

Rules of Play

Compass Games

New Directions in Gaming

STORMING THE REICH

D-DAY TO THE RUHR

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1.0 INTRODUCTION

1.1 The Game

STORMING THE REICH: D-DAY TO THE RUHR covers the final campaigns of WWII in Northwest Europe as the forces of the Western Allies landed in Normandy, then liberated France, before eventually smashing the German armies west of the Rhine and advancing across that river into the heart of Germany.

Three scenarios are included in the game:

- First is the Historical Campaign Scenario (see 3.2)
- Second is the Normandy Breakout Scenario (see 3.3)
- Third is the Final Battles Scenario (see 3.4)

1.2. Equipment

Each copy of Storming the Reich includes:

- One rulebook (hint: you're reading it!)

- Two map sheets (each 22x34")
- Two counter sheets (228 9/16" counters each)
- Six player aid cards
- Two six-sided dice
- One box and lid set

1.3. Contacting Compass Games

If any game components are missing or damaged you may contact us by email at sales@compassgames.com or by mail at Compass Games LLC, PO Box 271, Cromwell, CT 06416, USA. Please include an SASE if you have questions.

1.4. Help HQ

General help or questions on game play may be posted in the game folder for Storming the Reich on www.consimworld.com, www.boardgamegeek.com, or can be sent to the Developer's email address at: joel_m_toppen@msn.com.

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2.0 GAME COMPONENTS

2.1. Map

The game map represents the areas of Northwest Europe (France, Holland, Belgium, Luxembourg and Germany) over which the campaign was fought. The map is divided into hexagons (hereafter hexes) which are used to regulate unit movement and positioning. The terrain symbols are explained on the Terrain Effects Chart. The map sheets also contain a number of boxes, charts, tables, and tracks used to facilitate play. They include:

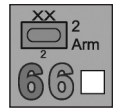
- A) Turn Record Track (hereafter TRT):** Use the TRT to track the current game turn. Units arriving as reinforcements or replacements should be placed on the TRT on the turn of their arrival.
- B) German Watch on the Rhine Holding Box:** This holding box is for German Mechanized divisions (Panzer or Panzergrenadier) that have been eliminated and replaced, and/or withdrawn from the map, into reserve for the Hitler Counteroffensive (historically the Battle of the Bulge).
- C) German Refit/Replaced Markers Holding Box:** This holding box is used to hold the German Refit marker when it is not in use and to hold any German Mechanized Replacement Taken markers for German Mechanized divisions which have been Replaced (see 7.2.2.A).
- D) Movement Allowance Track:** The Movement Allowance Track keeps track of the Movement Points (hereafter MPs) currently available to each side's units.
- E) Allied Units in England Box (hereafter England Box):** Allied combat units in England are kept in this box.
- F) Allied Support Units Box:** Available Allied Tactical Air, Carpet Bombing and 79th Armoured Division support units are kept in this box.
- G) Sequence of Play Flowchart (SoP).** This flowchart serves as a reminder of the Sequence of Play; use the Game Phase marker to indicate the current Phase and Segment.
- H) Combat Fire Table (hereafter CFT):** Resolve attacks and defenses by combat units on this table.
- I) Carpet Bombing Table:** Resolve attacks by Allied Carpet Bombing on this table.
- J) Terrain Effects Chart (hereafter TEC):** This chart describes all the various terrain types and features found on the map, and notes their effects on game play.
- K) Cherbourg Port Delay Table:** This table is used when Cherbourg is captured by the Allies to determine when Cherbourg becomes available as an operational port (and thus a valid Supply Source and Reinforcement entry point). See 8.6.
- L) Rhine Bridge Capture Table:** This table is used when an Allied unit moves adjacent to a Rhine Bridge (see 10.7.5).

2.2 Counters

There are three basic types of counters: combat units, support units, and markers. Units represent the air and ground forces of the campaign. Markers are used to keep track of various game functions. The various units and markers are described on the Unit Description Chart.

A) Combat Units:

- Infantry, Mountain, Airborne/Air Landing, Armored/Panzer, Panzergrenadier, Metz garrison, Headquarters (hereafter HQ), Leader and Flak/Anti-Tank units are combat units. These units have one or two combat steps and may attack or defend in combat. Many combat units have a Zone of Control (see 6.0). Some may take part in Mobile Assaults (see 14.0)—these units have a red colored Attack Strength.
- The German player has one HQ unit (the 7th Army HQ) and one Leader (Model). The Allied player has four HQ units—21st Army Group, US 1st Army/12th Army Group, US 6th Army Group and SHAEF (Supreme Headquarters Allied Expeditionary Force—i.e., Eisenhower)—and one Leader (Patton).
- For movement, replacement, and other purposes, German combat units are classified as Infantry or Mechanized. Panzer, Panzergrenadier, and the Model Leader units are all “Mechanized units”; all other German units are “Infantry units”.



B) Support Units:

Allied Tactical Air, Carpet Bombing, and 79th Armoured Division are all support units.

C) Markers:

Use markers to keep track of various game events, functions, and information:

- The Game Turn marker keeps track of the current Game Turn (see 3.2.A).
- The Phase marker keeps track of the current Phase/Segment of the current Game Turn.
- The five Movement Allowance markers keep track of the Movement Points (MPs) available to the units they represent (see 10.2). The Allied player has three markers, one for each of his three Army Groups (Commonwealth 21st Army Group, US 1st Army/12th Army Group and US 6th Army Group). The German player has two markers, one for Infantry units and one for Mechanized units. The reverse side of the Allied markers show if that Army Group is in Limited Supply.
- Out of Supply (OOS) markers indicate units which are cut off from sources of fuel, food, and ammunition (see 8.0).
- Fort Destroyed markers indicate the destruction of these facilities by the Allied advance (see 16.1). Note that only Coastal and Metz Forts are ever destroyed. West Wall Forts always remain intact.
- The Watch on the Rhine marker is placed on the TRT to indicate Hitler's Counteroffensive has been declared (see 17.7).
- Grounded markers are used to indicate Allied divisions that have been stripped of all gas and/or transport (rendered immobile and incapable of attack) in order to provide Priority Supply to other Allied units (see 9.2).
- Priority Supply markers indicate which Allied units have been given supplies taken from Grounded units (see 9.2).
- Red Ball Express markers indicate units that are getting gas and ammo through the trucks of the Allied logistical net when their Army Group is in Limited Supply (see 9.3).
- Mechanized/Armor R&R (Rest and Refit) markers are used to bring reduced two-step Mechanized (German) and Armor (Allied) units back up to full strength. Units currently under an R&R marker

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may not move or attack but retain their Zone of Control (ZOC) and defend normally.

- The Antwerpen Captured/Antwerpen Operational marker indicates that Antwerpen is Allied-controlled (front side) and operating as the main Allied supply port (reverse side). See 8.7.
- The Cherbourg Assault/Cherbourg Operational marker indicates the use of the special Cherbourg Assault rule (front side) and Cherbourg operating as an Allied supply port (reverse side). See 8.6.
- The Rhine Bridge Captured! marker indicates that the Allies have captured a Bridge over the Rhine River. They may only capture one such Bridge per game (see 10.7.5).
- German Mechanized Replacement Taken markers are used to indicate those Mechanized units that have already been replaced from elimination once (see 7.2.2.A).
- The Roer Dams Blown!/Roer Dams Captured! marker indicates whether the Roer Dams have been destroyed by the Germans (front) or captured intact by the Allies (reverse side). See 17.2.
- The Allied Breakout! marker is used to show that the Allies have broken out from Normandy into the interior of France (see 17.6).

2.3 Player Aid Cards

The Player Aid Cards contain most of the information needed to play the game. Using the Extended Sequence of Play and the Cards, you should be able to get a good idea of the game's mechanics, only referring to this rulebook when necessary. If you perceive any conflict between the cards and these rules, the rules prevail.

2.4 Rules

These rules are organized in a case format generally in the Sequence of Play order (see 4.0). Rules 5.0, 6.0, and 8.0 contain concepts which apply to multiple phases during the Sequence of Play, and are thus presented first. Rules 16.0 and 17.0 contain specific details.

The Extended Example of Play in the back of this rulebook contains a detailed example of a complete game turn.

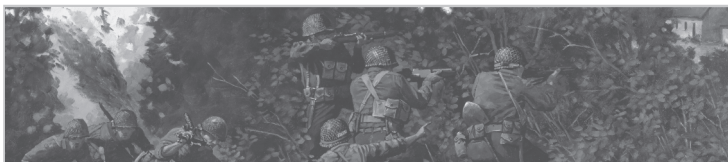
Developer's Note: I recommend new players start with the Example of Play as it is designed in a "tutorial" format and teaches the core principles of the game.

Important Note: In these rules, the term "Commonwealth" refers to British, Canadian, Polish, Belgian, and Dutch units as a whole.

2.5 Game Scale

Each turn (except the first turn) equals approximately 15 days to 30 days. Each hex is 8 miles across (about 13 kilometers). Units are usually divisions.

The first turn represents a shorter period, reflecting the greater tempo of operations immediately after the D-Day landings (which are considered to have taken place just before the Historical Campaign Scenario begins).



3.0 SCENARIOS, SET UP AND VICTORY

3.1 Scenarios

Storming the Reich includes three scenarios:

- The Historical Campaign Scenario (see 3.2)
- The Normandy Breakout Scenario (see 3.3)
- The Final Battles Scenario (see 3.4)

Each scenario's set up and Victory Conditions are detailed in cases 3.2 through 3.4 below.

3.2 The Historical Campaign Scenario

This scenario depicts the situation as it was on 7 June 1944 and continues to 21 April 1945 (at which point German forces on the map had mostly surrendered and Allied forces were driving off-map toward the Elbe). The forces included are those present during the actual campaign.



A) Set Up: Both sides set up according to the information listed on each player's Set Up Card. Place the German and Allied reinforcements on the TRT according to their turn of entry (the Reinforcement Cards can be used to expedite this). Place the Game Turn marker on the June I space of the TRT.

B) Game Length: Turns 1-15

C) Victory Conditions: The winner of the game is determined in one of several ways:

- 1) **Allied Automatic Victory:** The Allied player wins an Automatic Victory and play stops immediately if one of the following occurs:
 - The Allies achieve a Normandy Breakout before the end of Turn 4 (see 17.6).
 - The Allies capture every Ruhr City hex (hexes 5209, 5309, 5310, 5409, 5410, 5510, 5609, 5610).
 - The Allies exit 10 or more divisions off the East Map edge "Allied Automatic Victory Exit Hexes." These divisions must all exit on the same turn (see 7.1.2.L).
 - The Germans declare a Hitler Counteroffensive but fail to attain its Minimum Achievements (see 17.7.4).
 - The Germans cannot withdraw the required number of Mechanized units from the 6th SS Panzer Army when called for (see 17.8).
- 2) **German Automatic Victory:** The German player wins an Automatic Victory and play stops immediately if one of the following occurs:
 - The Germans capture any Allied Beach Hex before the end of Turn 6.
 - At the end of Turn 6 the Allies have no division east of the Seine Line between hexes 1620 (the mouth of the Seine) and 2527 (Paris) inclusive, able to trace a regular Supply Line.
 - At the end of Turn 11 at least one Metz garrison unit remains on the map and the Hitler Counteroffensive has NOT been launched.
 - The Germans recapture Antwerpen after it has been Allied-controlled (see 8.7.E)

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- At any point on the turn the German player declares a Hitler Counteroffensive the Germans control any two Cities which at the start of the offensive were controlled by the Allies and in supply.

- 3) German End Game Victory: If the Allied player does not win an Automatic Victory by the end of Turn 15, the German player wins the game. Draws are not possible.

D) Hex Control: At the start of the scenario the German player controls all hexes not occupied by an Allied combat unit. Hex control changes the instant an opposing unit enters a friendly-controlled hex.

E) Scenario Special Rules

- 1) During set-up the Allied player places a random Strafing Tactical Air support unit (see 17.5.1.A) on the Panzer Lehr Division. Note that the Allies only have the use of one (and only one) Tactical Air support marker in each Air Phase on Turn 1.
- 2) During set-up the German player places the 503rd SS Pz Battalion (the sole Turn-1 Reinforcement unit) in any "E" Entrance hex.
- 3) Play begins with the German Assault Phase. The German Command Die Roll is automatically "4" for both the German Assault Phase and the German Exploitation Phase.
- 4) On Turn 1, hexes containing a single Allied Airborne unit (without other Allied units) ignore "1" loss results when attacked by German units. (In other words, it would take a 2-step loss to eliminate the unit.) This applies to single Allied Airborne units on defense (not attack) only.

3.3 The Normandy Breakout Scenario

This scenario covers the first 6 turns of the Campaign, and uses the West Map only.



A) Set Up: Both sides set up normally per the Historical Campaign Scenario. Units arriving after Turn 6 are not used. Units that set up on the East Map should be set off to the side, off-map. They may enter the game using Strategic Movement (see 3.3.D).

B) Game Length: Turns 1-6

C) Victory Conditions:

- 1) The Allied player wins the game if:
 - The Allies achieve a Normandy Breakout before the end of Turn 4 (see 17.6)
 - OR
 - The Allies control Paris and have 10 or more divisions across the Seine line between hexes 1620 (the mouth of the Seine) and 2527 (Paris) inclusive, able to trace a regular Supply Line, at the end of Turn 6.
- 2) The German player wins if:
 - The Allies fail to achieve any of their Victory Conditions
 - OR
 - The Germans capture any Allied Beach Hex (play stops immediately).

D) East Map units: During the Reinforcement, Replacement, and

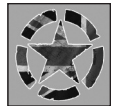
Refit Phase, German Reinforcements entering from the East Map should be placed off to the side, off-map. During any German Movement Step, German units that have been set aside, off-map (see 3.3.A) may enter the map via Strategic Movement (see 10.7.12) only. Note that 15th Army units are still restricted (see 10.7.8).

E) Hex Control: At the start of the scenario the German player controls all hexes not occupied by an Allied combat unit. Hex control changes the instant an opposing unit enters a friendly-controlled hex.

F) Scenario Special Rules: Same as 3.2.E.

3.4 The Final Battles Scenario

This scenario covers the last 5 turns of the Campaign, and uses the East Map only. Only hexes east of hexrow 34xx are in play.



A) Set Up: Both sides set up step by step using the following procedure:

- 1) First, place all units (German and Allied) arriving as reinforcements on Turns 11-15 on the appropriate spaces of the TRT. Place the Game Turn marker on the December space of the TRT.
- 2) Next, prepare the Allied Order of Battle from among the rest of the Allied units by removing the following units from the game:
 - Any two Commonwealth Infantry divisions (of any strength)
 - The British 1st Airborne Division
 - The Polish Airborne Brigade
 - The Commonwealth "Bel" Infantry Brigade
 - The Commonwealth "NLPI" Infantry Brigade
- 3) Next, reduce the following Allied units (of any strength):
 - Any six Commonwealth Infantry divisions
 - Any two Commonwealth Armored divisions
 - Any six US Infantry divisions
 - Any one US Armored division
- 4) Next, set up Allied units as follows:
 - Hex 3525 (Rheims): SHAEF HQ, US 82nd, and 101st Airborne Divisions.
 - Hex 3913 (Bruxelles): 21st Army Group HQ
 - Hex 4225 (Verdun): US 12th Army Group HQ
 - Hex 4734 (Epinal): US 6th Army Group HQ
 - England Box: British 6th Airborne, and 52nd Air Landing Divisions, US 17th Airborne Division.
- 5) Next, set aside 4 available Commonwealth, and 4 available US/French combat units, and the Patton Leader.
- 6) Next, excepting the units set aside in Step 5 (above), place the rest of the available Allied combat units on the Allied Front Line (see 3.4.E.1). Every Allied Front Line hex (including opposite Fortress Holland) must contain either an Allied unit or ZOC. For the purpose of this set up only, ignore ALL terrain effects on ZOC.
 - All Commonwealth units must be placed north of hexrow xx14.
 - 6th Army Group units must set up within the 6th Army

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Group area.

- 12th Army Group units may set up in the 21st or 12th Army Group areas on/south of hexrow xx14.
- Ike's Blind Spot (see 10.7.3) is in effect and its limits may not be exceeded in the Allied set-up.

7) Next, prepare the German Order of Battle from among the rest of the German units by removing the following units from the game:

- All four Metz garrison units
- The III Flak Corps
- The 7th Army HQ
- The 21st Panzer KG (2-2 unit)
- The 30th Brigade
- The 6th FJ Regiment
- The 914th Regiment
- The 709th and 716th Coastal Divisions
- Any ten, 1-2-4 divisions
- One 3-4 Infantry division
- Six 2-3 Infantry divisions
- Three 1-2 Infantry divisions

8) Next, reduce the following German units:

- Any two FJ divisions
- The 9th and 10th SS Panzer Divisions

9) Next, set up German units as follows:

- Watch on the Rhine Box: 1st SS, 2nd SS, 12th SS, Lehr, 2nd, and 116th Panzer Divisions, 150th Panzer Brigade, Führer Escort Brigade, 501st SS, and 506th Tiger Panzer Battalions.
- Hex 4404 (Utrecht): any non-Mechanized division
- Hex 4005 (Rotterdam): any non-Mechanized division
- Hex 4302 (Amsterdam): any non-Mechanized division
- Any German Front Line hex (see 3.4.E.1): 21st Panzer Division (2-3 unit)
- Any German Front Line hex in the 21st Army Group area: any two Mechanized divisions
- Any German Front Line hex or hexes in the Allied 6th Army Group area: any two Mechanized divisions
- All remaining available German units are set up on the map east/north of the Allied Front Line outside Fortress Holland. All German Front Line hexes must contain a unit or ZOC. For the purpose of this set up only, ignore ALL terrain effects on ZOC.

10) Finally, the Allied player may then place his remaining eight divisions and Patton Leader set aside in Step 5 (above).

- Commonwealth units must be placed north of hexrow xx14.
- 6th Army Group units must be set up within the 6th Army Group area on the map.
- 12th Army Group units must set up in the 21st or 12th Army Group areas on/south of hexrow xx14.

B) Game Length: Turns 11-15: the scenario begins with the Reinforcement, Replacement, and Refit Phase of Turn 11, and then proceeds to the German Counteroffensive Phase which is automatically declared for this turn.

C) Victory Conditions: Use the Historical Campaign Scenario Victory

Conditions applicable from Turn 11 (see 3.2.C).

D) Hex Control: At the start of the scenario the German player controls all hexes east or north of the Allied Front Line. The Allied player controls all other hexes on the map. Hex control changes the instant an opposing unit enters a friendly controlled hex.

E) Scenario Special Rules:

1) Front Lines:

- The Allied Front Line is marked on the map with a yellow, dashed line.
- The German Front Line consists of all hexes adjacent to the Allied Front Line to the north and/or east of the Allied Front Line, not including hexes in Fortress Holland.

2) Conditions:

- Antwerpen is Operational (see 8.7.D).
- Monty's Blind Spot (see 8.7.B) is no longer in effect.
- The Germans control the Roer Dams and the Roer Valley has not been flooded (see 17.2).
- The Allies may conduct one Airborne Operation during this scenario.
- All rules applicable from the start of Turn 11 are in effect.

4.0 SEQUENCE OF PLAY

Each turn is divided into Phases during which players conduct specified actions. Every action taken by a player must be carried out in accordance with the sequence outlined below. Once a player finishes his activities for a given Phase or Segment, he may not go back to perform some forgotten action unless his opponent permits it.

4.1 Narrative Sequence of Play

I. REINFORCEMENT, REPLACEMENT, AND REFIT PHASE:

Perform the following Segments in sequence. This Phase is NOT conducted on Turn 1.

- German Reinforcement Segment:** German player places all units arriving as Reinforcements on appropriate entry hexes (see 7.1.4).
- German Replacement Segment:** German player places units arriving as Replacements on either the East Map edge, OR the hex containing the 7th Army HQ (if in supply and not adjacent to an Allied unit), OR the hex containing the Model Leader (if he is in supply and not adjacent to an Allied unit), OR the Watch on the Rhine Box (if Mechanized). See 7.2 and 7.2.2.
- German Refit Segment:** Remove any previously placed R&R markers and restore units they were on to full-strength. German player may then place the R&R markers on any eligible unit (see 7.3).
- Allied Reinforcement Segment:** Allied player places all units arriving as Reinforcements on an eligible entry hex (see 7.1.3).
- Allied Replacement Segment:** Allied player places units arriving as Replacements as Reinforcements (see 7.2, 7.2.1, and 7.1.3).
- Allied Refit Segment:** Remove any previously placed R&R markers and restore the units they were on to full-strength. Allied player may then place available R&R markers on any

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eligible units (see 7.3).

