



ver. 1.3

RUDDER'S LINE: THE BATTLE OF NORMANDY 1944

1.0 Introduction

1.1 Rudder's Line is an AREA MOVEMENT game that simulates the landing of the 2nd Ranger Battalion at Point du Hoc on D-Day, 6 June 1944. Players take the sides of the German 726th Infantry Regiment or elite US Army Rangers of the 2nd Ranger Battalion. Following an unprecedented invasion by landing and cliff-scaling in the face of enemy fire, the battle devolved into the quintessential hedgerow battle in Normandy's *bocage*. The Rangers were literally 'backs to the sea', cut off from friendly forces until a relief column reached them from Omaha Beach on 8 June 1944. The German defenders pushed James Rudder and his men to the point of annihilation.

The game depicts the hedgerow fighting that followed the D-Day landing of the 2nd Ranger Battalion. It is meant to be a fast playing board game that recreates the close-in and deadly nature of the battle.

1.2 Game Scale: The game is scaled at 100 yards to the inch. Units for both sides are small groups of soldiers approximating squads, non-commissioned officers, FO's, weapons crews, and individual machine-guns, mortars, and shoulder-fired Bazooka and Panzerschreck rocket launchers. Each game turn represents about 1-6 hours.

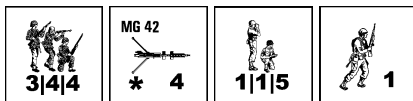
2.0 Components

2.1 Components Generally: The components consist of these rules, one two-piece 11" x 17" game board and the die cut counters. After reading through the rules, carefully punch out the counters.

2.11 Dice: Players must provide one or more six-sided dice. The roll of one die is referred to in these rules as '1d6' (for one six-sided die); two dice is referred to as '2d6'.

2.2 The Map & Terrain: The game board uses a US Army map of the battlefield, divided into 38 numbered areas. These come in various shapes and sizes, delineated by a red dotted-line border. Each area contains two numbers: an identification number in a green box, and a Terrain Effects Modifier number (preceded by a + sign) in a yellow circle.

2.3 Counters: There are 80 die cut game pieces, or 'counters' included in the game. These represent the men involved in the battle and their weapons. The only markers needed for play are the four 'indirect fire' markers provided in values of '3', '5', and '8', and the Initiative marker ('Rangers' on one side, Maltese Cross on the back). The latter doubles as a turn marker.



2.4 Sample Counters: Above left is a German squad. The values on the counter are read as follows: Attack|Defense|Movement. Thus, it has an Attack value of '3', Defense value of '4' and a Movement value of '4'. The

next counter is a German MG 42 machine-gun. It only has ONE value, an Attack value of '4'. The BLACK asterisk on the counter indicates it uses special rules relating to how it is fired and carried. The third counter from the right is a Ranger Weapons Team. It has Attack and Defense values of '1' and a Movement value of '5'. The right-most counter is a Ranger non-commissioned officer (also referred to as an NCO). It has ONE value on its counter, a '1', and uses a number of special rules relating to this value. ALL single figure counters have a Movement value of '5'. Some NCOs are 'rated' better than others and have values of 1-3 accordingly. Non weapon units with only one number use it for attack *and* defense (noting other special rules relating to their use in the sections of this rulebook dedicated to them).

2.5 Nationality: All *Olive Drab* counters represent US Army Rangers. All *Feldgrau* counters represent Germans. The Initiative marker has an American AND a German side and is placed on the Turn Record Track, using the box for that turn and showing the Initiative side UP for one side or the other. There are four 'artillery' markers, two used for the Medium Mortars provided in the German Order of Battle, and one each for American and German sides, used to depict artillery 'called in' by the Forward Observer (also referred to as FO and marked with an "FO" in a black triangle on its counter), one for each side. These latter two represent spotters for American naval fire support and a nearby battery of German guns respectively, both located physically outside of the playing area depicted by the game board.

