, 3016, 3216, 3416 — **1**

2316, 2516, 2716, 2916, 3116, 3316 — **1**

2217, 2417, 2617, 2817, 3017, 3217, 3417 — **1**

Aisne R.

2317, 2517, 2717, 2917, 3117, 3317 — **1**

1 Compiègne

2218, 2418, 2618, 2818, 3018, 3219, 3418 — **1**

2318, 2518, 2718, 2818 — **1** Soissons, 2918, 3118, 3318 — **1**

2219, 2419, 2619, 2819, 3019, 3219, 3419 — **1**

2319, 2519, 2719, 2919, 3119, 3319 — **1** Rheims

2220, 2420, 2620, 2820, 3020, 3220, 3420 — **1**

Marne R.

2320, 2520, 2720, 2920, 3120, 3320 — **1**

2221, 2421, 2621, 2821, 3021, 3221, 3421 — **1**

2321, 2521, 2721, 2921, 3121, 3321 — **1**

2222, 2422, 2622, 2822

2322, 2522, 2722

2223, 2423, 2623, 2823

2323, 2523, 2723

2224, 2424, 2624, 2824

2324, 2524, 2724

2225, 2425, 2625, 2825

2325, 2525, 2725

2226, 2426, 2626, 2826

2326, 2526, 2726

2227, 2427, 2627, 2827

2327, 2527, 2727

2228, 2428, 2628, 2828

SOUTH
(1013-3421)

St. Quentin

Amiens

Abbeville

Loire R.

Lille

Schelde R.

Ghent

BELGIUM

Calais

Dunkirk

N

9.4 miles

DESTROYED

ITALY

4
5
6
7
8
9

GERMAN
VP

DESTROYED GERMAN UNITS

OOS DESTROYED

DESTROYED
ALLIED UNITS

RUSSIA

ITALY

NORTH
(00-2828)

US BLOODED REPLACEMENT
DIVISION

ENGLAND

ITALY

4
3
2
1
0

DESTROYED
GERMAN UNIT
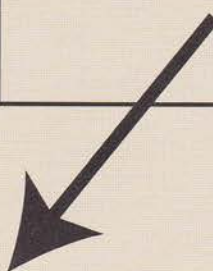
GERMAN BONUS CP

XXXX HQ	→	**4CP**
XXXX HQ	→	**5CP**
XXXX HQ	→	**6CP**

MISC. ALLIED HOLDING BOX

MISC. GERMAN HOLDING BOX

SECOND FRONT NOW!

Game Design: James C. Gordon
Map Art: Beth Queman
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