II. HITLER COUNTEROFFENSIVE PHASE (once per game):

Once per game on Turns 10 or 11 the German player has the option to declare the Hitler Counteroffensive.

If it is not Turn 10 or 11, or the German player declines to launch the Hitler Counteroffensive, skip to the First Allied Air Phase.

If the German player chooses to launch the Hitler Counteroffensive, the First Allied Air Phase, Allied Assault Phase, and the German Assault Phases are not conducted and the following sequence is performed. See 17.7.

- a. **Watch on the Rhine Segment:** German player places all units in the Watch on the Rhine Box on the map as per 17.7.2.B.
- b. **German Supply Segment:** German player checks supply for all of his units. Units deemed to be out of supply (OOS) are marked with an OOS marker; units marked OOS that are deemed to be in supply have their OOS marker removed (see 8.0).
- c. **German Assault Movement Segment:** Perform the following steps.
 1. **Movement Allowance Determination Step:** The German player determines Variable Movement Allowances of his units by making a single Command Die Roll (see 10.2). The same die roll is used to determine the movement allowance of both Infantry and Mechanized units. Adjust the Movement Point markers accordingly. Next, the German player declares how many Movement Points he will spend prior to resolving combat (see 10.6.A). Adjust the Movement Point markers accordingly.
 2. **Assault Movement Step:** The German player moves his units using up to the number of Movement Points declared in Step 1 above (see 10.0).
- d. **German Combat Segment:** If eligible for a Combat Segment (see 10.6.B.2) the German player declares his wish to begin resolving combat situations. At this point Movement is stopped. If ineligible for a Combat Segment (per 10.6.B.2), skip the remaining three steps and proceed directly to the Second Allied Air Phase, otherwise perform the following three steps.
 1. **German Combat Duration Step:** Before resolving any combat situations, the German player determines the Combat Duration in terms of Movement Points lost as a result of combat (see 13.5). Adjust Movement Point markers accordingly.
 2. **German Combat Resolution Step:** The German player declares and resolves combat situations one at a time (see 13.0), including advances after combat.
 3. **German Breakthrough Movement Step:** First the German player places a "Disrupt" marker on one Allied hex (see 17.7.3.D). Then, the German player may use any remaining Movement Points to move any and all units up to the limit of the remaining Movement Allowance (see 10.6.C). When all Breakthrough Movement is complete, remove the "Disrupt" marker from the Allied hex.

Proceed directly to the 2nd Allied Air Phase (skip the 1st Allied Air, Allied Assault, and German Assault Phases).

III. 1ST ALLIED AIR PHASE:

Perform the following Segments in sequence. This Phase is NOT conducted on Turn 1 (see Special Rule 3.2.E.1).

a. Airborne Segment: Perform the following steps:

1. **Airborne Operation Step:** The Allied player may conduct Airborne Operations. Note that Airborne Operations are not permitted on Turns 1, 2, 9-13 (see 17.9.3.B).
2. **Airborne Recovery Step:** The Allied player may flip Airborne/Air Landing units dropped on a previous turn to their stronger, regular unit side (see 17.9.4).
3. **Airborne Withdrawal Step (if no Airborne Operation conducted):** The Allied player may withdraw Airborne/Air Landing units to the England Box (see 17.9.2).

b. Strafing Segment: Perform the following steps:

1. **Strafing Marker Placement Step:** The Allied player may place random strafing units face-down on eligible German units (see 17.5.2).
2. **Reveal Strafing Markers Step:** Flip strafing units placed in Step 1.

c. Carpet Bombing Segment: On Turns 2-5 the Allied player may designate one eligible target hex and roll on the Carpet Bombing Table (see 11.0). If the Allied player forgoes the use of Carpet Bombing, German units exercising Strategic Movement fail on a die roll of 1-2 (see 10.7.12).

IV. ALLIED ASSAULT PHASE:

Perform the following Segments in sequence. This Phase is NOT conducted on Turn 1.

a. Allied Supply Segment: The Allied player checks supply for all of his units. Units deemed to be out of supply (OOS) are marked with an OOS marker; units marked as OOS that are deemed to be in supply have their OOS marker removed (see 8.0).

b. Allied Logistics Segment: Perform the following steps:

1. **Logistics Enforcement Step:** The Allied player checks to see if Logistics constraints will affect the current game turn (see 9.1). If Logistics constraints are in force, continue to Step 2; otherwise proceed to the Allied Assault Movement Segment.
2. **Antwerpen Status Step:** If Antwerpen is Operational (see 8.7), remove Grounded markers from all US and one Commonwealth unit; proceed to the Allied Assault Movement Segment. If Antwerpen is NOT Operational AND 9.2.A applies, the Allied player must place Grounded markers (see 9.2).
3. **Priority Supply Marker Placement Step:** The Allied player may place Priority Supply markers (see 9.2).
4. **Red Ball Express Marker Placement Step:** The Allied player may place on any Allied unit in the 21st and 12th Army Group, up to 5 Red Ball Express markers plus any Red Ball Express markers on the TRT (see 9.3). Up to 5 Red Ball Express markers may, instead, be saved to the TRT for placement on the next turn.

c. Allied Assault Movement Segment: Perform the following steps.

1. **Movement Allowance Determination Step:** The Allied player determines Variable Movement Allowances of his units by making a Command Die Roll for each of his

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Commands (see 10.2). Adjust the Movement Point markers accordingly. MPs may be taken from the US 12th AG and given to the 21st AG if in Limited Supply (see 9.4). Next, the Allied player declares how many Movement Points he will spend prior to resolving combat (see 10.6.A). Adjust the Movement Point markers accordingly.

2. **Assault Movement Step:** The Allied player moves his units using up to the number of Movement Points declared in Step 1 above (see 10.0).

- d. **Allied Combat Segment:** If eligible for a Combat Segment (see 10.6.B.2) the Allied player declares his wish to begin resolving combat situations. At this point Movement is stopped. If ineligible for a Combat Segment (per 10.6.B.2), skip the remaining three steps and proceed directly to the German Assault Phase, otherwise perform the following three steps.

1. **Combat Duration Step:** Before resolving any combat situations, the Allied player determines the Combat Duration in terms of Movement Points lost as a result of combat (see 13.5). Adjust Movement Point markers accordingly.
2. **Combat Resolution Step:** The Allied player declares and resolves combat situations one at a time (see 13.0), including advances after combat.
3. **Breakthrough Movement Step:** The Allied player may then use any remaining Movement Points to move any and all units up to the limit of the remaining Movement Allowance (see 10.6.C).

V. GERMAN ASSAULT PHASE:

Perform the following Segments in sequence. On GAME TURN 1, THE GAME BEGINS WITH THIS PHASE!

- a. **German Supply Segment:** German player checks supply for all of his units. Units deemed to be out of supply (OOS) are marked with an OOS marker; units marked as OOS that are deemed to be in supply have their OOS marker removed (see 8.0).
- b. **German Assault Movement Segment:** Perform the following steps.
 1. **Movement Allowance Determination Step:** The German player determines Variable Movement Allowances of his units by making a single Command Die Roll (see 10.2). The same die roll is used to determine both the movement allowance of both Infantry and Mechanized units. Adjust the Movement Point markers accordingly.
 2. **Assault Movement Step:** The German player moves his units using up to the number of Movement Points declared in step 1 above (see 10.0).
- c. **German Combat Resolution Segment:** The German player declares and resolves combat situations one at a time (see 13.0), including advances after combat.

VI. 2ND ALLIED AIR PHASE:

- a. **Strafing Segment:** Perform the following steps in sequence.
 1. **Strafing Marker Reshuffle Step:** The Allied player collects all Tactical Air markers and reshuffles them.
 2. **Strafing Marker Placement Step:** The Allied player may place random strafing units face-down on eligible German

units (see 17.5.2)

3. **Reveal Strafing Markers Step:** Flip strafing units placed in Step 2.

VII. ALLIED EXPLOITATION PHASE:

Perform the following Segments in sequence.

- a. **Allied Supply Segment:** The Allied player checks supply for all of his units. Units deemed to be out of supply (OOS) are marked with an OOS marker; units marked as OOS that are deemed to be in supply have their OOS marker removed (see 8.0).
- b. **Allied Exploitation Movement Segment:** Perform the following steps.
 1. **Determine Movement Allowance Step:** The Allied player determines Variable Movement Allowances of his units by making a Command Die Roll for each of his Commands (see 10.2). Adjust the Movement Point markers accordingly. MPs may be taken from the US 12th AG and given to the 21st AG if in Limited Supply (see 9.4).
 2. **Movement and Mobile Assault Step:** The Allied player moves his units using up to the number of Movement Points allowed from Step 1 above (see 10.0). Mobile Assault-capable units may conduct Mobile Assaults (see 14.0).
 3. **Special Assault on Cherbourg:** Conduct once per game, (see 8.6).

VIII. GERMAN EXPLOITATION PHASE:

Perform the following Segments in sequence.

- a. **German Supply Segment:** The German player checks supply for all of his units. Units deemed to be out of supply (OOS) are marked with an OOS marker; units marked as OOS that are deemed to be in supply have their OOS marker removed (see 8.0).
- b. **German Exploitation Movement Segment:** Perform the following steps.
 1. **Determine Movement Allowance Step:** The German player determines Variable Movement Allowances of his units by making a Command Die Roll for each of his Commands (see 10.2). Adjust the Movement Point markers accordingly.
 2. **Movement and Mobile Assault Step:** The German player moves his units using up to the number of Movement Points allowed from 1 above (see 10.0). Mobile Assault-capable units may conduct Mobile Assaults (see 14.0).

IX. ATTRITION PHASE:

Perform the following segments in sequence:

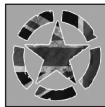
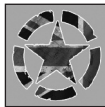
- a. **Mutual Supply Segment:** Both players check supply for all units: Germans check supply first, then the Allies. Units deemed to be out of supply (OOS) are marked with an OOS marker; units marked as OOS that are deemed to be in supply have their OOS marker removed (see 8.0).
- b. **Attrition Segment:** Units marked OOS are reduced 1 step (see 15.0).

X. END PHASE:

Perform the following steps in sequence:

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1. **Automatic Victory Check Step:** Check for Automatic Victory. If no Automatic Victory and it is not the last turn of the Scenario, proceed to Step 2.
2. **Disruption/Strafing Marker Removal Step:** Remove Disruption and Strafing markers from the map.
3. **Strafing Marker Reshuffle Step:** Reshuffle the Tactical Air markers.
4. **Priority Supply/Red Ball Express Removal Step:** Remove Priority Supply and Red Ball Express markers from units on the map (but not the TRT).
5. **End Turn Step:** Advance the Game Turn marker 1 space on the TRT and advance the Phase marker to the beginning of the SOP.



5.0 STACKING

Stacking is the placement of one or more units in a single hex. A “stack” refers to all units (combat and/or support units) placed in a hex. One or more units in a hex are considered a “stack”.

5.1 When Stacking Limits are Enforced

Enforce stacking limits at three times:

- During the placement of Reinforcements and Replacements
- At the end of each Movement Segment
- After advance after combat

Any number of units may otherwise enter or pass through a hex during a turn.

Play Note: Do NOT place Reinforcements and Replacements in violation of the stacking limits.

5.2 Stacking Limits

A) Combat Units:

- 1) A player may stack up to three combat units in the same hex.
- 2) In addition, in each hex, the German player may freely stack each of the following:
 - one Tiger Panzer Battalion;
 - one Flak unit;
 - one Metz garrison unit;
 - one Leader OR HQ.
- 3) Likewise, in each hex, the Allied player may freely stack each of the following:
 - one brigade-size unit;
 - one Airborne OR Air Landing division;
 - one Leader OR HQ.

Any additional free-stacking units of each particular type above count for stacking (each bullet point is a single type).

For Example: the Allied player could have Patton (a Leader) and SHAEF (an HQ) in the same hex, but one of them would then count towards the three unit maximum stacking limit. In addition a single

Airborne division in that same hex would stack for free since it belongs to a different free-stacking type.

B) Allied National Restrictions: The US and French may stack together. Commonwealth and US/French units may never stack together. (Exceptions: SHAEF may stack with any Allied unit. One US Airborne division per hex may stack with any Commonwealth non-Airborne/Air Landing division.)

5.3 Overstacking

If a hex is overstacked at a time when stacking limits are enforced (see 5.1), the owning player immediately eliminates sufficient units of his choice to bring the hex within stacking limits.

5.4 Off-Map Boxes

There are no stacking limits in the England Box or Watch on the Rhine Box. Any number of Allied units may stack in the England Box. Any number of German Mechanized units may stack in the Watch on the Rhine Box.

6.0 ZONES OF CONTROL

6.1 General Rule

Most (but not all) combat units exert a Zone of Control (ZOC). Units exert a ZOC into the six hexes adjacent to the hex they occupy. ZOCs may be cancelled or affected in various circumstances (see 6.2 through 6.4). If at least one unit in a hex has a ZOC, the entire stack is assumed to have a ZOC. ZOCs only affect enemy units.

6.2 Units and ZOC

All combat units (only) exert a ZOC except the following:

- Units with a printed Attack Strength of 0 (which includes HQs and Leaders)
- Out of-Supply units (see 8.5)
- Disrupted units (see 12.0)
- German Tiger Panzer Battalions
- Refitting Armor/Mechanized units (see 7.3.E)
- Allied Grounded units (see 9.2)

6.3 Terrain Effects on ZOC

- A) Allied ZOCs do not extend into German Fort hexes (of any type).
- B) German ZOCs do not extend into Allied Beach Hexes (Omaha, Utah, Gold or Sword/Juno).
- C) No ZOC (of either side) extends into City or Mountain hexes.
- D) No ZOC (of either side) extends into or out of “W,” “A-D,” or “E” Entrance Hexes. **Important:** ZOCs do extend into/out of “B” Entrance/Exit Hexes.
- E) ZOCs do not extend across Major River or Rhine River hexsides.
- F) During the German Breakthrough Movement Step of the Hitler Counteroffensive Phase (only) the German player may designate one Allied hex as Disrupted for ZOC purposes only. (In other words he may negate the ZOC of Allied units in any one hex for his Breakthrough Movement Step only.) See 17.7.3.D.

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6.4 Negating Enemy ZOC

An Enemy ZOC (EZOC) in a hex is negated for the purposes of tracing Supply Lines (see 8.2) if the hex is occupied by a friendly combat unit.

6.5 ZOC Effects on Movement

Units must stop movement upon entering an EZOC and may move no further that Movement Segment. Units may never move from EZOC to EZOC. **[Exception: Mobile Assaults (see 6.7)].** Units beginning a Movement Segment in an EZOC may exit by entering a hex free of an EZOC, and then move into another hex in an EZOC (where unless it can conduct a Mobile Assault, it must then stop for the remainder of that Movement Segment).

Play Note: Advance after combat (see 13.8) is not movement. Units may advance after combat from EZOC to EZOC.

6.6 ZOCs and Combat

ZOCs have the following impact on combat (13.0): Units in different hexes may combine to attack a single hex ONLY if all other enemy units in the attacking units' ZOC will be, or have already been attacked by other friendly units during that Combat Segment. Otherwise, ZOCs do not force combat.

6.7 ZOCs and Mobile Assaults

ZOCs have the following impact on Mobile Assaults (14.0):

- A) During the Exploitation Movement Segments only, a Mobile Assault may be declared in a hex in an EZOC in the following situations:
 - The Mobile Assaulting units moved into the hex and the only EZOC exerted into it is originating from the Mobile Assault's target hex—ignore any EZOC exerted into the target hex;
 - OR
 - The Mobile Assaulting units began the Exploitation Movement Segment in the hex, into which EZOCs are exerted from several hexes. In this case, the Mobile Assaulting units may Mobile Assault ANY adjacent hex containing enemy unit(s)—ignore any EZOCs exerted into the target hex.
- B) If the Mobile Assault completely eliminates all units in the target hex, the Mobile Assaulting unit(s) must enter the target hex (even if moving from EZOC to EZOC) and stop **[Exception: Mobile Assaulting units stacked with Patton may continue to Mobile Assault adjacent hexes regardless of EZOCs as long as each defending hex is cleared of enemy units and the Mobile Assaulting units have MPs remaining (see 17.4.A)].**

7.0 REINFORCEMENTS, REPLACEMENTS, AND REFIT

7.1 Reinforcements

Reinforcements are new units entering play for the first time. They enter the game on the turn indicated on their counter. Entry of Reinforcements may not be delayed. Allied Reinforcements (except for Anvil-Dragoon—"A-D" units) may be placed in the England Box where they may remain indefinitely (there is no stacking limit in the England Box; see 5.4). Other Reinforcements that cannot enter when scheduled are forfeited and never enter the game [Exception: Normandy Breakout

Scenario special provisions (see 3.3.D)]. Reinforcements operate normally once placed on the map.

7.1.1 Reinforcement Placement

Reinforcements must be placed onto the map within stacking limits (see 5.2). Placement of units on the map takes place during the Reinforcement, Replacement, and Refit Phase and as such, costs no Movement Points. Units in Entrance Hexes pay normal movement costs to move out of those hexes during a Movement Segment.

7.1.2 Entrance/Exit Hexes

- A) Shaded hexes on the South Map-edge are Entrance Hexes. Shaded or partially shaded hexes on the West or East Map-edge are Entrance/Exit Hexes. Once in play, units may only enter Entrance/Exit Hexes from the map, not Entrance Hexes (see details below).
- B) Reinforcements with a code letter ("A-D," "B," "W," or "E") (see 7.1.4) are placed in any of the appropriate Entrance or Entrance/Exit Hexes as indicated on the map during the Reinforcement, Replacement, and Refit Phase **[Exception: No German "B" units may enter play after any Allied unit exits into Brittany (see 17.6); such units are permanently eliminated].**
- C) German "A-D," "W," and "E" units must leave their Entrance Hexes during the first German Movement Segment after placement and may never re-enter these hexes. If unable to do so they are eliminated.
- D) German "B" units do not have to leave their Entrance/Exit Hexes and may remain in the "B" Entrance/Exit Hexrow as long as they want until 7.1.2.J applies.
- E) Allied "A-D" units must leave the Entrance Hexes during the first Allied Movement Step after placement unless the presence of German units (not ZOCs—ZOCs do not project into "A-D" Entrance Hexes; see 6.3.D) prevents them from doing so. In that case Allied units may attack and Mobile Assault onto the map.
- F) Allied and German units may freely enter "B" Entrance/Exit Hexes from the map and attack or Mobile Assault into/out of "B" Entrance/Exit Hexes, which are treated as normal Clear terrain for all purposes.
- G) With the exception of "B" Entrance/Exit Hexes and Allied "A-D" units unable to enter the map (see 7.1.2.E), units may not attack or Mobile Assault into/out of Entrance Hexes.
- H) With the exception of "B" Entrance/Exit Hexes, ZOCs do not extend into or out of Entrance Hexes (see 6.3.D).
- I) German units may never exit the map; only Allied units can exit the map.
- J) Four US divisions (of any type, and not necessarily full-strength) may exit off the West Map-edge from "B" Entrance/Exit Hexes at a cost of 1 MP. All such units must exit during the same Allied Movement Segment. Once this takes place, any "B" German Reinforcements not yet entered are permanently eliminated, all German units in "B" Entrance/Exit Hexes must exit in their next Movement Segment or they will be permanently eliminated as well, and German units may no longer enter or attack/Mobile Assault into "B" Entrance/Exit Hexes for the rest of the game.
- K) During the next Allied Movement Step following the exiting of four

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US divisions into Brittany, three of those divisions (Allied player choice) may return to the map, paying 1 MP to enter any "B" hex. The fourth US division is removed permanently from the game.

- L) Allied units may exit the map through "E" Entrance/Exit Hexes marked "Allied Automatic Victory Exit Hexes" on the East Map edge. Simply move the units at a cost of 1 MP into the shaded Entrance Hexes. All such units must exit during the same Allied Movement Segment. Such units may not return to the map, but count for Allied Automatic Victory purposes in the Historical Campaign and Final Battles Scenarios (see 3.2.C.1).

- M) While off the map Allied divisions are not subject to Attrition (15.0).