2.6 Unit Types: There are THREE types of units in the game Personnel, Weapons and Markers:

PERSONNEL—

- a) 4|6|5 Ranger squad;
- b) 3|4|4 German squad;
- c) 1|1|5 Weapons Team for both combatants;
- d) NCOs rated 1-3 for both combatants;
- e) '2' Attack value Ranger BAR Gunner (depicted by single soldier firing weapon);
- f) '1' Attack value Forward Observer for both combatants (marked with "FO" on counter).

WEAPONS—

- a) Light Mortars for both combatants;
- b) Machine-guns for both combatants;
- c) German Medium Mortar;
- d) Bazookas and Panzerschreck 'shoulder-fired' weapons.

2.61 Weapons Counters: This type of counter may not move or fire unless it is 'carried' by a Personnel unit. No more than ONE weapon may be carried or fired by a Personnel unit. Only shoulder-fired weapons may ever be carried by NCO/FO/BAR Gunner Personnel (i.e., they may NOT carry mortars or machine-guns).

2.62 Set Up And Entry: During set up place each weapon counter ON TOP of one Personnel unit to signify it is being carried. Mortars with a value of '3' and '4' value MG42 machine-guns must begin play carried by a Weapons Team.

2.63 Elimination: Weapons are never attacked directly. If a Personnel unit carrying a weapon is eliminated due to casualties, a

2d6 die roll is immediately made for any weapon it carries. On a roll of 2-7, the weapon is also eliminated. On a roll of 8-12, it is placed in the area occupied by the Personnel unit at the time of elimination.

2.64 Pick Up Routine: During the Regroup Phase any weapon that is currently not being carried may be placed on top of any eligible unspent Personnel unit in an area controlled by that side. Weapons may also be 'swapped' between unspent friendly Personnel in the same controlled area.

2.65 Captured Weapons: Enemy weapons may be used normally with no penalty. FO's may never be 'captured' nor may any other Personnel or markers.

MARKERS—

- a) Initiative marker;
- b) Indirect Fire attack markers.

2.66 Marker Counters: The remaining counter types provided are markers.

2.7 Unit Size and Identification: There is no specific identifier used beyond the type and values printed on the counter. Thus, when the Set Up Card calls for a quantity of a particular counter type, any of that type will suffice.

3.0 Set Up & Victory

3.1 Set Up: A Set Up Card is provided. Place all units in keeping with the set up instructions on the card. All units begin the game Fresh (front side up).

3.2 Victory: The Set Up Card provides Victory Conditions that must be fulfilled.

3.21 Control Defined: Control is defined by an Area in which only ONE side has non-weapon units. Spent PERSONNEL units still block enemy control. The last side to control an area is considered to have it under control until another side asserts control. There is no need to 'garrison' an area to retain control.

3.22 Play begins on turn one, the June 6 AM turn and continues to the June 7 'night' turn. Note, 'AM', 'Noon', 'PM' and 'Night' information is provided on the Turn Record Track for historical purposes only. The game consists of EIGHT game turns.

4.0 Turn Sequence

4.1 Turn Sequence Generally: *Rudder's Line* consists of EIGHT game turns, each of which consists of the Phases and Segments listed below. Each game action may take place only during the appropriate phase.

- 1) Initiative Determination Phase
- 2) Indirect Fire Support Phase
 - a) Initiative Player Indirect Fire Segment;
 - b) Non-Initiative Player Indirect Fire Segment.

Repeat Segments A and B as desired.

- 3) Direct Fire Support Phase
 - a) Initiative Player Direct Fire Segment;
 - b) Non-Initiative Player Direct Fire Segment.

Repeat Segments A and B as desired.

- 4) Action Phase
 - a) Initiative Player Action Segment;
 - b) Non-Initiative Player Action Segment.

Repeat Segments A and B as desired.

- 5) Regroup Phase
 - a) Flip Eligible Units to their Fresh Side;
 - b) Advance Turn Marker on turn.

5.0 Initiative Determination Phase

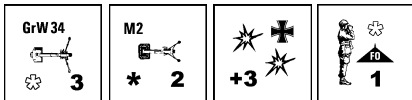


5.1 Determining Initiative: Players determine which player has the Initiative (who will go first) in the current game turn (Except on turn one, in which the Rangers have the Initiative automatically). The Initiative is determined by having each player roll a die. The HIGH roll may choose to go first or second. Each die roll (also referred to as a 1d6) may be modified by the SPECIAL RULES (also referred to as SR) provided on the Set Up Card. Place the Initiative marker in the appropriate box on the Turn Record track printed on the game board.

6.0 Mutual Reinforcement Phase.

6.1 In General: This phase is provided for use in future games, not the current game. During this phase, both players place any arriving units on the map as specified by SR or their stated set up or entry. When entering from off board, units may NEVER enter an area under enemy control. They may enter in an area containing enemy PERSONNEL units, (i.e., units of both sides are present; for the purpose of this rule ignore enemy weapons alone in the area) but in that case they are placed spent side up. Stacking limits ALWAYS apply in placing reinforcements.

7.0 Indirect Fire Support Phase



7.1 In General: Indirect Fire Support represents use of American naval artillery assets (using the '8', artillery support marker) and a German 'off-board' battery (represented by the '5' artillery support marker) and Light and Medium mortars (German 'GrW 34' Granatanwerfer 34 81mm and GrW 36 50mm mortars; American M2 60mm mortar). ONLY the two German Medium Mortars (counters are provided for these weapons) use the '3' artillery markers. LIGHT mortars are marked with a YELLOW asterisk; MEDIUM mortars a RED asterisk. Mortars may not be fired from Landing Craft boxes.

7.2 Indirect Fire Support Phase: Both players (the player with the Initiative going first) alternate activating their FO counter (for both combatants) or Light and Medium Mortars in any ONE area for Indirect Fire Support, until both players have performed all the attacks using these pieces they wish to or are able to perform that turn.

7.3 Target Limits: A single Light or Medium Mortar MAY attack one or more PERSONNEL units in the target area—but is otherwise considered to be attacking the entire area—with the owning-player distributing any resulting casualties if more than one unit is attacked. Enemy weapons are NEVER directly attacked. If more than one unit capable of attacking during this phase attacks, there is NO requirement for them to attack the same area (e.g., if both German GrW 36s

are in Area 17, one may attack Area 16, and the other may attack Area 22). Units may be attacked using Indirect Fire Support more than once during a turn. Flip over any mortar that fires, to its 'F' side. Flip over any FO that calls in artillery to its Spent side. Flip over any Weapons Team that fires a mortar to its spent side. Due to their larger complement of manpower, a SQUAD is still eligible to Assault AFTER firing a mortar (the mortar is still flipped to its 'F' (fired) side. Indirect Fire Support is never combined, each attack is made separately. However, there is no 'doubling' effect of interdiction; the highest marker in an area is used.

7.31 Indirect Fire Support Range: An FO may call in Indirect Fire Support in its own area or to any area that is directly adjacent (see definition for adjacent in 10.3). Only FOs may call in artillery (i.e., Indirect fire NOT represented by a mortar counter), using the special German '5' and American '8' markers. An FO may not call in artillery while in a Landing Craft box. ANY adjacent PERSONNEL unit may serve to 'call in' Light and Medium Mortar fire, and may 'spot' for any number of attacks made by mortars in an area it is spotting into, before being flipped (i.e., it may spot for mortars from more than one area, as long as the attacks are made against ONE area, the one being spotting into by the Personnel unit). Yellow asterisk Light Mortars may fire into an adjacent area, or any area up to TWO areas away. Red marked mortars may fire into an adjacent area or any other within FOUR areas away. In all cases mortars must be spotted by an FO or other friendly Personnel unit in or adjacent to the fired-on area UNLESS the firing weapon is ADJACENT to the targeted area. Mortars may NEVER fire into their OWN area. A friendly NCO, BAR Gunner, FO or Weapons Team that spots for a mortar attack is ALSO flipped to its Spent side following the act of spotting. These units may not spot if already spent (i.e., flipped). Squads are NOT flipped and may spot freely with no ill effects. When counting range, do NOT count the area a mortar occupies. Do count the target area.