7.1.3 Allied Reinforcements

During the Reinforcement, Replacement, and Refit Phase, Allied units marked "A-D" (Anvil-Dragoon) MUST be placed in the "A-D" hexes on the Southeast Map-edge; Allied units marked "England" MUST be placed directly into the England Box; and Allied non-"England", non-"A-D" units MUST enter play in one of the following ways [**Exception:** Allied non-"A-D" units that cannot enter the map because of stacking limits may be placed in the England Box and enter on a later turn]:

- A) Allied Beach Hexes (Turns 1-7 only). US/French units may be placed at Omaha or Utah Beach, Commonwealth units may be placed at Gold and/or Sword/Juno Beach. Adjacent enemy units do not affect placement in Beach Hexes.
- B) After Cherbourg is Allied controlled and Operational, non-"A-D" US/French units may be placed at Cherbourg (see 8.6).
- C) Commonwealth Reinforcements may be placed in the hex containing the 21st Army Group HQ provided the HQ can trace supply and is not adjacent to a German unit.
- D) Non-"A-D" US/French units may be placed in the hex containing the US 1st Army/12th Army Group HQ provided the HQ can trace supply and is not adjacent to a German unit.
- E) One non-"A-D" Allied unit may be placed at each of the following Ports: Le Havre, Rouen, Boulogne, Calais, and/or Dunkirk, provided the port is Allied-controlled and not adjacent to a German unit. **Important:** To use Rouen, Le Havre must be Allied-controlled.
- F) After Antwerpen is Allied-controlled and Operational, Commonwealth units may be placed at any Allied-controlled City in the 21st Army Group area east of the Seine Line outside of Germany that can trace supply and is not adjacent to a German unit.
- G) After Antwerpen is Allied controlled and Operational, non-"A-D" US/French units may be placed at any Allied-controlled City in the 12th Army Group area east of the Seine Line outside of Germany that can trace supply and is not adjacent to a German unit.

7.1.4 German Reinforcements

All German Reinforcements have a placement code letter and turn of entry number on the counter.

The placement code letter indicates the Entrance Hex:

- "E" - Any gray Entrance Hex on the East Map-edge.
- "B" - Any partially gray hexes on the West Map-edge. These units may be placed in an Allied ZOC but not an Allied occupied hex.

- "W" - Any gray Entrance Hex on the Southwest Map edge of the West Map.
- "A-D" - Any partially gray Entrance Hex on the Southeast Map edge of the East Map.
- The Turn 13 Flak units are a special case (see 7.1.5).

For Example: "E11" is a unit that is placed on Turn 11 on any "E" Entrance Hex.

The presence of adjacent Allied units is irrelevant to German Reinforcement placement.

7.1.5 German Flak Units

Each German Turn 13 Flak Reinforcement unit is placed (maximum of one per hex) in any German controlled Town or City hex in Germany that can trace supply. They may be placed adjacent to Allied units.

7.2 Replacements

Replacements are troops used to rebuild previously eliminated units. Note that many units have a non-replaceable dot. They may neither be replaced nor may they Refit.

Only eliminated units may be replaced. Reduced Infantry units remain reduced until eliminated and replaced. Two-step Armored/Mechanized units reduced to one step may (if otherwise eligible) Refit to be brought back up to full strength (see 7.3).

- A) Allied Replacements are placed on the map exactly like Reinforcements, including stacking restrictions [**Exception:** Allied "A-D" units that are replaced may be placed in the hex containing the US 6th Army Group HQ provided the HQ can trace supply and is not adjacent to a German unit].
- B) German Replacements are placed on the map as "E" Reinforcements [**Exceptions:** One replaced German unit per turn may be placed in the hex containing the German 7th Army HQ, provided it is in normal East Map-edge supply and not adjacent to an Allied unit. Up to three replaced German units per turn may be placed with the Model Leader provided he is in normal East Map-edge supply and not adjacent to an Allied unit].
- C) All replaced two-step units return at full strength. Units that would return to the game after Turn 15 (see below) are permanently eliminated.

7.2.1 Allied Replacements

Replaceable Allied units that are eliminated are placed on the TRT and returned to the map as Replacements according to the following schedule:

- A) Eliminated Allied Armored units are placed on the TRT two turns later (so units eliminated on Turn 2 would return during the Allied Replacement Segment of Turn 4).
- B) Eliminated US/French Infantry units are placed on the TRT three turns later (so units eliminated on Turn 2 would return during the Allied Replacement Segment of Turn 5).
- C) Eliminated Commonwealth Infantry units are placed on the TRT four turns later (so units eliminated on Turn 2 would return during the Allied Replacement Segment of Turn 6).

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7.2.2 German Replacements

A) Mechanized Replacements

- Replaceable German Mechanized units that are eliminated are placed on the TRT three turns later (so units eliminated on Turn 2 would return during the German Replacement Segment of Turn 5).
- Alternatively, replaceable German Mechanized units that are eliminated on Turns 1 to 9 (inclusive) may be placed directly into the Watch on the Rhine Box (skipping the TRT). Such units return to the map when the Hitler Counteroffensive is declared (see 17.7.3.B) or on Turn 11 if the German player chooses not to declare it (see 17.7.1.B).
- Each replaceable German Mechanized division may be replaced only once via the TRT. When replaced after having been placed on the TRT, place its matching identity Mechanized Replacement Taken marker in the appropriate space in the German Refit/Replaced Markers Holding Box as a reminder.

Important: A replaceable German Mechanized division may be replaced a second time by going directly into the Watch on the Rhine Box when it is eliminated.

- Replaceable German Tiger Panzer Battalions may be replaced any number of times during the course of a game.
- If the Hitler Counteroffensive is not launched, all eliminated German Mechanized units that should re-enter play after Turn 10 per the TRT method (see above) are permanently eliminated.
- If the Hitler Counteroffensive is launched, all eliminated German Mechanized units that should re-enter play after Turn 12 per the TRT method (see above) are permanently eliminated.

B) Infantry Replacements

- Turns 1-7: Replaceable German Infantry units (including FJ units) that are eliminated are placed in a cup or other opaque container.
- Turns 7 and 8: During the German Replacement Segments of Turns 7 and 8, the German player randomly draws 4 units (each turn) from the cup and receives them as Replacements. If there are insufficient units in the cup on either turn the random drawing is made, the extra Replacements are lost; they may not be saved.
- Turns 9-15: There are no more German Infantry Replacements and any units remaining in the cup plus subsequently eliminated German Infantry units are permanently eliminated. *"Mein Führer, there are no more Infantry in the cup!"*

7.3 Rest and Refit (R&R)

- A) Replaceable two-step Armored/Mechanized units that have been reduced to one step may refit back up to full-strength. This is the only way a reduced unit may return to full strength without being eliminated and replaced.



Play Note: Allied Airborne and Air Landing units are one step units

despite having information on both sides, as is the US 1st Army/12th Army Group HQ.

- B) R&R markers become available during the Reinforcement, Replacement, and Refit Phase of the turn indicated on the counter. R&R markers may be used in the Refit Segment of the turn in which they arrive.

- The Allied player receives 2 Commonwealth R&R markers and 3 US R&R markers during the course of the game. **Important:** French Armored units may never R&R. *C'est la guerre!*
- The German player receives one R&R marker on Turn 4.

- C) During a friendly Refit Segment the owning player first removes any previously placed R&R markers and flips the reduced Armored/Mechanized units beneath them to full strength. These R&R markers, and any other available R&R markers, may then be placed on eligible reduced Armored/Mechanized units (which will thus be flipped back to full strength on the following friendly R&R Segment).

- D) To place an R&R marker on a reduced, replaceable two-step Armored/Mechanized unit, the unit must be:

- In supply (including Ruhr hex supply, but not Coastal Fort hex supply, for the Germans);
- AND
- Not adjacent to an enemy unit [**Exception:** Allied units in Beach Hexes may receive R&R markers even if adjacent to German units].

- E) Units under an R&R marker:

- Have no ZOC
- May not move
- May not attack, but defend normally.

- F) If an Armored/Mechanized unit with an R&R marker on it is attacked or placed Out of Supply, the R&R marker is removed and the unit remains at reduced strength.

Play Note: An R&R marker is not removed simply because an enemy unit moves adjacent.

- G) Use of R&R markers is voluntary. Neither player is ever compelled to use his R&R markers just because they are available.

8.0 SUPPLY



Each player determines the Supply status of his units during each turn's friendly Supply Segments. Additionally, Supply for all units is checked during the Mutual Supply Segment of the Attrition Phase (see 15.0). Out of Supply (OOS) units are marked with an OOS marker. An OOS marker is removed during the next Supply Segment when the unit is found to be in supply.

Units are supplied when they can trace a Supply Line (a path of connected hexes) to a friendly Supply Source. Any number of units can trace supply to a single Supply Source. Units retain their Supply status established in one friendly Supply Segment until supply is next checked.

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8.1 Supply Lines

Supply Lines connect units to Supply Sources. Trace a Supply Line from a unit to its Supply Source. Supply Lines may be of any length but may not cross impassable hexsides (exception: the Breskens Ferry allows a Supply Line to be traced across its hexside).

8.2 Blocking Supply Lines

A Supply Line cannot be traced into a hex containing any of the following:

- An enemy unit;
- An EZOC (unless negated, see 6.4);
- An intact German Fort (for the Allies only).

8.3 Supply Sources

The following are Supply Sources:

A) German units:

- East Map-edge gray Entrance/Exit Hexes;

B) Allied units:

- Any Beach hex (Turns 1 to 7 only);
- Cherbourg (if Allied controlled and Operational);
- Antwerpen (if Allied controlled and Operational);
- East Map "A-D" Entrance Hexes. Only 6th Army Group units may use "A-D" Entrance Hexes for all Supply purposes. Other Allied units may use "A-D" Entrance Hexes only to avoid Attrition.

8.4 Always Supplied Units

The following units are always considered to be In supply:

- 1) All German units in Ruhr City hexes.
- 2) All German units in Coastal Fort hexes [**Exception:** Cherbourg provides supply to avoid Attrition only. To be in normal supply, German units in Cherbourg must be able to trace a valid Supply Line to a German Supply Source.]
- 3) German Metz Garrison units (see 16.2).

8.5 Out of Supply (OOS) Effects

An OOS unit suffers the following effects:

- It loses its ZOC;
- It has its Movement Allowance halved (round fractions down);
- It has both its Attack and Defense Strengths halved (round fractions down) during combats and Mobile Assaults;
- It may not conduct Rest and Refit (see 7.3.D); if already marked with an R&R marker when it is found to be OOS, the R&R marker is removed (see 7.3.F);
- It suffers Attrition during the Attrition Phase (see 15.0).

8.6 Cherbourg

Design Note: Fall weather in the English Channel made it imperative that the Allies have a major port available by mid-September. The capture of Cherbourg was therefore first on the Allied "must-do" list, but extensive German demolitions meant that despite its rapid capture the

port was barely ready in time to fulfill its key function. The following rules simulate Cherbourg's importance.

A) Once per game the Allied player may announce a special Cherbourg Assault at the end of any Allied Exploitation Phase if Cherbourg cannot currently trace a Supply Line to a German Supply Source:

- For the duration of the Cherbourg Assault, treat Cherbourg as a normal City hex.
- All adjacent Allied units may now make a special attack on Cherbourg. After completely resolving the attack, they may then continue to attack again and again until either (a) Cherbourg falls to the Allies or (b) they choose not to or are unable to continue attacking (which ends the Cherbourg Assault).

B) Once Cherbourg is captured, with or without the special Assault on Cherbourg, roll 1 die. If the result is 1-3 Cherbourg becomes Operational as an Allied Supply Source and Reinforcement/Replacement port three turns later; if the result is 4, four turns later; 5, five turns later; and 6, six turns later (see the Cherbourg Port Delay Table on the map).

For Example: Cherbourg is captured on Turn 2 and a 6 is rolled. It becomes Operational on Turn 8, just in time to replace the no longer useable Allied beaches as a Supply Source.

C) Place the Cherbourg Operational marker on the TRT to indicate the turn Cherbourg becomes Operational.

8.7 Antwerpen

Design Note: The largest port in Western Europe, Antwerpen, was the key to Allied logistics. Amazingly, the Germans failed to try and hold Antwerpen or destroy its docks in the face of the Allied advance in September. Equally amazing, having captured Antwerpen intact, the Allies failed to immediately recognize that the port was useless until its route to the sea was cleared of German forces. The following rules reflect these historical events.

A) No German unit may end its move in Antwerpen until the City has been occupied by an Allied unit.

B) Monty's Blind Spot: Three "Monty's Blind Spot" hexes are marked on the map (3908, 3909, and 4008.) No Allied unit may enter or attack into these hexes nor do Allied ZOCs extend into these hexes for any purposes unless Antwerpen was Allied controlled at the end of the previous turn.

For Example: If the Allies capture Antwerpen on Turn 7, these restrictions are lifted at the start of Turn 8.

While the Monty's Blind Spot restrictions are in effect, no German unit may attack out of any of the three Monty's Blind Spot hexes.

C) For Antwerpen to become Operational during an Allied Logistics Segment as an Allied Supply Source and Reinforcement/Replacement port, the Allies must control Antwerpen and all of the following hexes: 3508, 3509, 3608, 3609, 3709, 3808, 3809, and 3909.

D) Antwerpen Operational: During the Antwerpen Status Step of the Allied Logistics Phase, if Antwerpen is judged to be Operational per 8.7.C, Antwerpen has the following effects:

- Antwerpen becomes an Allied Supply Source; use the

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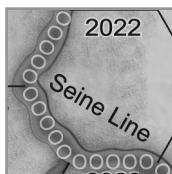
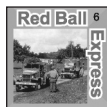
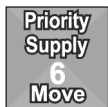
Antwerpen Operational marker to indicate that Antwerpen is currently Operational.

- All Allied Commands (see 9.1.A) are placed in Full Supply (flip the 21st and 12th Army Group HQ Movement markers back to their front side).
 - Remove from the game: all Priority Supply, all Red Ball Express markers, one Commonwealth and all US Grounded markers (see 9.2.E).
 - Allied Reinforcements/Replacements may be placed in any Allied-controlled and supplied City hexes east of the Seine Line outside of Germany (see 7.1.3.F, 7.1.3.G, and 7.2.A) **[Exception: "A-D" Reinforcements must still enter from the "A-D" Entrance Hexes].**
 - US/French units with a 12th Army Group white Command symbol may operate in the 6th Army Group (see 10.7.2).
- E) If the Germans recapture Antwerpen after it has been Allied-controlled the game ends immediately with a German Automatic Victory (see 3.2.C.2).

9.0 ALLIED LOGISTICS

9.1 General Rules

- A) Allied Commands determine the Movement Allowance of most Allied units (See 10.2). Allied Commands are always in one of two Logistical states: Full or Limited Supply.
- 1) Commands in Full Supply make their Command Die Rolls on the Full Supply line of the Movement Allowance Track.
 - 2) Commands in Limited Supply make their Command Die Rolls on the Limited Supply line of the Movement Allowance Track. In addition, all Allied units firing in attack or Mobile Assault while in Limited Supply subtract 1 from their combat die roll [Exception: there is no Limited Supply negative die roll modifier on Turns 1 and 2].
- B) The US 6th Army Group Command is always in Full Supply.
- C) On Turns 1 and 2, the 21st Army Group and US 1st Army/12th Army Group Commands are in Limited Supply for movement and in Full Supply for combat (i.e., no negative combat die roll modifier). From Turn 3 on they are in Full Supply and remain so until the conditions of 9.1.D are met.
- D) During the Logistics Enforcement Step of the Allied Logistics Segment of any turn in which Allied units occupy any hex of Paris or any hex east of the Seine Line, the 21st Army Group and US 1st Army/12th Army Group Commands are placed in Limited Supply. The 21st Army Group and US 1st Army/12th Army Group Commands remain in Limited Supply until the first Allied Logistics Segment in which Antwerpen is Operational (see 8.7.C). Once Antwerpen is Operational, all Allied Commands remain in Full Supply for the rest of the game.



9.2 Grounding Units and Priority Supply

- A) During the Antwerpen Status Step of the Allied Logistics Segment of the first turn after Turn 2 that the Allies have Commands in Limited Supply (due to 9.1.D), the Allied player must Ground three US and three Commonwealth divisions. These divisions must be west of the Seine Line, able to trace supply, and not adjacent to a German unit. If an insufficient number of units meeting these requirements exist, the German player may choose to permanently eliminate sufficient on-map US and Commonwealth divisions of his choice (not in the US 6th Army Group Command) to make up the difference.

Play Note: It is advised that the Allied player Ground reduced-strength divisions and preserve the mobility of his full-strength divisions.

- B) Grounded units are stripped of transport and supply. Place each chosen division under a Grounded marker. Grounded units may not attack, may not move, have no ZOC and defend with a Defense Strength of 2. Grounded units must still trace supply.
- C) For each Grounded unit, the Allied player gets one Priority Supply marker of the matching nationality.
- D) During the Priority Supply Marker Placement Step of the Allied Logistics Segment of each turn after Turn 2 that the Allies have Commands in Limited Supply, Priority Supply markers may be placed on any three ungrounded Commonwealth and three ungrounded US divisions or brigades. Units so marked have Priority Supply, which means they have a Movement Allowance of 6, regardless of the Limited Supply Command Die Roll for their Command. Priority Supply markers remain on the attached units until the Priority Supply/Red Ball Express Removal Step of the End Turn Phase.

Play Note: For convenience, a Priority Supply Movement marker has been provided to track the Movement Allowance of units marked with a Priority Supply marker.

- E) During the Antwerpen Status Step of the Allied Logistics Segment of the first turn in which Antwerpen is Operational (8.7), all Priority Supply markers, all US Grounded markers, and one Commonwealth Grounded marker are removed from the game (all Allied Commands are now in Full Supply for the duration of the game). Any Commonwealth unit keeping its Grounded marker (Allied player's choice) remains Grounded for the rest of the game.

9.3 Red Ball Express

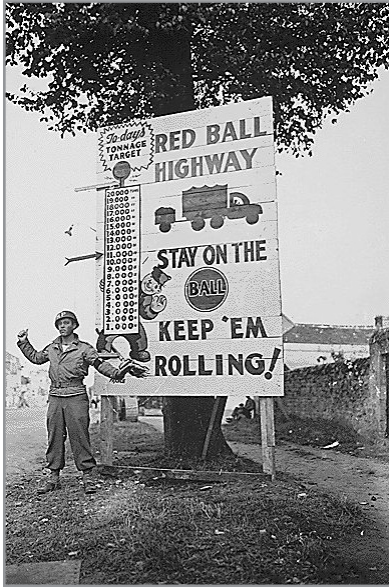
Design Note: The Red Ball Express was the name given to the system of trucks used to move Allied supplies (especially gas) from Normandy to the Allied spearheads east of the Seine.

- A) During the Red Ball Express Marker Placement Step of the Allied Logistics Segment of each turn after Turn 2 that the Allies have Commands in Limited Supply (due to 9.1.D), the Allies receive 5 Red Ball Express markers.
- B) During the Red Ball Express Marker Placement Step of the Allied Logistics Segment of each turn after Turn 2 that the Allies have Commands in Limited Supply, an available Red Ball Express marker may be placed on an ungrounded Allied combat unit of any size or type **[Exception: Airborne/Air Landing units on their**

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Dropped side and Leader/HQ units]. Red Ball Express markers remain on the attached units until the Priority Supply/Red Ball Express Removal Step of the End Turn Phase.

- C) Red Ball Express markers add 6 MPs to the rolled Movement Allowances currently available to the units to which they are attached—but never higher than 12 MPs.



For Example: If the Combat Duration roll of an Allied Assault Phase reduced a particular Command's Movement Allowance to 0, a unit with a Red Ball Express marker would still have 6 MPs for Breakthrough Movement.

Play Note: For convenience, 21st Army Group and 12th Army Group Red Ball Express Movement markers have been provided to track the Movement Allowance of units marked with a Red Ball Express marker.

- D) In lieu of placing a Red Ball Express marker on a unit during the Red Ball Express Marker Placement Step of the Allied Logistics Segment, up to five Red Ball Express markers may be "saved" and placed on the TRT in the next turn's space. During the Red Ball Express Marker Placement Step of the Allied Logistics Segment of the next turn, "saved" Red Ball Express markers are received in addition to the 5 Red Ball Express markers normally received on that turn.

For Example: On Turn 7 the Allies receive 5 Red Ball Express markers during the Red Ball Express Marker Placement Step of the Allied Logistics Segment. The Allies choose to place two markers on combat units and save the remaining three. The three saved markers are placed on the Turn 8 space of the TRT. During the Priority Supply/Red Ball Express Removal Step of the End Turn Phase of Turn 7, the two Red Ball Express markers that were attached to units are removed from the map. During the Red Ball Express Marker Placement Step of the Allied Logistics Segment of Turn 8, the Allies receive eight Red Ball Express markers: the standard five plus the three they saved from Turn 7.