7.32 Fire Restrictions: Only MORTARS and off-board artillery may fire during the Indirect Fire Support Phase. Empty areas MAY be fired at by Medium mortars and off-board artillery (to provide interdiction). Simply place the '3', '5', or '8' marker in the fired-on area and flip any firing or spotting units normally.

7.33 You may fire through (i.e., over, not into) an area containing friendly units without penalty. However, when firing into an area containing enemy AND friendly units, a roll is made to determine if the fire is 'accurate', and one or more of these friendly units may be attacked INSTEAD of the intended enemy Personnel (i.e., a 'friendly fire' incident has occurred).

7.4 Indirect Fire Support Resolution: The attacking player chooses the first unit firing in an area (if more than one are in the same area and eligible to fire).

7.41 The firing unit may fire on any area within its range. Such an area may contain friendly units, but they may be subject to Friendly Fire. If the target area contains

friendly AND enemy units, the firing player must make a 1d6 accuracy die roll (see 7.7). Indirect Fire Support may be spotted for by units (including FOs) even if they are in an area containing enemy units. The same area may be subject to more than one attack, by both sides.

7.5 Determining the Offensive and Defensive Totals: The firing player must now determine his Offensive Total (hereafter OT) and the defending player must determine his Defensive Total (hereafter DT).

To determine the OT add:

- The printed strength of the firing unit;
- Plus a 1d6.

To determine the DT add:

- The Terrain Effects Modifier of the target area doubled;
- Plus a 1d6.

Note: The Defense Value of units is NOT used during Indirect Fire Support.

7.6 Casualty Points: After determining the OT and DT, players subtract the DT from the OT to determine the results of the attack. If the result is ZERO or less, the attack has failed to do any damage. Flip the firing unit to its Spent (back) side if it is an FO or spotting unit (but not if it is a SQUAD firing a weapon), or flip a weapon to its Fired ('F') side. Play then passes to the opposing player who may now perform an Indirect Fire Support attack if he has units eligible.

7.61 If the result of subtracting the DT from the OT is ONE or more, the attack has inflicted that many Casualty Points (hereafter referred to as CP) on the target(s) under attack. The targeted player must now inflict those CP on the attacked unit(s).

7.62 Partial results must be applied, even if that means the defender taking more losses than would be actually called for by the number of CP.

7.63 Players may expend required CP as follows:

- 3 CP are expended to flip a fresh Personnel unit to its spent side if it has THREE figures; 2 CP if it has TWO figures; 1 CP for units with ONE figure;
- The same quantity of CP needed to FLIP a Personnel unit are expended to eliminate a SPENT (i.e., already flipped) unit.
- 2 CP to retreat a spent unit of ANY size. Only SPENT units may be retreated. A unit may not retreat and then be eliminated; perform ALL eliminations before any retreats.

7.7 Friendly Fire: If there were friendly Personnel units belonging to the firing player in the target area, make a 1d6 die roll BEFORE making any attack. On a die roll of 1-5, the opposing player attacks normally. On a roll of '6', a friendly fire incident has taken place. Make another 1d6 roll. That number of CP are applied to units friendly to the firing player INSTEAD of any attack on the originally targeted units. In the event ALL the thus-targeted friendly units are eliminated, any remaining CP are applied to enemy units.

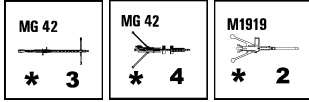
8.0 Interdiction

8.1 In General: When an Area has been attacked by off-board artillery or Medium mortars (the '3', '5' and '8' markers ONLY), leave the marker(s) in place after the attack (or if an attack is made on an empty area).

8.2 Interdiction: Any FRIENDLY unit en-

tering an area with an ENEMY artillery interdiction marker in it may choose to pay ADDITIONAL MP to enter, equal to HALF the attack value (fractions rounded up, i.e., 2, 3, or 4 MP) of the HIGHEST interdiction marker OR it is attacked immediately upon entering by an Indirect Fire Support attack normally (as per 7.4 and again, using the highest marker in the area).

9.0 Direct Fire Support Phase



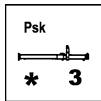
9.1 In General: Direct Fire Support represents use of machine-guns and shoulder-fired Bazookas and Panzerschrecks.

9.2 Direct Fire Support Phase: Both players (the player with the Initiative going first) alternate activating the following counters: MG42 and M1919 machine-guns; Bazookas; and Panzerschrecks in any ONE area for Direct Fire Support, until both players have performed all the attacks using these pieces they wish to or are able to perform that turn.

9.3 Target Limits: One or more machine-guns or ONE shoulder-fired weapon MAY attack one or more PERSONNEL units in the target area. Weapons are NEVER directly attacked. If more than one unit capable of attacking during this phase is activated for an attack they must be combined for one attack. Flip over any weapon that fires, to its 'F' side. Flip over any Weapons Team that fires a machine-gun or shoulder-fire weapon. Due to their larger complement of manpower, Squads are still eligible to Assault after firing these weapons. No weapon may fire from a Landing Craft box.

9.31 Direct Fire Support Range: A machine-gun may fire at enemy units in its own area or in any area that is directly adjacent (i.e., touches its own). Shoulder-fired weapons may ONLY fire in their own area. Weapons must be 'carried' by a Personnel unit in order to fire.

9.32 Fire Restrictions: Only machine-guns or shoulder-fired weapons may fire during the Direct Fire Support Phase. Empty areas may NOT be fired on during this phase.



9.33 Shoulder-Fired Restrictions: Only Personnel in areas that contain BUILDING or BUNKER terrain forms may be fired on by shoulder-fired weapons. The following areas are eligible (i.e., only these contain buildings or bunkers): 5; 6; 7; 8; 11; 14; 19; 27; 32; and 34.

9.4 Direct Fire Support Resolution: The attacking player chooses ALL firing units in an area (if more than one are in the same area and eligible to fire).

9.41 No accuracy die roll is made when using Direct Fire Support.

9.5 Determining the Offensive and Defensive Totals: The firing player must now determine his Offensive Total (hereafter OT) and the defending player must determine his Defensive Total (hereafter DT).

To determine the OT add:

a) The printed strength of ALL firing unit(s);

b) Plus the value of any one non-spent NCO/Bar Gunner;

b) Plus a 1d6.

To determine the DT add:

a) The Terrain Effects Modifier of the target area;

b) Plus a 1d6.

Note: The Defense Value of units is NOT used during Direct Fire Support.