- E) Red Ball Express markers may not be used for the US 6th Army Group.
- F) Red Ball Express and Priority Supply markers may not be combined on the same unit.
- G) During the Antwerpen Status Step of the Allied Logistics Segment of the first turn in which Antwerpen is Operational (see 8.7.C), all Red Ball Express markers are removed from the game (all Allied Commands are now in Full Supply for the duration of the game).

9.4 Patton vs. Monty

Design Note: Montgomery and Patton, Eisenhower's two most thrusting commanders, each argued for supply priority in the advance to the German border. Not least because the V1 and V2 sites launching attacks on London were in his zone, Ike favored Monty.

During Allied Movement Allowance Determination Steps when Limited Supply is in effect, the Allied player may give MPs from the US 12th Army Group's rolled Movement Allowance to the 21st Army Group.

For Example: If the US 12th Army Group has rolled a Movement Allowance of 4 and the 21st Army Group a Movement Allowance of 6, the Allied player may assign any or all of the US 12th Army Group's MPs to the 21st Army Group's Movement Allowance. This could reduce the US 12th Army Group to a Movement Allowance of 0, apart from Priority Supply and Red Ball Express.

Because of the German V weapons, the 21st Army Group may not give MPs to the US 12th Army Group.

10.0 MOVEMENT

Each Turn contains five Movement Steps, three Allied and two German. These five Steps are spread over four Phases:

- The Allied Assault Phase contains the Allied Assault Movement Step and the Allied Breakthrough Movement Step.
- The German Assault Phase contains the German Assault Movement Step.
- The Allied Exploitation Phase contains the Allied Movement and Mobile Assault Step.
- The German Exploitation Phase contains the German Movement and Mobile Assault Step.

As an exception, the Hitler Counteroffensive turn contains only four Movement Steps—three German and one Allied—spread over three Phases:

- The Hitler Counteroffensive Assault Phase contains the German Assault Movement Step and the German Breakthrough Movement Step.
- The Allied Exploitation Phase contains the Allied Movement and Mobile Assault Step.
- The German Exploitation Phase contains the German Movement and Mobile Assault Step.

Except as noted below, conduct each Movement Step identically. The major exceptions apply to:

- The Allied Assault Movement Step and the Hitler Counteroffensive's German Assault Movement Step;
 - The Allied Breakthrough Movement Step and the Hitler Counteroffensive's German Breakthrough Movement Step.
- A) The Allied Breakthrough Movement Step may be thought of as a continuation of the Allied Assault Movement Step; likewise, the Hitler Counteroffensive's German Breakthrough Movement Step may be thought of as a continuation of the Hitler Counteroffensive's German Assault Movement Step. Often in the Assault Movement Step, the player will move his units for a portion of the Movement Allowance available. Combat will then ensue at a cost of 1-3 MPs,

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and then the remaining Movement Allowance will be expended during the Breakthrough Movement Step.

- B) Combat (see 13.0) takes place only after each side's Assault Movement Step.
- C) Mobile Assaults, a form of combat (see 14.0), take place only during each side's Movement and Mobile Assault Step during that side's Exploitation Phase.

10.1 Movement Segments

Perform each Movement Segment according to the following procedure. Specific rules which apply during selected Movement Steps are noted in each of the sections below.

A) Movement Allowance Determination Step:

- 1) The moving player determines the Movement Allowance available to each type—Infantry and Mechanized—of combat unit (German player), or each Command (see 10.2) (Allied player). These Variable Movement Allowances are determined per 10.2.
- 2) Units with a printed Movement Allowance are governed by 10.3.
- 3) After determining the Movement Allowance available during the Allied Movement Allowance Determination Step, the Allied player then declares how many MPs he will expend during the Assault Movement Step (see 10.6.A). The German player does the same during the Hitler Counteroffensive's German Assault Movement Segment. (See 10.3 for the effects of this declaration on units with a printed Movement Allowance and 10.6.B.1 and 2 for an important consideration.)

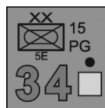
B) Assault Movement Step:

- 1) The moving player then moves none, some, or all friendly units per 10.4.
- 2) In the Allied Assault Movement Step or Hitler Counteroffensive German Assault Movement Step, units may move up to the MPs declared in the Movement Allowance Determination Step (see 10.6.A).
- 3) Mobile Assaults (see 14.0) may take place in the moving player's Movement and Mobile Assault Step (only).

10.2 Variable Movement Allowances

Most units have a Variable Movement Allowance which is indicated by a colored box in the lower right corner of the unit counter. The German player has two types of Variable Movement Allowance units: Infantry (green) and Mechanized (yellow). The Allied player's Variable Movement Allowance units are divided into three different Commands: 21st Army Group (blue), US 1st Army (white)—which becomes the US 12th Army Group on the Allied Reinforcement Segment of Turn 7 (flip the US 1st Army HQ unit to its 12th Army Group side), and the US 6th Army Group (red)—representing the forces that invaded the French Mediterranean coast in August in Operation Anvil-Dragoon.

10.2.1 The 21st Army Group consists of all Commonwealth units west of the Seine Line and all Allied units (regardless of their nationality or printed Command symbol) east of the Seine Line and north of the 21st Army Group/12th Army Group boundary.



10.2.2 The US 1st Army/12th Army Group consists of all US/French units west of the Seine Line and all Allied units (regardless of their nationality or printed Command symbol) south of the 21st Army Group/12th Army Group boundary and north of the 12th Army Group/6th Army Group boundary.

10.2.3 The US 6th Army Group consists of all US/French units (regardless of their nationality or printed Command symbol) south of the 12th Army Group/6th Army Group boundary (including the "A-D" Entrance Hexes).

10.2.4 Allied units belong to the Command they begin their Movement Segment in, regardless of where they move to.

10.2.5 Determine the Movement Allowances for these units using the following procedure:

A) Command Die Roll

- During the Movement Allowance Determination Step of each Allied Assault Movement and Exploitation Movement Segments, the Allied player rolls a separate single die for EACH of his three Commands that currently have units on the map and then refers to the Movement Allowance Track printed on the map. Note that he uses a different set of results depending on whether the Command in question is in Full or Limited Supply.
- During the Movement Allowance Determination Step of each German Assault Movement and Exploitation Movement Segments, the German player rolls a SINGLE die for both of his two types of Variable Movement Allowance units (Infantry and Mechanized) and refers to the Movement Allowance Track printed on the map.

Play Note: While the Allied player will generally roll two or three times to determine the Movement Allowances of his various Commands, the German player always rolls just once.

B) Movement Allowance Marker Placement: Place the player's Movement Allowance marker in the numbered box on the Movement Allowance Track corresponding to the correct Command Die Roll for that Allied Command or German unit type (Mechanized or Infantry).

C) Using Movement Point Markers: Move the Movement Allowance markers downward (i.e., towards the left of the track) at certain times by certain amounts to note MPs remaining, as follows:

- At the end of the Movement Allowance Determination Step, after the Allied player has declared how many MPs will be spent in the Allied Assault Movement Step (see 10.6.A), or the German player has done the same in the Hitler Counteroffensive German Assault Movement Step, the markers are lowered by the MPs so expended.
- After the Allied player has determined the Combat Duration (see 13.5) in the Combat Duration Step, or the German player has done the same during the Hitler Counteroffensive Combat Duration Step, the markers are lowered by the Combat Duration.
- At the end of the Breakthrough Movement Step and the Movement and Mobile Assault Step the markers are removed from the Movement Allowance Track.

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10.3 Printed Movement Allowances

Some units have printed Movement Allowances which are used as follows:



- A) Leader/HQ units may move with their full printed Movement Allowance during the following friendly Movement Steps ONLY:

- Breakthrough Movement Step
- Movement and Mobile Assault Sep

Note: This means German Leader/HQs units can generally only move during the Movement and Mobile Assault Step except during the Hitler Counteroffensive turn.

- B) Allied divisions or brigades marked with a Priority Supply marker have a Movement Allowance of 6. They may move their full 6 MPs during the Allied Assault Movement Step OR the Allied Breakthrough Movement Step (but not both). All Priority Supply units within a certain Command MUST move in the same Movement Step, but one Command could move during the Assault Movement Step and the other during the Breakthrough Movement Step. Combat units with Priority Supply may also move during the Allied Movement and Mobile Assault Step.
- C) All other printed Movement Allowance units use their printed Movement Allowances except when their printed Movement Allowance is less than the current Variable Movement Allowance of their unit type (Germans) or Command (Allies) in which case they use the lower Variable Movement Allowance instead.

Play Note: Of course, during the Hitler Counteroffensive's German Assault Movement Step, if a printed Movement Allowance is higher than the number of MPs the player declared he would spend in the Movement Allowance Determination Step (see 10.6.A.1), the lower declared number of MPs is used instead.

10.4 Movement Procedure

All units, German and Allied, move according to the rules in this section, except as restricted elsewhere.

Except when Mobile Assaulting (see 14.0), units move individually from hex to adjacent hex, paying varying MP costs to do so depending upon the terrain in the hex being entered and/or hexside crossed. These costs are detailed on the TEC. No extra MPs are expended by reason of moving out of or into a hex with other units present.

- A) **Movement Restrictions:** Movement is restricted by the following:
- Units do not accumulate MPs from Movement Step to Movement Step, nor do they lend them from one unit to another;
 - Moving units need not expend all available MPs before stopping;
 - Complete the movement of each unit before beginning that of another [**Exception:** Mobile Assaults (see 14.2)];
 - A unit may not move more than once per Movement Step;
 - Out of Supply units halve their Movement Allowance (see 8.5);
 - Disrupted units may not move (see 12.0); and
 - Units may engage in Mobile Assault (see 14.0) during the Movement and Mobile Assault Step only.

- B) **One-Hex Movement:** Unlike this game's predecessor, *Red Storm Over the Reich*, there is no "one-hex" movement in Storming the Reich. A unit which lacks the MPs to enter a hex may not enter it.

- C) **Post-Combat Movement:** Advances after combat performed during the Combat Resolution Step are not considered movement.

10.5 Terrain

- A) Most hexes cost 1 MP to enter. Some terrain has additional costs or restrictions (see the TEC for specifics).
- Mountain units expend fewer MPs in Mountain terrain (see the TEC).
 - No unit may cross an impassible hexside or an all-Sea hexside [**Exception:** British 79th Armoured Division support unit; see 13.9.B].
 - Roads negate the normal MP cost of other terrain in their hex when moving along the Road from hex to hex.
 - Bridges negate the terrain cost for crossing a River through that hexside. Roads do not provide a Bridge unless a Bridge is marked on the map.

For Example: There is NO Bridge over the river between Bastogne and Houffalize (hexes 4519 and 4520 on the East Map). There IS a Bridge over the Major River at Arnhem (4805 and 4804 on the East Map).

Player Note: Non-Rhine Bridges cannot be destroyed; see 10.7.5 for Rhine Bridges.

- B) Generally, terrain affects the movement of both players' units equally however exceptions are noted on the TEC.

10.6 The Assault Phase; Allied and Hitler Counteroffensive Special Rules

The Assault Phase presents several wrinkles to movement for the Allied player or the German player during the Hitler Counteroffensive. All references in this section to "the Active Player" apply to the Allied player during every Allied Assault Phase and also to the German player during the single Hitler Counteroffensive Assault Phase.

During the Allied Assault Phase or the Hitler Counteroffensive Assault Phase, the Active Player may move both before and after the Combat Resolution Step: in the Assault Movement Step (before combat) and Breakthrough Movement Step (after combat).

A) Assault Movement Step:

- 1) At the end of the Movement Allowance Determination Step, after determining the Movement Allowances for his units, the Active Player decides how many MPs he will spend during the Assault Movement Step (i.e. before combat), from '0' to his current maximum allowed (see below) and announces the number to his opponent.
- 2) The maximum MPs the Allied player may spend is equal to the lowest Movement Allowance of any of his three Commands. Note that the Allied Commands will often have different Movement Allowances but a single number must be chosen. Reduce the Movement Allowances of all Commands by the number of MPs declared, adjusting all Movement Point markers on the Movement Allowance Track accordingly (see 10.2.5.C).
- 3) The maximum MPs the German player may spend is equal to

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his Infantry Movement Allowance. Reduce both his Infantry and Mechanized Movement Allowances by the number of MPs declared, adjusting all Movement Point markers on the Movement Allowance Track accordingly (see 10.2.5.C).

- 4) The amount declared is the maximum number of MPs which may be expended during the Assault Movement Step, and ALL units are deemed to have spent this number of MPs **[Exceptions: HQs/Leaders (see 10.3.A) and Allied units with a Priority Supply marker that did not move during the Assault Movement Segment (see 10.3.B) will move with their full Movement Allowance during the Breakthrough Movement Segment].**

B) Combat Segment Possibility:

- 1) During the Allied Combat Segment, before rolling for Combat Duration, the Allied Command with the lowest Movement Allowance must have at least one MP remaining on the Movement Allowance Track, or the Allied Combat Duration, Combat Resolution and Breakthrough Movement Steps DO NOT TAKE PLACE.
- 2) During the Hitler Counteroffensive Combat Segment, before rolling for Combat Duration, the Infantry Movement Allowance marker must have at least one MP remaining on the Movement Allowance Track, or the German Combat Duration, Combat Resolution, and Breakthrough Movement Step DO NOT TAKE PLACE.
- 3) Red Ball Express and Priority Supply markers have no effect on this requirement.
- 4) After subtracting MPs for Combat Duration (see 13.5), all remaining MPs are available for use during the Breakthrough Movement Step (see 10.6.C). Units of an Allied Command may move even if other Commands have a Movement Allowance of 0. Likewise during the Hitler Counteroffensive German Breakthrough Movement Segment, German Mechanized units may move even if the Infantry Movement Allowance is 0.

C) Breakthrough Movement Segment:

All Allied units which have at least 1 MP remaining (per the Movement Allowance Track) may move again during the Breakthrough Movement Step up to their remaining Movement Allowance. The same applies to German units during the Hitler Counteroffensive German Breakthrough Movement Step.

Important Note: Non-Leader/non-HQ units with printed Movement Allowances cannot move during the Breakthrough Movement Step.

Design Note for Red Storm Over the Reich owners: Why no Reaction Movement? I found neither side had the units to hold in reserve to take much advantage of it, so I dropped it to save time and rules complexity.

10.7 Special Movement Rules

10.7.1 Normandy Exclusion Zone

- Only Commonwealth units may attack, Mobile Assault, or end movement in/into the hexes enclosed by the red-dashed "Normandy Exclusion Zone Boundary" marked on the map from hex 0921 to 1421. US/French units may move through and trace supply through/to such hexes; but they may not end

movement in such hexes.

- Commonwealth units may not move, Mobile Assault, or advance after combat in hex row 08xx or hexes west of it until:
 - i. The Normandy Breakout (see 17.6) has occurred; or
 - ii. The Allies control both Argentan and Alençon.

Note that Commonwealth units MAY engage in combat against units in hexrow 08xx (but cannot advance after combat).

10.7.2 Allied Command Limits

- Commonwealth units east of the Seine Line may only operate (move, attack, Mobile Assault) in hexes north of the 21st Army Group/12th Army Group boundary line.
- US/French units with a 6th Army Group red Command symbol may only operate south of the 21st Army Group/12th Army Group boundary line.
- All other US/French units may operate as part of any Command **[Exception: Such units west of the Seine Line are always considered part of the US 1st Army/12th Army Group. Furthermore, no US/French units with a 12th Army Group white Command symbol may operate in the 6th Army Group area prior to Antwerpen becoming Operational OR the Hitler Counteroffensive being declared (whichever is first)].**

10.7.3 Ike's Blind Spot

No more than five US/French divisions may operate within the yellow dotted boundary of the Ike's Blind Spot zone (on the East Map in the Ardennes Forest). These restrictions are immediately lifted if:

- The Allies capture a Rhine Bridge; or
- The Allies capture any of the Roer Dam hexes (hexes 4916, 5015, 5016); or
- The German player ends any German Movement Step with 6 or more divisions within the Blind Spot zone; or
- The German player declares the Hitler Counteroffensive (regardless of where he actually chooses to attack).

10.7.4 Rhine River

To cross the Rhine River (defined as the river hexsides between 4906/4907 and 5339/5439) Allied units must begin movement adjacent to the Rhine River and stop in the first hex entered.

Important: For Assault Movement Step purposes normal Major River movement costs of +2 MP apply, in addition to these limitations.

Exception: An Allied unit can cross without starting adjacent to the Rhine River or halting in the first hex entered if it captures a Rhine Bridge (see 10.7.5) or if there is a unit already in the hex on the opposite bank of the Rhine River being entered. This unit (on the opposite bank) may move off in the same Movement Step, its place being taken by any other unit that remains behind. Except with a captured Rhine Bridge, the normal +2 MP cost still applies.

10.7.5 Rhine Bridges

Most Bridges cancel the MP cost for crossing Rivers and are never considered destroyed. The twelve Bridges over the Rhine River (not including the famous Bridge at Arnhem which in game terms is not a Rhine Bridge) are an exception—they may be destroyed, and one (and only one) Bridge may be captured. Each time an Allied unit moves into

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a hex containing a Rhine Bridge hexside, the Allied player rolls a die:

- On a roll of “2-6” the Bridge is immediately blown, and ceases to exist for the rest of the game. Other Rhine Bridges are unaffected.
- On a roll of “1” the Bridge is captured (regardless of the presence of German units in adjacent hexes). Place the Rhine Bridge Captured! marker in the hex occupied by the Allied unit. The Bridge remains Allied-controlled for the rest of the game as long as the Allies control that hex. If they lose control of that hex the Bridge is immediately and permanently destroyed.
- After any one Rhine Bridge has been captured, all other Rhine Bridges are considered blown when any Allied unit moves adjacent to them. No further die rolls are required.

10.7.6 Monty’s Blind Spot: See rule 8.7.B.

10.7.7 Breskens Ferry

The Breskens Ferry is treated as a Bridge and negates the all-Sea hexside separating hexes 3508 and 3509. The Breskens Ferry cannot be destroyed.

10.7.8 German 15th Army Units

Design note: *Hitler considered Normandy a diversion and that the real Allied invasion would come at the Pas de Calais. Because of this units of the 15th Army were released to the Normandy front piecemeal.*

German units that have their set-up hex ID in a yellow box and a turn number preceded by “R” may not move or attack (but defend normally) until released. They are released at the start of the turn indicated on the unit, or according to the following:

- All German units are released once the Allies have achieved a Normandy Breakout (see 17.6).
- All German units are released if any unreleased unit is attacked.

10.7.9 Paris

No German unit may ever END movement within any of the three hexes of Paris.

Unless the first Allied unit or stack that enters any hex of Paris contains the French 2nd Armored Division, civil war breaks out in France between Gaullists and Communists, and all French divisions are removed from the game during the next Attrition Phase. (*Hint: Do not lose the French 2nd Armored Division!*)

10.7.10 The Seine Line

No Allied unit west of the Seine Line may move east of the Seine Line until a Normandy Breakout is achieved (see 17.6).

10.7.11 Allied Strategic Movement

During any Allied Movement Step in which no German combat units are west of the Seine Line, non-Grounded Allied units west of the Seine Line may use Strategic Movement in lieu of normal movement:

- Simply move the eligible units any distance across the map to any hex on the east side of and adjacent to the Seine Line that is also not adjacent to a German unit.
- Stacking limits must be observed in the final hex of Strategic Movement.
- Limited or Full Supply status has no effect on this capability.

10.7.12 German Strategic Movement

During any German Movement Step prior to any Allied unit crossing the Seine Line, German units east of the Seine Line (including entering Reinforcements) may attempt to substitute Strategic Movement for normal movement:

- Any number of eligible units may make the attempt each German Movement Step.
- Roll a die for each such unit: on a roll of “1” the unit may not move [**Exception:** *An entering Reinforcement unit may still move normally*].
- On any other roll it moves any distance across the map to any hex on the west side of and adjacent to the Seine Line that is also not adjacent to an Allied unit and may trace normal supply.
- On each turn that Allied Carpet Bombing is available and the Allied player does not use Carpet Bombing, a -1 DRM applies to each German unit’s Strategic Movement die roll (see 11.1.C).
- Stacking limits must be observed in the final hex of Strategic Movement.
- Once an Allied unit crosses the Seine Line, there is no further German Strategic Movement for the duration of the game.

11.0 CARPET BOMBING



The Allied player has two Carpet Bomber support units. ONE Carpet Bomber unit may be used to Carpet Bomb once per turn on Turns 2 to 5 during the 1st Allied Air Phase:

- The US Carpet Bomber may be used once per game to Carpet Bomb any German occupied hex adjacent to one or more US units.
- The Commonwealth Carpet Bomber may be used once per game to Carpet Bomb any German occupied hex adjacent to one or more Commonwealth units.