9.6 Casualty Points: Casualty Points are resolved in the same manner as Indirect Fire Support.

10.0 The Action Phase

10.1 In General: The Action Phase represents the close-in fighting typical of Normandy hedgerow warfare. The Initiative

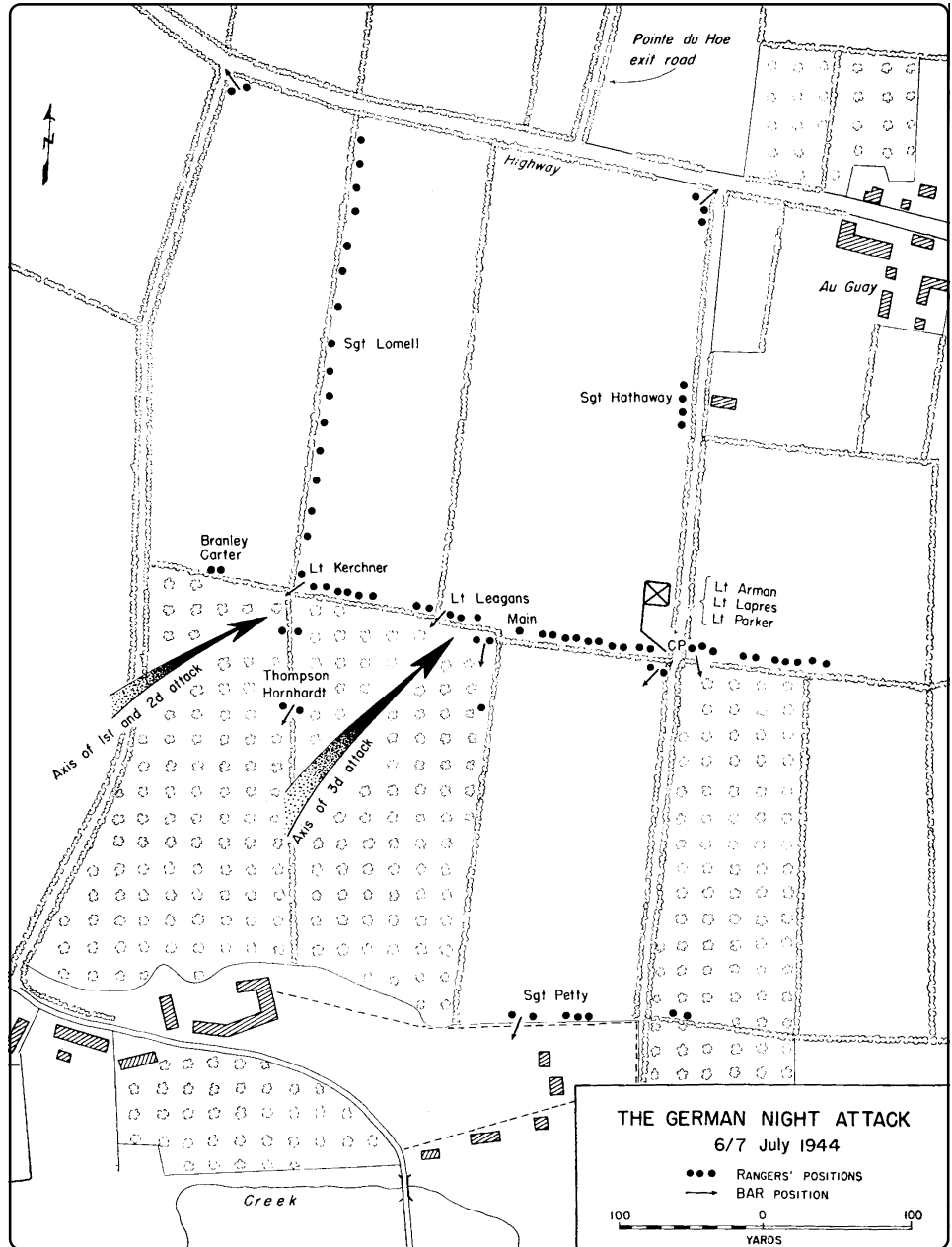
Player activates areas ONE at a time, in any order he chooses, performing movements and Assaults. This continues until one of the following occurs:

a) He chooses to pass the Action Phase to the other player;

b) He has no fresh units remaining;

c) He performs an assault in which the OT was equal to or less than the DT. In this case he must immediately pass the Action Phase to the other player after the combat is fully resolved.