11.1 Procedure

A) The Allied player designates a target hex and rolls one die.

B) Cross reference the die roll with the Carpet Bombing Table to determine the result and immediately apply it.

- If the result calls for the loss of an Allied step, apply the loss result randomly (by assigning a die roll to each possible affected unit or any other means agreed upon).
- If the result calls for the loss of a German step, the Allied player chooses the affected unit.
- All German units in the hex are then Disrupted (see 12.0)—flip the Carpet Bombing marker over.
- Carpet Bombing cannot eliminate the last step in a hex.
- German Flak units can never be affected by Carpet Bombing in any way, be it step loss or Disruption.

C) On each turn between Turn 2 and 5 (inclusive) that the Allied player does not use Carpet Bombing (whether by choice or because he already used both Carpet Bombing units), he increases the chances of interdicting German Strategic Movement (see 10.7.12).

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12.0 DISRUPTION

Generally, only German units can become Disrupted (but see 17.7.3.D):

- As a result of Allied Carpet Bombing (see 11.1.B); or
- When they end movement stacked with a Disrupted unit. Units may move through Disrupted friendly units without penalty.

Exception: German Flak units can never become Disrupted.

12.1 Disruption Effects

Disrupted units may not move or attack and have no ZOC. Their Defense Strength is halved (fractions round down) and they incur a detrimental combat DRM. Units that are Out of Supply AND Disrupted have their Defense Strength halved only once.

12.2. Disruption Removal

All Disruption markers are removed during the End Turn Phase.

13.0 COMBAT

13.1 General Rules

- Combat occurs during the active player's Combat Segment. The active player is "the attacker," and the other player is "the defender," no matter what the overall situation on the map.
- Each combat consists of the attacker's units in one or more hexes attacking all units in one defending hex. Attacks may be conducted from multiple hexes. Attacks must always target a single defending hex.
- During a Combat Resolution Step/Segment, the attacker's units may attack adjacent enemy units across non-prohibited hexsides. All eligible combat units of the attacker may engage in combat. Attacking is voluntary **[Exception: See 13.3]**.
- The attacker designates and resolves each individual combat one at a time. He need not declare all combats beforehand; he may designate and resolve them in any order he wishes. The resolution of one combat must be complete before the next begins. Aside from the restrictions noted below, no limit is placed on the number of attacks a player may initiate during his Combat Resolution Step/Segment.

13.2 Specific Rules

The following rules apply to all combats (including Mobile Assaults):

- Units with an Attack Strength of 0 may participate in an attack only if stacked with at least one unit with an Attack Strength of 1 or higher.
- A unit may attack once per Combat Resolution Step.
- A unit may not divide its Attack Strength so as to participate in more than one combat.
- Units in the same hex do not have to attack together; some units may attack a different hex, or may choose not to attack at all.
- A hex may only be attacked once per Combat Resolution Step. (Note: This limitation does NOT apply to Mobile Assaults; see 14.1.C).
- All units in a hex must defend together.

13.3 ZOCs and Multiple-Hex Mandatory Combat

The effects of EZOCs on multiple-hex combat are explained in 6.6.

Play Note: 6.6. does not apply to Mobile Assaults due to their very nature.

13.4 ZOCs and Single-Hex Combat

If an attack is launched from a single hex, then 6.6 does not apply. In this case, not all units in the attacking units' ZOCs need be attacked during the Combat Resolution Step.

Play Note: See 6.7 for the effects of ZOCs on Mobile Assaults.

13.5 Combat Duration

Before resolving any combats in the Combat Resolution Step of the Allied Assault Phase or Hitler Counteroffensive Phase, the Combat Duration must be determined during the Combat Duration Step.

Note that if the attacker has no MPs retained on the Movement Allowance Track before determining Combat Duration, he must forfeit his Combat Resolution and Breakthrough Movement Steps (see 10.6.B).

Play Note: Except during the Hitler Counteroffensive Phase the German player does not need to retain ANY MPs in order to engage in combat—in essence, the Combat Duration of German attacks during all other, regular German Assault Phases is '0' and the German player has no Breakthrough Movement Step, only advance after combat.

Combat Duration Determination:

- The attacker rolls a die and halves the result (rounding down, but never less than 1). He then reduces the Movement Allowance for all his Commands (Allied player) or unit types (German player) by this amount. Adjust Movement Allowance markers accordingly.
- Remove a Movement Allowance marker from the Movement Allowance Track if the remaining Movement Allowance would drop to '0' or below (but see 9.3.C).

13.6 Combat Order

During a combat, each player rolls one die to determine the effect of his fire on his opponent. In most cases, the players will roll their die and inflict step losses simultaneously.

A) Defensive First Fire:

- If all attacking units are attacking across un-bridged Rhine River hexsides...
OR
- If the German player is attacking into an Allied Beach Hex or coastal (part Sea) hex ADJACENT to an Allied Beach Hex; then

...the defender fires first, before the attacker. In this case, remove step losses from the defender's fire before the attacker determines his Attack Strength and rolls his die.

13.7 Combat Procedure

Each combat uses the following procedure. If Defensive First Fire applies (see 13.6.A), perform these steps sequentially for each player, otherwise both players follow these steps together (generally simultaneously, but see Step 4 for an exception):

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- 1) **Determine Combat Strengths:** Each player totals up the Combat Strength of his units engaged in the combat. Modify the total for Supply and Disruption considerations: total the Combat Strength of all Out of Supply/Disrupted units first, halve the total, and then round down any fraction.
- 2) **Combat Strength:** Find this Combat Strength in one of the columns of the Combat Fire Table (CFT).
- 3) **Roll One Die:** Each player then rolls one die, modifies it per 13.9, and cross-references the net result with the column corresponding to the Combat Strength on the CFT. The result will be either:
 - No Effect;
 - A number.
- 4) **Determine Losses:** The numerical results from Step 3 (above) are the total number of steps eliminated from the opposing force. The owning player distributes step losses among his own units as he wants [*Exception: No unit may be eliminated until all two-step units in the hex are reduced to one step*]. The attacker must distribute his own step-losses first; followed by the defender.
- 5) **Conduct Advances:** All attacking units, whatever their type, may advance after combat (see 13.8).
- 6) **Repeat:** Return to Step 1 (above) for another combat until all desired combats are resolved.

13.8 Advance After Combat

Surviving attacking units may enter a hex completely vacated by the elimination of the defending units. Enemy Forts do not prevent advance after combat.

Conduct advances immediately after the resolution of a combat. Units do not expend MPs in order to advance, nor does an advance constitute "movement." Advancing units ignore EZOCs. All advances are subject to stacking limits at the end of the advance.

13.9 Combat Particulars

A) **Die Roll Modifiers** (hereafter DRMs): DRMs affect a player's combat die roll. All are cumulative. Unless otherwise specified, more than one from each group may apply:

- 1) **TERRAIN DRMs:** Select ONE terrain DRM most favorable to the defender. River effects apply only if ALL attacking units are attacking across River hexsides.
 - Subtract 1 from the attacker's die roll if the defending hex is a Rough, Woods, Swamp, or Town hex, or is across a Minor River hexside; or
 - Subtract 2 from the attacker's die roll if the defender's hex is a Mountain, Forest, City, or Fort hex or across a Major River or Rhine River hexside; or
 - Subtract 1 from the attacker's die roll if the defenders are Allied units in a Bocage hex; or
 - Subtract 2 from the attacker's die roll if the defenders are German units in a Bocage hex on Turns 1-4; or
 - Subtract 1 from the attacker's die roll if the defenders are German units in a Bocage hex after Turn 4

2) **NON-TERRAIN DRMs:**

- Subtract 1 from the defender's die roll if any defending unit is Disrupted; and
- Add 1 to the Allied die roll (attack or defense) if a Tactical Air support unit participates in the combat (maximum of one per combat)—see 17.5.3; and
- Subtract 1 from the Allied die roll for an attack by a Command in Limited Supply AFTER TURN 2.
- Add 1 to the Allied die roll for an attack in which the 79th Armoured Division support unit takes part (see 13.9.B).
- Add 1 to the German die roll for the first two German attacks on the turn of the Hitler Counteroffensive (see 17.7.3.C).

B) **British 79th Armoured Division Support Unit:** Once available, the 79th Armoured Division unit ("Hobart's Funnies"—specialized tanks) may be added, once per turn, to any Allied attack (but not Mobile Assault) in the 21st Army Group area (including attacks by non-Commonwealth units). The Funnies may be used to do any ONE of the following each time it is used:

- Allow a single unit to attack across a Sea hexside (not hex). Treat the hexside as a Minor River. **Important:** *This does not allow attacks across sea hexsides marked with an impassable hexside symbol on the map.*
- Cancel the Defensive First Fire (but not the DRM) of attacks across un-bridged Rhine River hexsides.
- Allow a single unit to attack and advance (but not Mobile Assault) out of a flooded Roer River Valley hex on the turn the Roer Dams are blown (see 17.2.B).
- Add a +1 DRM to any single Allied attack die roll.

After use, place the 79th Armoured Division support unit marker on the next turn space on the TRT as a reminder it will be available again next turn.

C) **Out of Supply:** Out of Supply units have their Attack and Defense Strengths halved (total the units then round down).

D) **Roer River Valley Flood:** Units attacking out of flooded Roer River Valley hexes (see 17.2) have their Attack Strength halved and may not advance after combat.

E) **Other Effects:** Mobile Assault-capable units (see 14.1.B) may never attack or Mobile Assault into Mountain hexes.

14.0 MOBILE ASSAULT

14.1 General Rules

- A) The only type of combat allowed in the Exploitation Phase is Mobile Assaults [Exception: Special Cherbourg Assault (see 8.6.A)].
- B) Supplied and undisrupted units with their Attack Strength in printed in red are the only units allowed to Mobile Assault. Multiple units may Mobile Assault together if they begin the Exploitation Phase's Movement and Mobile Assault Step stacked together.
- C) A unit may only perform one Mobile Assault per Movement and Mobile Assault Step [Exception: Patton (see 17.4.A)]. A defending hex may be Mobile Assaulted any number of times per Movement



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and Mobile Assault Step.

- D) Only units in Clear, Rough, Woods, or City hexes may be Mobile Assaulted [**Exceptions:** Units may Mobile Assault into or across any terrain (except Fort or Mountain) if they are Mobile Assaulting across a Road (allows Mobile Assault into hex) or Bridge (allows Mobile Assault across hexside). See also 17.7.6]. Towns do not make a hex ineligible to be Mobile Assaulted.

14.2 Procedure

- A) Move the eligible unit or stack adjacent to the target hex (but see 6.7) and declare a Mobile Assault. The Mobile Assault costs +1 MP in addition to the cost of entering the target hex, and the Mobile Assaulting unit(s) must have the MPs available. The Mobile Assaulting unit(s) do not enter the defending hex at this time.
- B) Resolve a Mobile Assault as a normal combat, per 13.7.
- C) If the defending hex is entirely cleared of defending units, the Mobile Assaulting units must advance into the hex. After resolution of a Mobile Assault, regardless of result, the units' movement is finished for the Segment [**Exception:** Patton (see 17.4.A)].
- D) If the defending hex is not entirely cleared of defending units the attacker takes a step loss in addition to the result from the CFT, and the Mobile Assaulting units remain in the hex from which they launched the Mobile Assault.

14.3 Mobile Assault and ZOC

The effects of EZOCs on Mobile Assaults are explained in 6.7.

15.0 ATTRITION

During the Mutual Supply Segment of the Attrition Phase, both sides check for Supply (see 8.0). The Germans check Supply first, then the Allies check Supply. After checking for supply, all units marked as OOS judged to be in Supply have their OOS marker removed, while units not marked OOS which are found to be out of supply are marked OOS.

During the Attrition Segment, units marked OOS take one step loss, subject to the following:

- A) German units in Coastal Fort and Ruhr City hexes are always in supply for Attrition purposes and take no losses.
- B) Allied Airborne/Air Landing units on their Dropped side (see 17.9.1) are not subject to Attrition.
- C) Allied units located off map are never subject to Attrition (see 7.1.2.M).

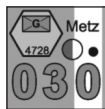
16.0 FORTS AND GARRISONS

16.1 Forts

The German player has three types of Forts: Coastal, Metz, and West Wall.

- A) Coastal Forts are all Forts in a coastal (part Sea) hex.
- B) The Metz Forts are the four garrisoned Forts in and around the City of Metz.
- C) All other Forts are West Wall Forts.

All Forts provide the same combat DRM. Coastal Forts (only) provide



supply for the units occupying them [**Exception:** The Cherbourg Coastal Fort provides supply for Attrition purposes only]. Coastal and Metz Forts are destroyed when their hex is first entered by an Allied unit (whether through movement or advance after combat). West Wall Forts occupied by the Allies provide no benefit to Allied units, but still function as Forts if reoccupied by German units. West Wall Forts in the Roer River Valley are permanently destroyed when the Roer Dams are blown (see 17.2).

16.2 Metz Garrison Units

The German Metz garrison units (0-3-0 units) may not move, attack, or advance after combat, nor do they have a ZOC. A Metz garrison unit is always considered to be in supply.

17.0 SPECIAL RULES

17.1 Fortress Holland

Design Note: The threat that the Germans would destroy Holland's system of dykes and flood the country prevented Allied operations in northern Holland until the last days of the war.

- A) Fortress Holland consists of the shaded hexes of northern Holland. Allied units may not operate (move, attack, or Mobile Assault) in Fortress Holland as long as the Germans maintain any one non-Mechanized division in each of Rotterdam, Amsterdam and Utrecht. Should the Germans fail to maintain such a garrison the Allies are allowed to operate in Fortress Holland.
- B) Once an Allied unit enters Fortress Holland, the limits on Allied operations are permanently lifted and Allied unit may operate freely in Fortress Holland thereafter.
- C) German Infantry units may operate freely in Fortress Holland, but German Mechanized units may never operate in Fortress Holland.

17.2 Roer Dams

Design Note: Allied combat in the area of the Roer River was handicapped by German control of the Roer Dams, which allowed the Germans to threaten (and in February, 1945 carry out) flooding of the Roer River Valley.

- A) The Roer Dam hexes consist of East Map hexes 4916, 5015 and 5016. If an Allied unit enters any one of those three hexes before the German player has flooded the Roer River Valley, the Roer Dams are assumed to have been captured intact, and the Roer River Valley may not be flooded unless the Germans recapture all three Roer Dam hexes.
- B) At any time during a German Assault or Exploitation Movement Segment, if all three Roer Dam hexes are German-controlled and the Roer River Valley has not been previously flooded (an event that may take place only once per game) the German player may announce he is blowing the Roer Dams and flooding the Roer River Valley:
- All hexes on either side of Roer River hexsides between 4916/5015 and 4812/4912 inclusive are immediately flooded. Treat them as Swamp hexes for movement purposes. Units attacking out of flooded Roer River Valley hexes have their Attack Strength halved and may not advance after combat [**Exception:** British 79th Armoured Division Support Unit; see

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13.9.B]. No unit may Mobile Assault out of a flooded hex for the rest of the current turn.

- On the first turn after being flooded, treat flooded Roer River Valley hexes as Swamp hexes for all purposes.
- On the second turn after being flooded and all following turns, treat all hexes on either side of the Roer River as Clear hexes for all purposes.

17.3 Headquarters

HQs move at the rate of 1 MP per hex, regardless of terrain costs or effects. EZOCs affect their movement normally and HQs may not end movement in a hex adjacent to an enemy unit unless stacked with a friendly combat unit. HQs allow the placement of Reinforcements (Allies only) (see 7.1.3.C and 7.1.3.D) or Replacements (both sides) (see 7.2.A and 7.2.B) in their hex. The SHAEF HQ allows for a limited Allied reaction to the Hitler Counteroffensive (see 17.7.5).

17.4 Leaders

Leaders move at the rate of 1 MP per hex, regardless of terrain costs or effects. EZOCs affect their movement normally and Leaders may not end movement in a hex adjacent to an enemy unit unless stacked with a friendly combat unit. There are two Leaders, Patton and Model. They have different effects as described below:

- A) Patton:** Patton allows any Mobile Assaulting units he is stacked with to continue Mobile Assaulting the same hex as long as the MPs are available, and to continue moving and Mobile Assaulting other hexes as long as the MPs are available. The stack must clear a Mobile Assaulted hex before being allowed to continue moving and/or Mobile Assaulting other hexes. Patton also has a special reaction to the Hitler Counteroffensive (see 17.7.6).



- B) Model:** Model allows the placement of German Replacements (not Reinforcements) in his hex as long as he is in normal East Map-edge supply, not adjacent to an Allied unit, and stacking limits are observed.



17.5 Tactical Air Support Units

17.5.1 Availability:

- A)** The Allied player has four Tactical Air support units, not all of which are available for use every turn. On Turn 1 the Allies get one (and only one) Tactical Air unit (which begins the game Strafing the Panzer Lehr Division—see 3.2.E.1) in each Air Phase. On Turns 2-7 the Allies get 4 Tactical Air units; on Turns 8-13 they get 3; and on Turns 14-15 they get 4.
- B)** Each Tactical Air unit may be used twice per turn; once in the 1st Allied Air Phase and again in the 2nd Allied Air Phase. During each Allied Air Phase, a Tactical Air unit may be either used to Strafe or set aside for Combat Support (but not both).

Example: The Allied player could use two Tactical Air units to Strafe and set two aside for Combat Support during the 1st Allied Air Phase, and then use all four to Strafe in the 2nd Allied Air Phase.

- C)** If the German player declares a Hitler Counteroffensive the Allied

player does not get a 1st Allied Air Phase, but does get a 2nd Allied Air Phase.

Design Note: It is assumed the offensive is launched in time with poor weather which initially grounds Allied airpower.

17.5.2 Strafing:

A Tactical Air unit used to Strafe is placed on any German unit not in a Fort, Forest, Entrance Hex, or hex containing a Flak unit. Strafing units subtract a varying amount of MPs (minus 2 to minus 5) from the unit being Strafed during the next German Movement Segment.

- A)** During the Strafing Marker Placement Step, the Allied player should place these units randomly, drawing them from an opaque container (preferably, a clean one) and placing them without either player knowing the number of MPs subtracted, until all Strafing Tactical Air units have been placed. Then, during the Reveal Strafing Markers Step, all Tactical Air/Strafing markers are flipped to their reverse sides to reveal the MPs subtracted. On the turns he has less than 4 Tactical Air units available (see 17.5.1A), the Allied player still puts the four of them in the opaque container to draw from.
- B)** Each Strafing unit only affects a single German unit of the Allied player's choice in a hex. Only one Strafing unit may be placed on a single German unit.
- C)** Strafing units are removed as soon as the Strafed unit completes any movement in the following German Movement Segment.
- D)** Strafing may prevent a German unit from conducting any movement.
- E)** A given German unit may be Strafed twice per turn, during the 1st and 2nd Allied Air Phases.

17.5.3 Combat Support:

- A)** Tactical Air units not used to Strafe may be set aside in the Allied Support Units Box and used in the ensuing Assault or Exploitation Phase to provide a +1 DRM to any Allied attack or defense die roll (including in Mobile Assaults).
- B)** Each Tactical Air unit may be used in one combat only (attack or defense), but as it is available twice per turn (see 17.5.1.B) it could provide a +1 DRM to two combats/Mobile Assaults in a single turn.
- C)** No more than one Tactical Air unit may be committed to a single combat or Mobile Assault.



17.6 The Normandy Breakout

The Normandy Breakout Line runs from hexsides 0425/0525 to 1421/1521. The Allied player achieves a Normandy Breakout at the instant he:

- 1) Controls any two Town or City hexes situated beyond the Normandy Breakout Line and able to trace a valid Supply Line from those hexes; and
- 2) Exits four US divisions (of any type, and not necessarily full-

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strength) into Brittany (see 7.1.2.J).

If the Allied player achieves a Normandy Breakout on Turns 1-4 he immediately wins the game (see 3.2.C.1).

Remember: No Allied unit west of the Seine Line may move east of the Seine Line until a Normandy Breakout is achieved (see 10.7.10).