10.11 Once the Action Phase is passed to the other player, he retains it until one of the above a, b, or c occurs, at which time the Action Phase is passed back to the first



The map above shows the situation during the night of June 6/7. We sat down with William 'L-Rod' Petty (dec.), 2nd Ranger Battalion veteran of the battle and went over this firefight in detail during the research process. Mr. Petty disputed some of the official history but recalled clearly being out front, the position this map shows him holding with his BAR and a handful of other Rangers. Imagine the situation for 'L-Rod' if the German '3d Axis' swung to the east, instead of pushing toward American lines to the north. This prong consisted of some 90 enemy soldiers, a force that may have been sufficient to overwhelm Petty and his detachment. Note the preponderance of "BAR Positions" marked on the map above. A total of eight are shown, including BAR Gunner Petty. Most BAR Gunners are representing as an integral part of the US Squad in the game. Only a handful of the most outstanding soldiers, like Petty, are depicted in counter form.

player. This continues until both players pass without performing any action, or both players must pass because they have no fresh units. The Action Phase then ends.

10.2 Performing Actions: During an Action Phase, the currently active player activates one area at a time. Such an area must contain at least ONE fresh unit. All fresh units do not have to perform an action at this time, nor do they all have to perform the same action. The same area may be chosen for activation any number of times, but each single unit may only activate ONCE.

10.21 Activated units may Move, Assault, or Move and Assault.

10.3 Movement and Stacking: Terrain and textual notations on the map have no effect on movement. Units move from area to adjacent area. Areas are adjacent if they share some common border, however small, but areas that meet only at a point are not adjacent, and units may not move directly between them. Example: Units may move directly from area 17 to area 22 or area 18, but not from area 13 to area 8.

10.31 Units may move any number of areas up to their movement allowance, printed on the counter (and FIVE for all single man units). The cost of movement is determined by the presence and status of enemy units and interdiction markers. Only fresh units may move. Spent units may not.

10.32 It costs 1 movement point (MP) to enter an area that contains no Enemy Interdiction marker, no enemy units, and is not adjacent to an area containing fresh enemy units.

10.33 It costs 2 MP to enter an area containing no enemy units but which is adjacent to containing one or more fresh enemy units, unless the enemy unit(s) are in an area ALSO containing friendly units. This cost may be lowered by the presence of a FRIENDLY Interdiction (i.e., a '3' or '5' marker for the German player; an '8' marker for the American) marker.

10.34 Units may leave enemy occupied areas, but only to enter an area that is under friendly control AND contains no enemy units. They may move freely that turn, once exited.

10.35 No more than TWELVE 'stacking points' of Personnel units of each side (24 total) may occupy an area at any time. These restrictions apply at all times, including during movement, and may NEVER be exceeded during play.

10.36 Each 'stacking point' of a Personnel unit is represented by the number of FIGURES on its counter. Example: A squad consists of THREE stacking points. Weapons do NOT affect stacking. Nor do markers.

10.4 Assault: Units may assault (i.e., attack) enemy units in an area containing units of both sides. Units may also assault enemy units in an area in which they began the turn. The same-area method uses ALL of the friendly units' movement points.

10.5 Move and Assault: Units may move into an area containing enemy units. They must immediately assault those units upon entering the area. End their movement once they enter.

10.51 It costs 4 MP to enter an area con-

taining one or more fresh enemy units, regardless of the presence of spent enemy units, or friendly units already in the area. A friendly Interdiction marker reduces this cost to 2 MP.

10.52 It costs 2 MP to enter an area containing only spent enemy units, again regardless of the presence of other friendly units. A friendly Interdiction marker reduces this cost to 1 MP.

10.53 Units entering an area to assault may never combine in attack with friendly units already in the area. They must assault separately. A single area may be assaulted any number of times during a single turn.

11.0 Assaults

11.1 In General: Only fresh units may assault. All enemy units in the defending area must be assaulted. Assaults (of any type) are resolved as follows:

Determine the OT by adding:

a) The Attack Factor (AF) of one 'point' Personnel unit chosen by the attacker.

b) Plus the value of any one fresh NCO/Bar Gunner;

c) Plus 1 for EACH fresh supporting Personnel unit (all attacking units besides the point unit and the value of the one NCO/Bar Gunner chosen in 'b');

d) Plus the value for each machine-gun carried by the assaulting unit(s) that has not already been fired that turn (i.e., flipped to its 'F' side);

e) Plus the value for each shoulder-fired weapon carried that has not already been fired (if assaulting an area these weapons are eligible to fire in e.g., area 19);

f) Plus a 1d6.