17.7 Hitler Counteroffensive

17.7.1 The Decision to Launch:

- A) Once per game, following the Reinforcement, Replacement, and Refit Phase on Turn 10 or Turn 11 the German player may declare a Hitler Counteroffensive. He is not required to do so, but if he does and fails to attain the Counteroffensive's Minimum Achievements (see 17.7.4) he loses the game.
- B) If the Hitler Counteroffensive was not declared on Turn 10, choosing not to declare the Hitler Counteroffensive on Turn 11 carries the following effects:
 - The withdrawal of the 6th SS Panzer Army (see 17.8) takes place immediately instead of Turn 13;
 - All Mechanized units in the Watch on the Rhine Box immediately enter the game and are placed on the map as normal East Map-edge Reinforcements before the 1st Allied Air Phase begins;
 - All eliminated Mechanized units that should be replaced after Turn 10 per the TRT method (see 7.2.2.A) are permanently eliminated (whereas if the Hitler Counteroffensive is launched, the limit is Turn 12).

17.7.2 Watch on the Rhine Box:

Replaceable Mechanized units (only) may be placed in the Watch on the Rhine Box either when eliminated (see 7.2.2.A) or by transfer from the map.

- A) During any German Movement Step a replaceable German Mechanized unit may transfer to the Watch on the Rhine Box if it is within the borders of Germany, in normal East Map-edge supply, and not adjacent to an Allied unit.
- B) Units leave the Watch on the Rhine Box either as per 17.7.3.B if the Hitler Counteroffensive is declared, or as normal East Map-edge Reinforcements on Turn 11 if there is no Hitler Counteroffensive.

17.7.3 Launching the Counteroffensive:

- A) If the German player declares a Hitler Counteroffensive the Sequence of Play of that turn is changed:
 - There is no 1st Allied Air, Allied Assault, or German Assault Phase.
 - Instead, players proceed from the Reinforcement, Replacement, and Refit Phase to the Hitler Counteroffensive Phase.
 - Following the Hitler Counteroffensive Phase, the players proceed to the 2nd Allied Air Phase.
 - The Sequence of Play proceeds normally from this point.
- B) If the Hitler Counteroffensive is declared, during the Watch on the Rhine Segment of the Hitler Counteroffensive Phase, all units in the Watch on the Rhine Box are placed on the map.

- They may be placed in any hexes within the borders of Germany in normal East Map-edge supply.
- They may only be placed in hexes adjacent to Allied units if such hexes are not surrounded by Allied ZOCs (i.e., if they could normally move into that hex) and contain a German non-Mechanized unit.
- Stacking limits apply for all Watch on the Rhine placement.

C) The first two German attack die rolls on the turn of the Hitler Counteroffensive each get a special +1 DRM.

D) During the German Breakthrough Movement Step of the Hitler Counteroffensive Assault Phase (only) the German player may designate one Allied hex as Disrupted for ZOC purposes only. In other words he may negate the ZOC of Allied units in any one hex for his Breakthrough Movement Segment only.

17.7.4 Hitler Counteroffensive's Minimum Achievements:

Successful completion of a Hitler Counteroffensive will result in a German Automatic Victory (see 3.2.C.2), but if unsuccessful, the Germans must achieve the following requirements on the turn of the Hitler Counteroffensive or the German player loses the game:

- The Germans must capture either one Allied-controlled City or two Allied-controlled Towns; or
- Eliminate 4 or more Allied divisions; or
- Attack (regardless of the result) at least six Allied hexes, each attack involving at least one German Mechanized division (whether from the Watch on the Rhine Box or not).

17.7.5 SHAEF Reaction:

- A) If the German player declares a Hitler Counteroffensive, the Allied player may perform a SHAEF Reaction.
- B) Following the resolution of any combat (including advance after combat) during the Combat Resolution Step of the Hitler Counteroffensive Assault Phase, but before the German Breakthrough Movement Step, any two US Airborne divisions in supply and stacked with the SHAEF HQ may be moved to any Town or City hexes (maximum of one per hex) in Allied control, in supply, and not adjacent to a German unit. The two divisions must be moved at the same time. (Hint: By the time Turn 10 rolls around it is extremely advisable that the Allied player have two US Airborne divisions stacked with SHAEF. Somewhere.)

Play Note: The SHAEF HQ does not move, only the US Airborne units stacked with it. This is the SHAEF HQ's chief function in the game.

17.7.6 Patton's Reaction:

If the German player declares a Hitler Counteroffensive, units stacked with Patton may Mobile Assault during the Allied Exploitation Phase into any non-Mountain hex or across any non-Rhine River hexside.

17.8 6th SS Panzer Army Withdrawal

Design Note: In December 1944 the Soviets launched a major offensive on Budapest. Hitler ordered the transfer of the 6th SS Panzer Army to Hungary to launch a counterattack, but historically it had to disentangle itself from the Ardennes counteroffensive before marching east.

- A) On Turn 13 (or Turn 11 if the Hitler Counteroffensive is not

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launched; see 17.7.1.B), the German player must withdraw (remove) 4 replaceable Mechanized divisions from the game.

- All must be SS divisions if possible.
- Such units may be adjacent to Allied units (they may even be surrounded by Allied ZOC) as long as they are in normal East Map-edge supply.

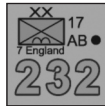
B) Withdrawn units never return to the game.

C) If there are insufficient Mechanized divisions on the map or the Watch on the Rhine Box to meet these withdrawal requirements, eligible divisions may be taken from the TRT. If there are still an insufficient number of units to fulfill the withdrawal, the German player immediately loses the game.

17.9 Allied Airborne/Air Landing Units

17.9.1 General Rules:

Allied Airborne units and the British Air Landing division are one-step units, despite having printed info on both sides. The side with a Variable Movement Allowance box and higher Combat Strengths shows the unit operating in normal supply as a regular Infantry unit. The side with a printed Movement Allowance of 2 and lower Combat Strengths (the "Dropped" side) shows the unit if it has just been landed by an Airborne Operation and is depending on its own supply resources.



17.9.2 England Box:

To participate in an Airborne Operation, Allied Airborne/ Air Landing units must begin the 1st Allied Air Phase in the England Box. Such units may either have arrived as Reinforcements in the England Box, or have transferred there during a previous 1st Allied Air Phase.

- A)** To transfer to the England Box, an Airborne/ Air Landing unit must be in a Beach or Operational (Cherbourg and Antwerpen) port hex during the Airborne Withdrawal Step of the 1st Allied Air Phase. Simply remove the unit from the hex and place it in the England Box.
- B)** Airborne/ Air Landing units in the England Box may either return to the map as normal, non-"A-D" Reinforcements, or through an Airborne Operation.

17.9.3 Airborne Operations:

Design Note: The D-Day drop is considered to have already taken place at the start of play.

- A)** The Allied player may launch a maximum of two Airborne Operations per game.
- B)** Airborne/ Air Landing units that BEGIN the 1st Allied Air Phase in the England Box may take part in an Airborne Operation, subject to the following restrictions:
- No Airborne Operations are allowed on Turns 1, 2 and 9-13.
 - Airborne Operations may never take place on consecutive turns.
- C)** Up to three Airborne/Air Landing divisions and one Airborne brigade may take part in a single Airborne Operation.
- D)** No Tactical Air support unit may be used for Strafing or set aside for Combat Support in the 1st Allied Air Phase of a turn with an Airborne Operation.

E) The Airborne/Air Landing units involved are taken from the England Box and placed in their drop hexes on the map with their Dropped side facing up. They may drop, a maximum of 1 unit per hex, in any hexes meeting the following restrictions:

- There must be a supplied Allied division within 8 hexes (7 intervening hexes) of every drop hex.
- The units may not drop in Roer Dam hexes, Fortress Holland hexes, Ruhr City hexes, Entrance/Exit Hexes, undestroyed Fort hexes, or Mountain hexes. They may drop in hexes occupied by Allied units or German units. When dropping on Allied units stacking limits must be observed.
- All units must drop within 2 hexes (1 intervening hex) of at least one other unit dropping in that Airborne Operation.
- The British Air Landing division may only drop into Clear hexes with no enemy units. A Clear hex with a Town is an eligible drop hex.
- Units dropping on German units roll 1 die:
 - On a roll of 1-3, the Allied unit lands safely and any German units in the hex must be moved one hex (German player's choice), but not into a hex containing another currently dropping Airborne/Air Landing unit. All units **MUST** withdraw in the same hex [**Exception:** They may withdraw into different hexes if required to meet stacking limits]. Allied units and impassable terrain block this withdrawal, but Allied ZOCs do not. Withdrawing units must retreat into hexes in supply if possible. Any units that cannot withdraw out of the drop hex are eliminated.
 - On a roll of 4-6, the German units in the hex make an immediate attack on the dropping Allied unit. The Allied unit does not get terrain benefits or a defense die roll. If it takes a step loss it is eliminated and the German units remain in the hex; if it takes no step loss the German units must withdraw as if a 1-3 had been rolled.

17.9.4 After the Airborne Operation:

- A)** Airborne/Air Landing units may move and attack normally on the turn they drop. They do not require supply or suffer from Attrition this turn.
- B)** After the turn they dropped they require normal supply or suffer the penalties of being Out of Supply.
- C)** Airborne Recovery: During the Airborne Recovery Step of any subsequent 1st Allied Air Phase in which the dropped units are in normal supply, flip them to their stronger, regular unit side.

18.0 EXTENDED EXAMPLE OF PLAY

This Extended Example of play is intended to get you, the gamer, into the game with a minimum of fuss. In an effort to make this Example of Play more efficient, we will begin with a game in progress, starting on Turn 2.

So, if you haven't done so already, punch out the counters. (Carefully now! We know you're excited.) It is helpful to sort the counters first by nationality then by turn of entry. Counters with a hex code, beach name (Omaha, Juno, etc), or "England" notation beneath their NATO unit

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symbol are set up on the map on Turn 1; you'll want to set these counters aside as we'll be placing them on the map shortly. Counters with a number followed by a letter are Reinforcements; place these units on the Turn Record Track (TRT) on the turn corresponding to their turn of entry (example, the German 6FJ Division has a "3E" notation, indicating it sets up on the Turn 3 box of the TRT). Please note that SS and Luftwaffe units have a duplicate counter for players who prefer the black or aqua color scheme. For these units, pick one piece and set the duplicate aside. (SS-haters are welcome to burn the black SS pieces.)

Now let's set up the map. Place the following units/markers in the hexes indicated:

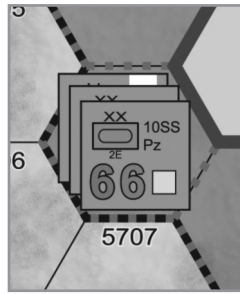
- **Phase Marker:** Reinforcement, Replacement, & Refit Box on the Sequence of Play (SoP) Flowchart.
- **Turn Marker:** Turn 2 box of the TRT.
- **Commonwealth (CW) 1 Airborne and 52 Air Landing Divisions:** Allied England Holding Box.
- **German 709 Co Division:** Cherbourg—hex 0518.
- **German 6FJ Regiment:** hex 0520.
- **German 77 Inf Division:** hex 0522.
- **German 17SS PG Division:** St. Lo—hex 0722.
- **German 7 Army HQ:** hex 0826.
- **German Panzer Lehr Division:** Villers-Bocage—hex 0923.
- **German 21 Panzer (-) Division, and III Flak Corps:** Caen—hex 1122.
- **German 2 Panzer Division:** hex 1125.
- **German 12SS Panzer Division:** hex 1222.
- **German 501 SS Tiger Battalion:** hex 1223.
- **German 347 Co Division:** Lisieux—hex 1422.
- **German 16LW Division:** hex 1423.
- **German 1SS Panzer Division, and 503 SS Tiger Battalion:** hex 1521
- **US 4 Inf, and 90 Inf Divisions:** hex 0519.
- **US 29 Inf, and 2 Inf Divisions:** hex 0721.
- **CW 50 Inf:** Bayeux—hex 0921.
- **CW 7 Arm Division; 8 Arm, and 2 Cd Arm Brigades:** hex 1021.
- **CW 3 Cd Inf Division:** hex 1221.
- All remaining German, US, and CW units with setup hex or beach name notations on their counters are placed in the corresponding setup hex.

Now we're ready to begin!

The first thing you'll want to note on the map is the Sequence of Play (SoP) Flowchart. This Flowchart will guide you through each turn's play sequence. It may look complicated, but in reality it isn't. The most complex element to the SoP is the Hitler Counteroffensive Phase which can only occur on Turns 10-11. Since we won't get that far in this example of play, you won't have to worry about it for now.

The Reinforcement, Replacement, & Refit Phase

The first thing that happens on a normal turn is the Reinforcement, Replacement, and Refit Phase (note that on Turn 1 the SoP begins with the German Assault Phase but since this is Turn 2 we will be starting the SoP from the beginning). This is the phase in which new units are brought onto the map from the Turn Record Track (TRT) (Reinforcements). This is also the phase in which units that were destroyed earlier in the game can be rebuilt (Replacements). Finally, it



is in this phase that reduced-strength Armor or Mechanized units may be refitted so as to bring them back to full-strength. Please stop here and read section 7.1.4 of the rulebook before continuing.

All done? Great! Now let's put some German Reinforcements on the map. The Germans have a bunch of units on the Turn 2 space on the TRT: the 9SS and 10SS Panzer Divisions along with the 502 SS Tiger Battalion have a "2E" notation which means they must be placed on an "E" Entrance Hex on the East edge of the map. Stacking limits must be observed when placing units in an Entrance Hex, but since the stacking limit is normally 3 units, we won't worry about that just yet. We will place all three units in the "E" Entrance Hex just above hex 5707.

Next, we have the 353 Inf, 266 Co, and 3FJ Divisions which have a "2B" notation.

These are placed in a "B" Entrance Hex on the West edge of the map. We will place them all in the hex adjacent to hexes 0224 and 0225.

Finally, we have four units with a "2W" notation: the 272, 276, and 277 Inf and 2SS Panzer Divisions. These units must be placed in a "W" Entrance Hex on the Southwest corner of the map. But first, let's talk about stacking. Normally a maximum of three units may stack in a hex. There are a few exceptions. Please stop here and read section 5.0 in the rulebook for a full explanation of Stacking.

Done reading the Stacking rules? Good! Look at Caen (hex 1122). Now you can understand why the Germans have 4 units stacked in Caen: the Flak unit stacks for free. Now back to those Reinforcements. There are four German units which must be placed in a "W" Entrance Hex but none of the four units qualify for free-stacking so we will put all three Infantry units in a hex (south of 0633) and the Panzer division in another hex (south of 0433).

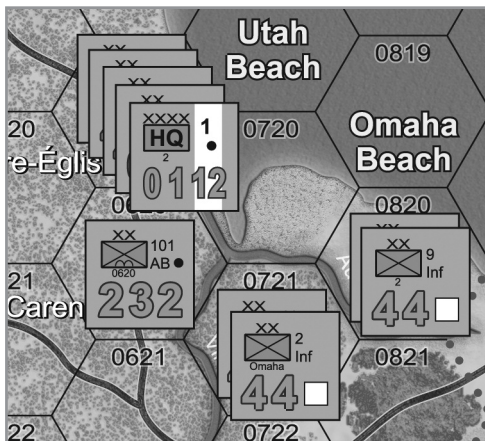


There are no German Replacements to be placed nor is the German player able to Refit any units at present—he doesn't receive the prerequisite R&R marker until Turn 4 (see the "4" notation on the German Mech R&R marker). So we move on to the Allies!

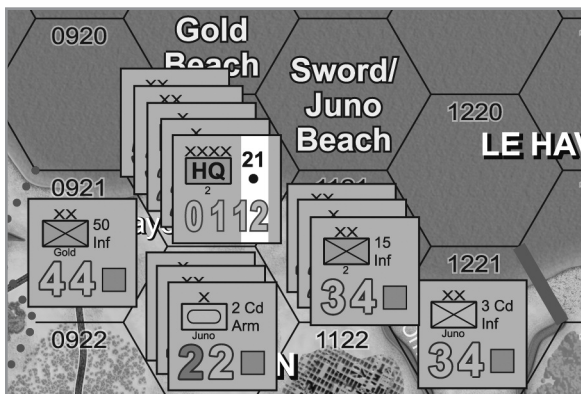
The Allies have a bunch of units entering this turn as well. Please stop here and read section 7.1.3 in the rulebook.

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Now that you know how the Allied Reinforcements work, let's place those Allied Reinforcements. The US has 5 units to place: the 9, 30, and 79 Inf, 2 Arm Division, and the 1st Army HQ. Since these guys must enter at a beach (the Allies don't have any other valid entry hex at this point in the game) it is critical that the Allied player makes room for them to enter by moving some units off the beaches in Turn 1—as reflected by the setup at the beginning of this example of play. We'll put the 30 and 79 Inf along with the 2 Arm Division and 1st HQ into Utah Beach where they will stack with the 82 Airborne division. Remember those Stacking rules? You will recall that one Allied Airborne Division and one HQ unit will stack for free. This allows us to place all 5 units into this hex without violating stacking limits! The US 9 Inf Division will be placed in Omaha Beach.



The CW has even more units entering this turn: the 15 and 49 Inf Divisions, 11 Arm Division, the 4 and 34 Arm Brigades, and the 21st AG HQ must enter on a Beach Hex or be placed in the England Holding Box (the same is also true of US/French units unable to enter without violating stacking). If a unit is placed in the England Holding Box, it can enter as a Reinforcement on a subsequent turn. But since it is far more efficient to get units onto the hex grid, we will attempt to place all these units at Gold and Sword/Juno Beaches. The 11 Arm and 49 Inf Divisions along with the 4 and 34 Arm Brigades and the 21 AG HQ will be placed in Gold Beach which is vacant. Recall that one Allied Brigade-size unit can stack for free as can one HQ unit. This once again allows us to place 5 units into a single hex. The 15 Inf Division will be placed in Sword/Juno Beach.



On Turn 2 the CW also receives two support markers: the 79th Armoured Division support marker and a single CW Armor R&R Refit marker. Place these two units into the Allied Support Units Holding Box on the map. Like the Germans, the Allies don't have any Replacements arriving this turn, nor do they have any use for their Armor R&R Refit marker. We now move along to the 1st Allied Air Phase. As we stated earlier, the Hitler Counteroffensive Phase is only relevant on Turn 10 or Turn 11 so we will skip it for now. (Ok you "Battle of the Bulge" fanatics, you can read about the Hitler Counteroffensive in section 17.7 of the rulebook.) Move the Phase marker to the First Allied Air Phase box on the SoP Flowchart.

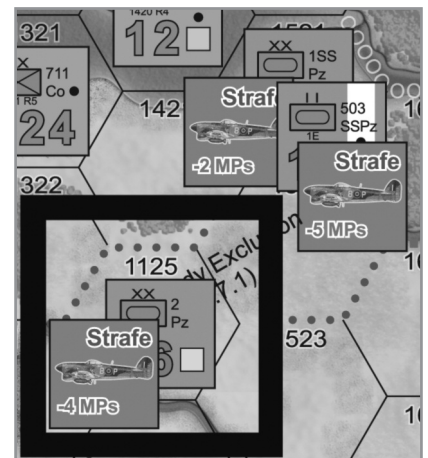
1st Allied Air Phase

Now we move along to the Airborne Segment. This is when the Allies resolve Airborne Operations. Please stop here and read section 17.9 of the rulebook before continuing.

All done? Fantastic! Now you know all about Airborne Operations! Note that on the TRT, turns in which Airborne Operations may be conducted are indicated. There may be no Airborne Operations on Turn 2 so we will skip the Airborne Operation Step of the Allied Airborne Segment. We will, however, conduct the Airborne Recovery Step. The Campaign Game begins with D-Day having just occurred. This being the case, there are three Allied Airborne divisions which are considered to have just landed and are presently on their weaker, "Dropped" sides. Flip them over to their stronger side—note that Allied Airborne divisions are 1-step units and if they take a hit in combat they are destroyed! The US 101 AB Division is in Carentan (hex 0620), the 82 AB Division is in St. Mere-Eglise (hex 0619), and the CW 6 AB Division is in 1221.

Now we can move along to the Strafing Segment. Looking at the TRT, you will find that the Allies receive 4 Tactical Air units this turn. Please stop here and read section 17.5 in the rulebook.

Now you know how Allied airpower is expressed in the game. Early in the game, it is vital that the Allies do as much as they can to slow down the German reinforcement of Normandy. That being the case, during the Strafing Marker Placement Step we'll have the Allies declare their intent to use three of their four Tactical Air markers for Strafing. All four Tactical Air markers are shuffled or placed in a cup (a clean, **empty** cup!!!) and drawn randomly. All three are placed face-down on a unit whose movement the Allies wish to slow down—but don't reveal any Strafing marker just yet! The German 2 Panzer Division in 1125 and the 1SS Panzer and 503 SS Tiger Battalion in 1521 each receive a Strafing marker. Now that all Strafing markers have been placed, we move to the Reveal Strafing Markers Step. All Strafing markers are now revealed: During the German Assault Phase, the 2 Panzer Division will lose 4 Movement Points (MPs), the 1SS Panzer Division will lose 2 MPs, and the Tiger Battalion will lose a whopping 5 MPs! Leave the Strafing markers on these units until the Second Allied Air Phase. The fourth Tactical Air marker which

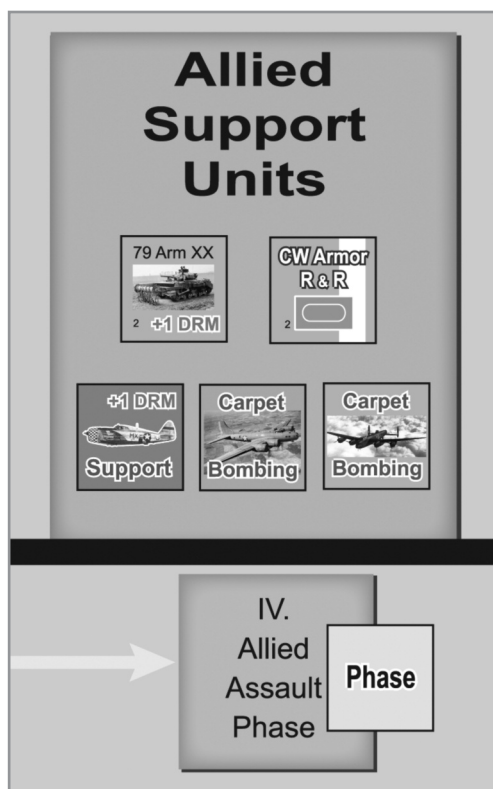


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was not used for Strafing is placed in the Allied Support Units Holding Box.

Lastly, we need to conduct the Carpet Bombing Segment. Please stop here and read sections 11.0 and 12.0 from the rulebook—don't worry, they're short sections.

Ok, now you know what the Carpet Bomber units do. Note also that the "Disrupted" marker is on the back of each Carpet Bomber marker. The Allies can use each Carpet Bomber marker twice per game: one may be used in support of the US, and one may be used in support of the CW. Only one Carpet Bomber marker may be used per turn. When one or both Carpet Bomber markers are available (see TRT) and neither is used, German Strategic Movement is impeded. This turn, the Allies will forgo the use of any Carpet Bomber and place both markers into the Allied Support Units Holding Box. Advance the Phase marker to the Allied Assault Phase Box on the SOP Flowchart.



Allied Assault Phase

The Allied Assault Phase (and the similar Hitler Counteroffensive Phase) is arguably the most complex element of the game. But once you see what's happening, I think you'll find it quite easy and you'll master it in no time.

The Supply Segment: The first thing the Allied player does is to check to ensure all of his units are in Supply. Units judged to be Out of Supply (OOS) are marked with an OOS marker. Section 8.0 of the rulebook contains everything you need to know about Supply in the game, but for now suffice it to say that the Allied Beach Hexes are the Supply Source for the Allies and East map-edge gray Entrance/Exit Hexes are Supply Sources for the Germans. Right now all the Allied units are in Supply.

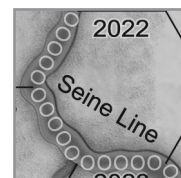
The Logistics Segment: Logistics constraints do not come into play

until the Allies gain a bridgehead over the Seine River so for now we won't worry about this segment. Logistics rules are explained in section 9.0 of the rulebook.

The Assault Movement Segment: There are two steps to this segment. First, in the Movement Allowance Determination Step, we determine the Allied player's Movement Allowance. You may have already glanced at the unit-key and noticed that most units in the game do not have a printed Movement Allowance on their counter; instead, many units have a color-coded box. Such units have a Variable Movement Allowance which will vary from phase to phase and from turn to turn. This adds a measure of uncertainty to the game and makes coordinating operations which large bodies of troops challenging.

Throughout the game, the Allied player is in one of two Logistics states: Limited Supply or Full Supply. Limited Supply imposes much lower movement rates on Allied units during their Movement Segments as well as a negative die roll modifier (DRM) in combat. During Turns 1 and 2 the Allies are under Limited Supply for movement purposes only—there is no combat effect of Limited Supply during Turns 1 and 2.

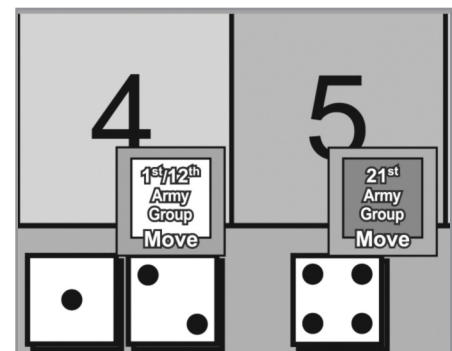
Now look at the lower left of the map. There you'll find the Movement Allowance Track. Looking at the bottom of the Track, you'll find the Allies have two sets of movement die roll results. Since the Allies are under Limited Supply in Turn 2, we will be using the Limited Supply movement die roll results. All Allied units west of the Seine Line (that dotted line that generally follows the path of the Seine River) are divided up into two Command groups: All US and French units form the US 1st Army / 12th Army Group (on Turn 7 the 1st Army becomes the 12th Army Group); all CW (British, Canadians, Poles, Belgians, and Dutch) form the CW 21st Army Group. Allied units east of the Seine Line belong to the Army Group whose zone they currently occupy regardless of their nationality (see 10.2).



We will roll one die for each Command to determine their Movement Allowance. The US 1st Army Group rolls a "2" which yields 4 MPs; the CW rolls a "4" which yields 5 MPs. Movement Allowance markers are placed in the appropriate numbered box on the Movement Allowance Track.

Next, the Allied player must declare how many MPs he intends for all of his units to spend before any combat is resolved. He must leave at least one of his Command groups with 1 MP in order to be able to wage any combat—the most he could declare in this turn and still have combat would be 3 MPs which would leave the US with 1 MP and the CW with 2 MPs remaining. We will declare 1 MP this turn—after all, the Allies are pinned to the beaches with not much room for maneuver.

The Movement Allowance markers are reduced by 1 MP and the Allied player may now move any of his units up to 1 MP. But first, there is one thing you need to read up on before you start pushing cardboard around: Zones



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of Control and Enemy Zones of Control (ZOCs and EZOCs). Please stop here and read section 6.0 of the rulebook before continuing. Understanding how ZOCs work is crucial to good game play so please pay close attention to this section of the rules!

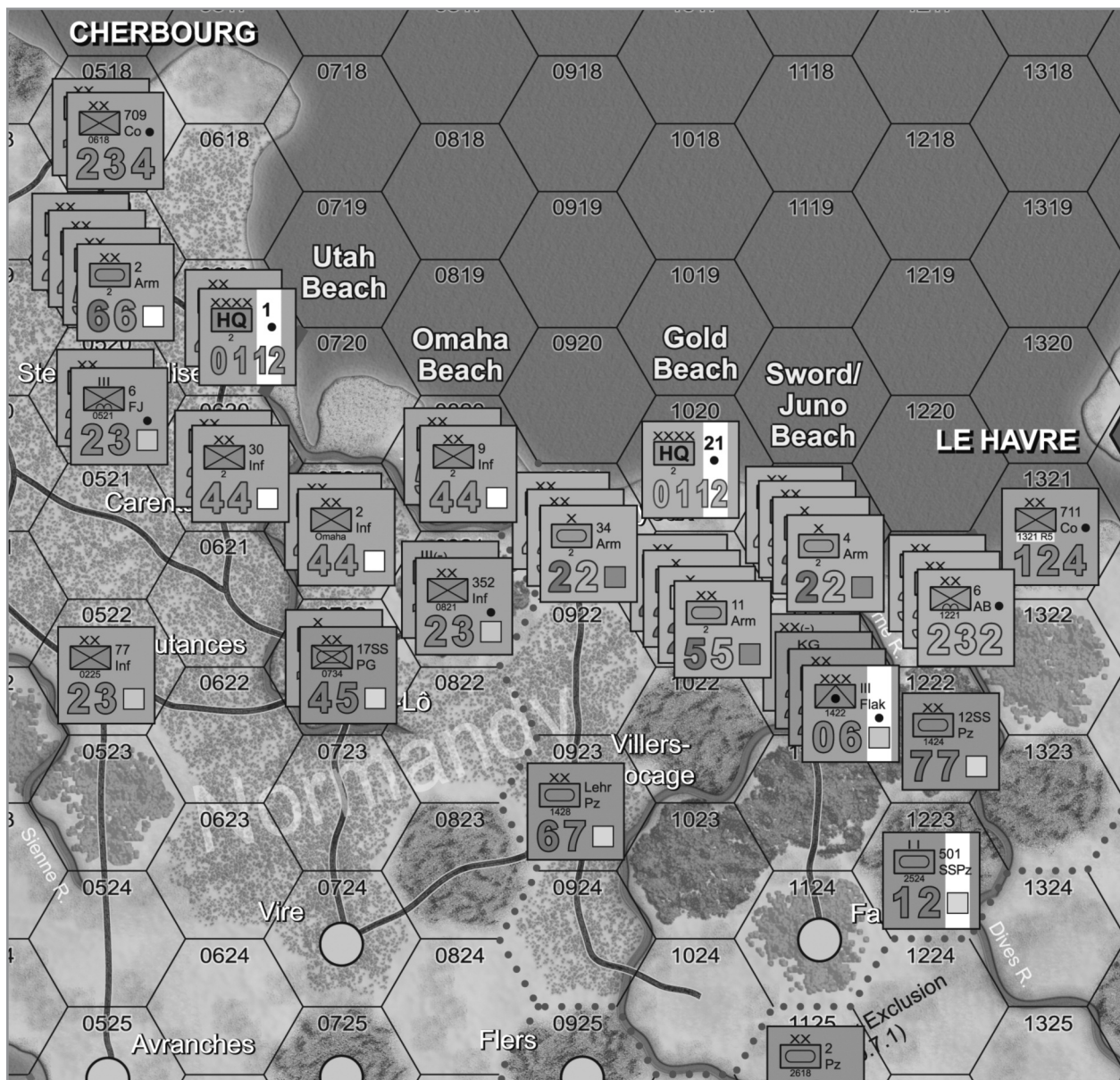
All done? Now you're an expert on ZOCs! Excellent, let's continue. Moving on to the Assault Movement Step, we'll conduct movement from west to east. First, the US 82 AB Division moves from Utah Beach into hex 0519. Wait! Isn't that an EZOC-EZOC move which is prohibited? Normally it would be except that German ZOCs never project into Beach hexes so the 82 AB can move into hex 0519 but then he has to stop since he has entered an EZOC. The 2nd Arm moves likewise. You might also notice that the terrain cost of Bocage terrain is normally 2 Movement Points (MPs). Following the path of a Road, however, negates the underlying terrain cost.

The US 30 Inf Division moves from Utah Beach into 0620 where it stops and stacks with the US 101AB Division. The rest of the US units remain

in place.

Now let's move some Commonwealth units. Notice the red dotted line running between hex-rows 08xx and 09xx? That's the Commonwealth Exclusion Zone. US units can enter and pass through the region encompassed by this line, but they may not end their movement or advance after combat or Mobile Assault in that zone. Similarly, CW units are prohibited from moving, Mobile Assaulting, or advancing after combat into a hex west of hexrow 09xx until either the Allies achieve a Normandy Breakout (see 17.6) or the Allies control both Argentan and Alençon (see 10.7.1). This further limits maneuver in the early turns of the game for the Allies. The Allies simply have to start pushing the Germans south!

The British 11 Arm Division moves from Gold Beach into hex 1021. The CW 49 Inf Division and 34 Arm Brigade move from Gold Beach into Bayeux (0921). The 4 Arm Brigade moves from Gold to Sword/Juno Beach. Now the Allies are ready for combat.



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Combat Segment: There are three steps to this segment. First, during the Combat Duration Segment the Allies must determine how many Movement Points are “spent” in the act of combat. To determine this, a die is rolled and the result halved. Round fractions down but with a minimum result of “1.” The die roll is a “5” which when halved and rounded becomes a “2.” The Movement Allowance markers are each moved down the Movement Allowance Track two spaces, leaving the US with 1 MP remaining and the CW with 2 MPs remaining. Now that this is done, we can move along to the Combat Resolution Step.

Needing to capture Cherbourg posthaste, the Allied stack in hex 0519 chooses to attack Cherbourg. The Allies have a total of 18 attack strength factors; the Germans have a total of 5 defense strength factors. This combat will be resolved simultaneously (almost all combat is resolved simultaneously; see 13.6 for Combat Order). The Allies will “fire” on the 17+ column of the Combat Fire Table (CFT). The Germans will fire on the 5 column of the CFT. The Allies have one Tactical Air marker in the Allied Support Units Holding Box which could be used in combat for a +1 Die Roll Modifier (DRM), but they decide not to use it just yet. The Allied attack roll will be modified by -2 for the City terrain in Cherbourg. The German roll is not modified. The Allies roll a “3” which is modified to become a “1.” The Germans roll a “5.” The Allied attack roll results in a 1 step loss on the Germans. The German defense roll also calls for a 1 step loss on the Allies. Attackers allocate their losses first followed by the defender. The Allies opt to take their 1 step loss on the 90 Infantry Division which is then flipped to its reduced strength side. The Germans decide to take their loss on the 243 Coastal Division. Since this unit only has 1 step to lose it is destroyed. Since it has a non-replaceable dot on the counter, it is permanently removed from the game.

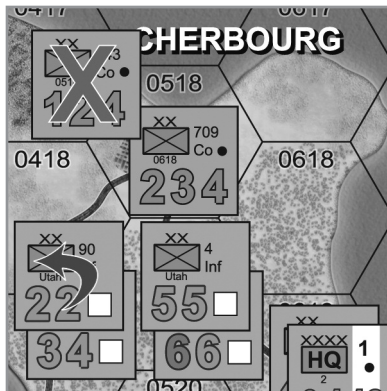
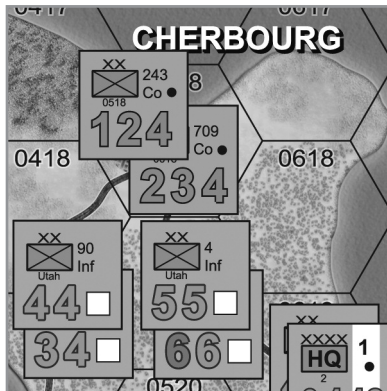
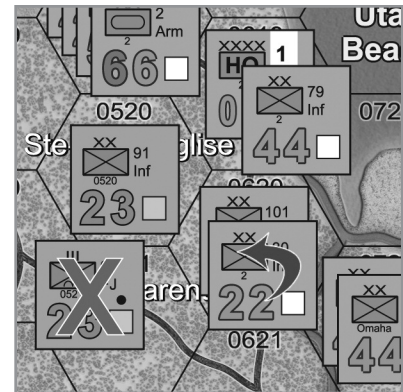
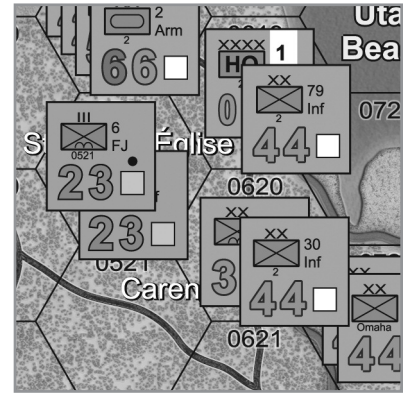
Next, the Allied units in Carentan and Utah Beach (hexes 0620 and 0619 respectively) attack the Germans in 0520. The Allies will fire on the 10-12 column of the CFT; the Germans on the 3 column. The Allies will suffer a -2 DRM for the Bocage terrain of hex 0520 (note that after Turn 4, Bocage only has a -1 DRM for the Allies). The Allies roll a “4” which is modified to a “2” for 1 hit on the Germans—indeed, they really didn’t even need to roll the dice here since any result would destroy the one-step defender. The Germans roll a “1” but this is still sufficient to inflict 1 step loss on the Allies. The Allies choose to take their hit on the

30 Infantry Division which is then flipped to its reduced strength side. The Germans choose to take their hit on the 6FJ Regiment which is then destroyed and eliminated from the game (it’s another non-replaceable unit).

The Allied units in hex 0721 choose to attack the Germans in St. Lo. There’s little chance of driving the Germans out of this hex but the Allies need to inflict casualties on the Germans and can’t be shy about taking losses of their own during this stage of the game. Both sides will fire on the 7-9 column of the CFT. The Allied dice will be modified by -2 for the Bocage terrain. The Town terrain is ignored, only one terrain DRM can apply and the one most favorable to the defender is used (see 13.9.A.1). The Allies roll a ‘5’ which is modified to ‘3,’ the Germans roll a ‘4.’ Both sides inflict 1 step loss on the other side. The Germans must take their hit on the 17SS Panzergrenadier Division since no unit may be eliminated until all two-step units in the hex are reduced to one step (see 13.7.4). The Allies take their hit on the 2 Infantry Division which, like the 17SS, is flipped to its reduced strength side.

Now the Allies use their stacks in hexes 0820 and 0920 to attack the Germans in 0821. The Allies will fire on the 17+ column and the Germans on the 5 column of the CFT. The Allies now decide to use their Tactical Air marker to gain a +1 DRM. The Forest terrain -2 DRM will also apply so there will be a net -1 DRM to the Allied die roll. The Allies roll a ‘3’ which is modified to a ‘2’ which inflicts 2 step losses on the Germans—just enough to eliminate both German divisions. The Germans roll a ‘2’ which inflicts 1 step loss on the Allies. The Allies choose to take their hit on the Commonwealth 34 Armored Brigade which is flipped to its reduced strength side. Both German units are destroyed and removed from the game permanently. Since the defenders’ hex is cleared, advance after combat is permitted. Only the US units, however, can advance into hex 0821 (remember that the CW units cannot advance west of the 09xx). Both the US 1 and 9 Inf Divisions advance into hex 0821.

Next, the Allies attack Caen. The Allied units adjacent to Caen in hexes 1021 and 1121 are more than sufficient to fire on the 17+ column of the CFT. The Germans have 12 defense strength factors in Caen and so will fire on the 10-12 column of the CFT. The Allies now decide to use their 79 Armour support marker—the “Funnies” (you can read up on these guys in 13.9.B). This will give the Allies a +1 DRM. There will also be a City terrain -2 DRM. The net DRM for the Allies is -1. The Allies roll



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a '1.' Ouch! This will only inflict a single step loss on the Germans. The Germans roll a '5' which scores a 2 step loss hit on the Allies. The 79 Armour support marker is then placed on the Turn 3 space of the Turn Record Track—it will be available to use again next turn. The Allies opt to take their two hits on the 27 and 4 Armor Brigades in hex 1121. Both are reduced to their reduced-strength sides. The Germans must take their single hit on the III Flak Korps which is then flipped to its reduced strength side. The Allies will have to rethink their approach to attacking Caen.

Finally, the Allies in hex 1221 attack the 12SS Panzer Division in hex 1222. There is no chance of destroying the Panzer division outright, but the attrition will go a long ways towards the Allies being able to crack Caen's defense. Both sides will fire on the 7-9 column of the CFT. The Forest terrain will apply a -2 DRM to the Allies attack. The Allies don't even need to roll the dice here since any die roll will only result in a single step loss being inflicted on the 12SS Panzer. The Germans roll a '5' which inflicts 2 step losses on the Allies. The Commonwealth 51 Infantry, 3 Canadian, and German 12SS Panzer Division are flipped to their half-strength side.

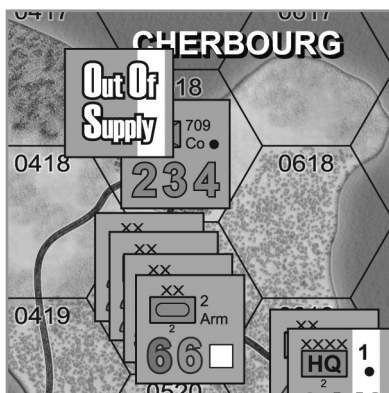
This concludes the Allied Combat Resolution Step.