Determine the DT by adding:

a) The Defense Factor (DF) of any ONE defending unit (defender's choice; need not be fresh);

b) Plus the value of any one fresh NCO/Bar Gunner;

c) Plus 1 for each supporting defending unit (i.e., all other fresh Personnel units in the area; need not be fresh);

d) Plus the printed Terrain Effects Modifier;

e) Plus a 1d6.

11.2 Resolving Assaults: To determine the result of an Assault subtract the DT from the OT. If the result is 0 or less, eliminate the LEAD attacking unit. All supporting attacking units are spent (flipped). All supporting weapons are flipped to their 'F' side. If they entered the area this turn return them to the area they occupied just prior to entering the assaulted area. Pass the Action Phase to the other player after the assault is resolved.

11.21 If the result is 1 or higher, the defender must absorb that many Casualty Points. Partial losses must be taken, even if that means taking more CP than actually required by the combat result. CP are absorbed (owning-player's choice) as follows:

a) 3 CP are expended to flip a fresh Personnel unit to its spent side if it has THREE figures; 2 CP if it has TWO figures; 1 CP for units with ONE figure;

b) The same quantity of CP needed to FLIP a Personnel unit are expended to eliminate a SPENT (i.e., already flipped) unit.

c) 2 CP to retreat a spent unit of ANY size.

Only SPENT units may be retreated. A unit may not retreat and then be eliminated; perform ALL eliminations before any retreats.

11.3 Retreats: Attacking units which fail to inflict any CP on the defender must retreat into the last area entered prior to entering the area they assaulted.

11.31 Defending units may RETREAT to expend CP. Defending units may retreat into an area containing no units, only friendly units, or friendly and enemy units, in that order of priority. Subject to that, the defender chooses in which areas to retreat, and all units do not have to retreat to the same area. Stacking limits ALWAYS apply, thus units cannot retreat into an area in violation of stacking. Units may not retreat into an area containing only enemy units.

11.4 Overruns: In any attack in which the assaulting units did not begin the turn in the assaulted area, an overrun may occur. If all defending units are eliminated (not retreated) by the assault (in other words, if the CP was greater than the defender could pay, or their retreat was blocked, or for some strange reason they choose not to retreat) an 'overrun' has taken place. All assaulting units (not just the lead unit) may now use any remaining movement points to continue moving, or moving and assaulting. This could in turn lead to another overrun. Units which have no movement points remaining after the assault are done (flipped to their spent side) for the turn.

12.0 Regroup Phase:

12.1 In General: During the Regroup Phase the following steps are performed in the following order:

1) Determine if either player has won in keeping with the Victory Conditions.

2) Remove all mortar and artillery '3', '5', and '8' markers from the board;

3) Flip all Squads and Weapons Teams in the same area as a friendly NCO, FO or BAR Gunner to their fresh side. All single-figure counters flip automatically.

4) Attempt to 'rally' each spent friendly Squad and Weapons Team in an area lacking an NCO, FO or BAR Gunner; on a 1d6 roll less than or equal to its Defense Value (the value printed on the back of the counter, e.g., '2' for German squads) it is flipped to its fresh side.

a) For every Victory Area (an area with an American star emblem, e.g., area 3) controlled by the American player, automatically rally that number of squads in areas otherwise requiring a rally roll.

5) First the Initiative player, then the non-initiative player, checks for fatigue. Each player makes a 1d6 die roll. This die roll is halved, rounding down, but never below 1. This is the number of friendly SQUAD/WEAPON TEAM type units the enemy player may choose to 'fatigue'. The unit(s) chosen are flipped (or flipped back if just rallied to their fresh side in step 3) to their spent side.

6) Move the Turn Marker one turn and begin the next game turn.