Breakthrough Movement Step: To complete the Allied Combat Segment we need to conduct the Breakthrough Movement Step: The Allies may now use their remaining Movement Points to conduct Breakthrough Movement. The US units only have a single Movement Point remaining on the Movement Allowance Track; the Commonwealth units have two Movement Points remaining. Boxed in by Enemy Zones of Control (EZOCs), the US units remain in place. The Commonwealth units, however, do have the ability to shift things around near Caen. The 4 Armored Brigade moves from 1121 to 1221 to shore up the units in this hex from an enemy counterattack which could kill valuable Commonwealth Infantry divisions. The 11 and 7 Armored Divisions, and 8 and 2 Canadian Armored Brigades move from 1021 to 0921 (out of the German ZOC), then to 0922 where they are now poised to Mobile Assault Villers-Bocage during the Allied Exploitation Phase later this turn. Next, the 49 and 50 Infantry Divisions and the 34 Armored Brigade move from Bayeux (0921) to 1021 where they take up the position outside of Caen. Lastly, the 21st Army Group HQ moves one hex into Bayeux (0921).

This concludes the Allied Assault Phase. The Phase marker is now advanced to the German Assault Phase box on the SoP Flowchart.

German Assault Phase

Supply Segment: As with the Allied Assault Phase, the first thing the Germans do is check Supply for all their units. Everyone is in supply except for the German 709 Coastal Division in Cherbourg. This unit receives an Out of Supply (OOS) marker. Most Coastal Forts are Supply Sources for the German units in that hex,



but the Cherbourg Coastal Fort only keeps the German units in the Fort from suffering Attrition (see 16.1).

Movement Segment: Because the Germans are on the strategic defensive during this campaign, the German Assault Phase is much more streamlined. After the German Supply Segment, the Germans have to roll to determine the Movement Allowance of their units. German units with Variable Movement Allowances are divided into two movement groups: Infantry (feldgrau-colored squares) and Mechanized (yellow squares—or gelbe quadrate if you prefer Deutsch). Unlike the Allies, only ONE die is rolled and the result is applied to both movement groups (note that during Turn 1 no die is rolled, the Germans are automatically considered to roll a '4'). The Germans roll a '3' which yields 4 Infantry and 8 Mechanized Movement Points. The German Infantry and Mechanized Movement markers are placed on the '4' and '8' spaces (respectively) of the Movement Allowance Track.

With that done, we're ready to move the German units:

- The 266 Coastal, 353 Infantry, and 3FJ Divisions move from their Entrance Hex "B" to hex 0526, using all 4 Movement Points (MPs) in the process. Notice that the 266 Coastal Division has a printed movement allowance of '4.' With the exception of HQs and Leaders, units which have a printed movement allowance may only move up to the movement allowance permitted by the Variable Movement die roll but never more than their printed Movement Allowance.
- The 272, 276, and 277 Infantry Divisions move from their Entrance Hex "W" to hex 0630 (4 MPs).
- The 2SS Panzer Division moves from its Entrance Hex "W" to hex 0627 (8 MPs).
- The 91 Infantry Division moves from 0520 to 0420 then to 0521 (3 MPs).
- The 2 Panzer Division (with the -4 Strafing marker moves from 1125 to Villers-Bocage, 0923 (4 MPs). Note that there is no Bridge over the Orne River. Roads do not provide a Bridge unless a Bridge is marked on the map (see 10.5.A), thus the 2 Panzer has to pay the cost of the Minor River terrain.
- The 501 SS Tiger Battalion moves from 1223 to 1222 (3 MPs).
- The 347 Coastal Division moves from Lisieux (1422) to 1322 (2 MPs).
- The 16 LW Division moves from 1423 to 1324 to 1223 (4 MPs).
- The 1SS Panzer Division (with the -2 Strafing marker) moves from 1521 to 1324 (5 MPs).
- The 503 SS Tiger Battalion (with the -5 Strafing marker) moves from 1521 to Lisieux, 1422 (3 MPs).

Lastly, the 9SS and 10SS Panzer Divisions along with the 502 Tiger Battalion (Entrance Hex "E") will attempt to use Strategic Movement. Please stop here and read section 10.7.11 and 10.7.12 of the rulebook before continuing.

Now that you know how Strategic Movement works, let's conduct Strategic Movement with those three German units we placed in an Entrance "E" Hex when we started this tutorial.

Each unit must roll a single die to determine whether the Strategic Movement is successful. Since the Allies did not use either Carpet Bomber support marker, the Germans will fail their Strategic Movement die roll on a result of "1-2." The 10SS rolls a "3" and passes; the 9SS rolls a "6" and passes; but the 502 SS Tiger Battalion rolls a "2" and

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fails. The 9SS and 10SS Panzer Divisions move across the map and stop on the first hex on the west side of the Seine Line, in this case both units go into hex 1521. The Tiger Battalion that failed its Strategic Movement die roll, since it is presently located in an Entrance Hex will now move using its full 8 Movement Points. The 502 Tiger Battalion uses 8 MPs to move to hex 5108. The 8th MP is used to enter hex 5008 (across the Rhine Bridge at Wesel).

At this point you may be wondering why we haven't moved any of the other German units. The German 7 Army HQ unit can only move during the German Exploitation Phase (see 10.3.A). The German units that have their set-up hex in a yellow box are restricted. Stop here and read section 10.7.8.

Combat Segment: Now the Germans can conduct combat. The only place where an attack makes sense is in hex 1221 where all four Allied units are either one-step units or units that have been reduced to their last step. The Germans would like to use all their adjacent units for the attack on hex 1221, but if the units in Caen participate, then every Allied unit in Caen's ZOC must be attacked as well. The Germans sensibly confine their attacking units to the 12SS Panzer Division and the 501 SS Tiger Battalion in hex 1222, and the 347 Coastal Division in hex 1322. The Germans have a total of 7 attack strength factors. The defending Allies have a total of 9 defense factors. There is no terrain DRM because only one attacker is attacking across a river (the 347 Coastal Division). The Allies have already used all their Tactical Air and their 79 Armour support markers so there will be no DRMs for either side in this battle. But because the Germans are attacking into a Coastal hex adjacent to an Allied Beach Hex, the defenders will fire and inflict step losses first—the combat is sequential (see 13.6). The Allies roll a '3' and inflict 1 step loss. The Germans take their hit on the 347 Coastal Division which is eliminated and permanently removed from the game. This reduces the Germans to 6 attack strength factors. The Germans roll a '2' and inflict 1 step loss. The Allies take their hit on the reduced strength 4 Armored Brigade. The unit is destroyed. But because the unit is replaceable, it is placed on the TRT two turns later (see 7.2.1.A). On Turn 4 the unit will return to the game at full-strength.

Having done their worst, the Germans conclude their Combat Segment and with it, the German Assault Phase comes to an end. The Phase marker is then moved to the 2nd Allied Air Phase box on the SoP Flowchart.

2nd Allied Air Phase

The 2nd Allied Air Phase contains only the Strafing Segment. This Strafing Segment consists of three steps: First, in the Strafing Marker Reshuffle Step the Allied player removes all four Tactical Air markers from the map and shuffles them. Next, in the Strafing Marker Placement Step the Allied player may draw and place Tactical Air markers on German units. One Strafing marker is placed on the 3FJ Division, the 2SS Panzer Division, and the 10SS Panzer division. The fourth Tactical Air marker is placed in the Allied Support Units Holding Box. The Allies will use this marker to gain a +1 DRM in combat during the Allied Exploitation Phase.

Finally, in the Reveal Strafing Markers Step, all such markers are flipped over: The 3FJ Division Strafing marker turns out to be a -5 MP marker; the 2SS Panzer receives a -4 MP marker; and the 10SS Panzer Division receives a -2 MP marker. This concludes the 2nd Allied Air

Phase. The Phase marker now moves to the Allied Exploitation Phase box on the SoP Flowchart.

Allied Exploitation Phase

The Allies begin their Exploitation Phase by checking supply. All Allied units are in supply. Next, the Allies roll one die for each Command Group to determine the Movement Allowance of their units: The die roll for US units is a "6;" the die roll for the Commonwealth units is a "4." US units will have 6 MPs and the Commonwealth units will have 5 MPs. The US Movement marker is placed on the "6" box and the Commonwealth unit's Movement marker is placed on the "5" box of the Movement Allowance Track.

The only form of combat that can be engaged in during the Exploitation Phase is Mobile Assault. Please stop here and read section 8.6 and section 14.0 of the rulebook.

All done? Excellent! Now we can start the Allied Exploitation Movement Segment. Note that generally, only Mobile Assault-capable units (units with a red attack strength) can engage in Mobile Assaults. The one exception is the special Cherbourg Assault which is conducted once per game as the final step of the Movement and Mobile Assault Step. We'll conduct a Cherbourg Assault this turn, but first, we need to conduct all other Movement and Mobile Assaults.

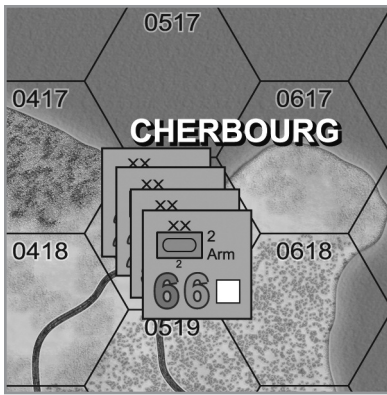
The Commonwealth stack in hex 0922 will now attempt to Mobile Assault the Germans in Villers-Bocage. This Mobile Assault will cost 2 MPs (1 MP for the terrain cost to enter the target hex plus 1 MP for the Mobile Assault). Note that this Mobile Assault is only possible in Bocage terrain because it is made along a road. Both sides will fire on the 13-16 column of the CFT. The Allies use their remaining Tactical Air marker to gain a +1 DRM. The net DRM for the Allies, however, is -1 due to the -2 DRM of Bocage terrain. The Allies roll a '6' which is modified to a '5,' inflicting 2 step losses on the Germans. The Germans roll a '1' and inflict only 1 step loss on the Allies. The Allies take their step loss by flipping the 2 Canadian Armored Brigade. Since the defenders were not cleared from the target hex in this Mobile Assault, however, the Allies must take an additional step loss. The Allies take this loss on the 8 Armor Brigade. The Germans flip both the Lehr and the 2 Panzer Divisions.

Next, the reduced-strength 34 Armor Brigade (hex 1021) and the reduced-strength 27 Armor Brigade (hex 1121) move to 0921 where they will be in position to use Armor Refit during Turn 3—this game is all about planning ahead!

The Allies conclude their Exploitation Phase by moving the US 79 Infantry Division from Utah Beach to hex 0420 (4 MPs). The US 1st Army HQ moves from Utah Beach to hex 0419 (2 MPs—HQs ignore terrain costs; see 17.3 and 17.4). The other US units will remain in place.

Now we move to the Special Assault on Cherbourg Step: The Allies use their stack of units in hex 0519 to assault Cherbourg. Since there is only one German step remaining in Cherbourg the Allies need not even roll the dice as any die roll result will eliminate the final German unit in the hex. The Germans, however, will fire back using the '1' column of the CFT since they are marked Out of Supply (defense strength of '3' halved and rounded down). The Germans roll a '2' and fail to inflict any step losses on the US units. The German 709 Coastal Division is

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on the TRT. Note that the Allied Beachhead Hexes will continue to be Allied Supply Sources up through Turn 7. If the Allies had delayed capturing Cherbourg until Turn 3 and rolled a “6” on the Cherbourg Port Table, they would have been left without an Allied Supply Source on Turn 8—with catastrophic results!

German Exploitation Phase

The German Exploitation Phase follows the exact same sequence as the Allied Exploitation Phase. During the German Supply Segment, all German units are judged to be in supply. Next, the Germans roll a single die to determine the movement rating of their units. The movement die roll is a “4” which results in 4 Infantry and 8 Mechanized Movement Points for the Germans. Since it is the Exploitation Phase, the German 7th Army HQ may use its printed 6 MPs to move.

The Germans conduct their movement as follows:

- The 353 Division and 266 Coastal Division move to hex 0523 (4 MPs).
- The 91 Division moves to hex 0522 (2 MPs).
- The 77 Division moves to St. Lo—hex 0722 (3 MPs).
- The 17SS Panzergrenadier Division moves to hex 0723 (2 MPs).
- The 272, 276, and 277 Divisions move to hex 0626 (4 MPs).
- The 2SS Panzer Division which has the -4 Strafing marker moves to 0624 (4 MPs).
- The Panzer Lehr Division moves to hex 0924 (1 MP).
- The 16 LW Division moves to hex 1123 (3 MPs).
- The 1SS Panzer Division moves to hex 1123 (5 MPs).
- The 503 SS Tiger Battalion moves to hex 0924 (8 MPs).
- The 10SS Panzer Division with the -2 Strafing marker moves to hex 1323 (5 MPs).
- The 9SS Panzer Division moves to hex 1125 (8 MPs).
- The 7th Army HQ moves to hex 1425 (6 MPs)—note again that HQs and Leaders do not pay terrain costs; each hex costs 1 MP regardless of terrain.

Lastly, the 502 SS Tiger Battalion attempts to use Strategic Movement. The die roll, however, is a “2” and since the Carpet Bomber was available but not used by the Allies this turn, the Strategic Movement die roll fails. The 502 SS Tiger Battalion is frozen in place and does not move from hex 5008.

You may have noticed that the Germans moved several divisions back one hex. This is to guard against the possible use of the Allied Carpet Bomber on Turn 3. By keeping a secondary line, the Germans are better equipped to stop an Allied breakthrough in Turn 3.

This concludes the German Exploitation Phase. The Phase marker is moved to the Attrition Phase box on the SoP Flowchart.

Attrition Phase

During the Attrition Phase, supply is checked one more time by both sides. The Germans check supply first, then the Allies. No units are judged to be out of supply, but if any unit was judged to be out of supply during the Attrition Phase, it would lose one step—one-step units would be eliminated—so watch those supply lines! The Phase marker is now moved to the “End Phase” box on the SoP Flowchart.

End Phase

First, both sides check to see whether either side has accomplished an Automatic Victory. Victory Conditions are addressed in section 3.0 of the rulebook. At this time neither side has fulfilled their Automatic Victory conditions so play continues. Next, Disruption (see 12.0) and Strafing markers are removed from the map. The Tactical Air markers are reshuffled in preparation for their use in Turn 3’s 1st Allied Air Phase. Next, Priority Supply and Red Ball Express markers—which we did not use in this example of play since Logistics constraints were not in play—are removed from the map. Lastly, the Turn marker is advanced to Turn 3 on the TRT.

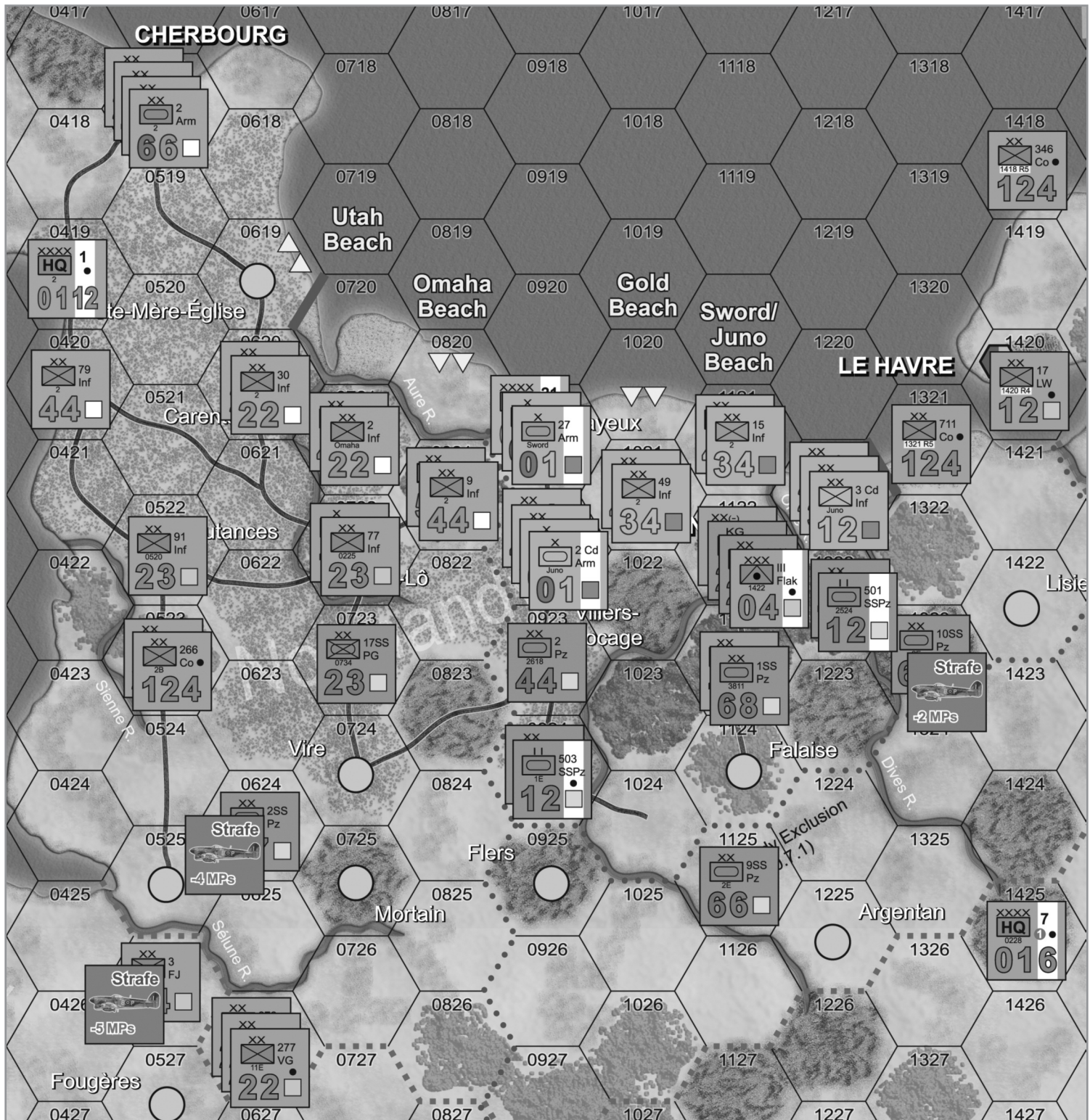
This concludes this Extended Example of Play. Having been introduced to the core rules of the game, you should now be ready to play! I still encourage players to read the rulebook as there are a number of rules which we were not able to address in this Example of Play:

- Section 7.0 (Reinforcements, Replacements, and Refit) was only addressed in part.
- Section 9.0 (Allied Logistics) was not addressed at all.
- Section 16.0 (Forts and Garrisons) was only addressed in part.
- Section 17.0 (Special Rules) was only addressed in part.

We hope you enjoy the game as much as we have enjoyed bringing it to you!

Ted Raicer, Joel Toppen, Todd Davis, and the Compass Games Team.

STORMING THE REICH - D-DAY TO THE RUHR



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Supply, Commands in Limited: 9.1.A.2, 9.2.A, 9.2.D, 9.3.A, 9.3.B

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Supply Limited: 2.2.C, 9.1.A, 9.2.A, 9.2.D, 9.3.A, 9.3.B, 9.4, 10.2.5.A, 13.9.A.2

Supply, Priority: 2.2.C, 8.7.D, 8.7.E, 9.2, 9.3.F, 9.4, 10.3.B, 10.6.A.4, 10.6.B.3

Support Unit: 2.1.D, 2.2, 2.2.B, 3.2.E, 5.0, 10.5.A, 11.0, 13.9.A.2, 13.9.B, 13.9.C, 14.2.C, 17.2.B, 17.5, 17.9.3.D

-T-

Tactical Air: 2.1.D, 2.2.B, 3.2.E, 13.9.A.2, 13.9.C, 14.2.B, 17.5, 17.9.3.D

Terrain: 2.1, 2.1.G, 7.1.2.F, 10.4, 10.5, 13.9, 14.1.D, 17.3, 17.4, 17.9.3.E

Terrain DRMs: 13.9.A.1, 13.9.A.2

Terrain Effects: 2.1, 2.1.G, 3.4.A.6, 3.4.A.9, 6.3

Victory Conditions: 3.2.C, 3.3.C, 3.4.C

Watch on the Rhine: 2.1.B, 2.2.C, 3.4.A.7, 4.1.II, 5.4, 7.2.2.A, 17.7.1.B, 17.7.2, 17.7.3.B, 17.7.4, 17.8.C

Zone of Control (ZOC): 6.0

Zone of Control and Combat: 6.6

Zone of Control and Mobile Assaults: 6.7

Zone of Control and Out of Supply Effects: 8.5

Zone of Control Effects on Movement: 6.5

Zone of Control, Negating Enemy: 6.4

Zone of Control, Terrain Effects on: 3.4.A.6, 3.4.A.10, 6.3

Zone of Control, Units and: 6.2