



33.1 CP BASE NUMBER : Each side’s CP Base # is provided on the CP Base # Chart for the current CG Firefight. The CP Base # Chart also lists the Parent Unit(s) allowed for purchase and any Withdrawing Units.

34. PARENT UNITS : The CP Base # Chart and the CG Card contain ≥ one icon coded number/withdrawing symbol (see also CG SR #35). Each nationality has its own set of Parent Unit icons, each icon serves to identify that RG parent formation as shown on the side of the CP BASE # CHART.

35. WITHDRAWING UNITS: The CP Base # Chart may show that the units (Equipment and personnel) of a Parent Unit will have to be withdrawn on a given CG Firefight by having its icon contained in the “Withdraw” column of the CP BASE# CHART. All Initial-OB-given/-purchased RGs units of that Parent Unit still in play are immediately removed from play and discarded during the RePh of the listed CG Firefight, i.e., they are not Retained. They are not considered eliminated and cannot generate VPs for the enemy side.

36. CG LOW VISIBILITY: Each Firefight played on a AMa CG Date suffers from a LV +1 DRM during the first five game turns, while a CG Firefight that occurs on a PMb CG Date suffers such a LV +1 DRM during the entire scenario.

37. ENTRY AREAS AND FBE: An on-map arrow denotes the center hex of each nine-hex-wide Entry Area (EX: A18). If it’s a German Entry Area, the arrow is gray and contains the letter A, B or C. If it is a French Entry Area, the arrow is blue and contains the letter E, F or G. Entry Area D contains an arrow that is partly gray and partly blue, it is considered a French Entry Area that can be used by the German under the restrictions of 37.1.

a) Units may set up on map in the friendly MLR, but may also enter at an eligible Entry Area if Retained from a previous CG Firefight or newly purchased (EXC: Withdrawing units and Retained French AFV).

b) An Entry Hex and its nine hex wide Entry Area is Eligible to be the FBE of a side if the center (arrow) hex displays that side’s nationality color (i.e., gray or blue).

EX: The nine hex wide Entry Area for Entry Hex ‘E’ in A18 consists of hexes A14-A15-A16-A17-A18-A19-A20-A21-A22.

37.1 OFF BOARD ENTRY: RGs enter play from off-board through a friendly Entry Area during the course of a CG firefight. The Germans may enter play from Entry Area D with Infantry (i.e., not with vehicles and not with SW/Guns in 5/8" counter form) by paying 1.5 (FRD) the cost of purchase of the RG. [EXC: Elite Parent Unit RGs pay the normal CP cost].

38. FRENCH FANATICISM: For two CG Firefights of each CG, the French may declare that all of their Personnel are Fanatic for the entire scenario (including vs. Bombardment). This must be declared immediately upon the conclusion of all on-map setup.

39. MAP EXIT: Each Personnel/Equipment piece that exits the map via an Eligible Entry Area during play cannot re-enter during that scenario, but is Retained off-map. However, each such broken Personnel unit must take a NTC (a Good Order Leader’s DRM can apply if stacked with the unit when it exits) immediately upon exiting; failing this NTC causes immediate Casualty Reduction (if it is Eliminated, so is any Equipment possessed by the unit). Everything exited at any other Location during play is Eliminated. In both cases, such Elimination counts for Casualty VP purposes. See CG SR #24 and #26 for Retained French AFV.

40. CG FIREFIGHT END: There is a -1 drm for each CG Firefight PMb game end dr.

41. INITIAL BUILDING CONTROL: The French are considered to Control all Building Locations at the start of the Initial Firefight.

42. WEAPON/CREW REMOVAL: A Retained vehicle may begin (i.e., set-up/enter) a CG Firefight with any/all eligible armament Removed (D6.631). A Retained vehicle may begin a CG Firefight Abandoned. Such a Removed-Weapon/-crew counter must begin that CG Firefight in the same Setup/Entry Area or MLR as the vehicle it came from. Excess vehicular crews are removed from play and do not count as VP.

43. CG FIREFIGHT VICTORY DETERMINATION: CG-SCENARIO VICTORY CONDITIONS: The following Victory Conditions apply to the perti-

nent type of CG Firefight (as determined by PL 2.41). However, the Victory Conditions for each CG’s Initial Firfight, as well as those for each CG, are given with the other information for the respective CG and its Initial Firefight.

a) Dual Attack: The Germans win if at CG Firefight End their Current Building Controlled Total is > what is was at CG Firefight start or if they Control *all* buildings.

b) French or German Assault: The assaulting side wins if at CG Firefight End its Current- Building-Controlled Total is ≥ 20% (FRU, with a minimum increase of one building) more than it was at scenario start, and/or if it has amassed ≥ 25% more Casualty VP than the Idle opponent. VPs are awarded normally for Casualties, additionally one VP is received for each Building Location Controlled (a Rubbled building hex still counts as a building Location and each hex of a Rowhouse counts separately for VP) and one TVP for each hex in/ adjacent to Y11 [for a total of 29 VPs awarded for building hexes and 7 VP awarded for terrain]. If a side ends a CG Firefight Controlling ≥ 25 Building Locations, a special 25 VP Bonus is awarded to this side. Units/Equipment Eliminated in the RePh *never* count for CG Firefight Victory Determination (nor for BATTLEFIELD PROMOTION TABLE DRM and ELR Change) [EXC: prisoners count for Casualty VP purposes as per A26.21].

44. SUDDEN DEATH VICTORY: A side that receives the special VP Bonus (see CG SR #43) for *four* consecutive CG Firefights automatically wins the campaign game.

45. FRENCH AFV RESTRICTIONS: The French may employ up to twenty-one B1-bis on-map during the following CG Firefights only: 15AMB, 16AMB, 16PMa, 17PMb, and 18AMB. During any other CG Firefights, on-map usage is restricted to three B1-bis. Each B1-bis that enters the map during any turn counts as one B1-bis used ‘on-map’ for the on-map limitation, even if it exits play or is destroyed later during the same CG Firefight.

46. REPLACEMENT BATTLEFIELD PROMOTION TABLE: Use the following table in lieu of 3.44 and note the use of a dr instead of a DR:

BATTLEFIELD PROMOTION TABLE:

Final dr	# of MMC German/French	DRM:
≤ -1	5/8	-2 Friendly side won this CG 0
4/6	Firefight	
1	3/5	-1 Per 25 CVP earned by the
2-3	2/3	friendly side in this CG Firefight
4-5	1/2	(EXC: see CG SR #41)
≥ 6	0/1	

47. PIONIER PZ 1: The Pionier Pz 1 is provided in the Stonne 1940 counter mix for use in the CG only. This is an early demolition vehicle which possesses a DC for use against enemy targets. Each Pionier Pz 1 possesses one DC. This DC does not modify any AF or aspect of the normal Pz 1B. The AFV carried DC may be either placed or dropped. The DC is *placed* on/into an ADJACENT target Location during the MPH by a *stopped* Pionier Pz 1 at a cost of five Delay MP. The Location must be within the AFV’s rear VCA. As an alternative to placement, a DC may be *dropped* voluntarily. Dropping the DC is accomplished in the same manner as placing it, with the following exceptions: it is dropped in the Location of the AFV at a cost of one Delay MP, *or* if dropped during the DFPh (at no cost), upon the owning player’s declaration of doing so. Any Effects DR vs. a DC bearing Pionier Pz 1 which fails by *one* to achieve *any* effect on the AFV Destruction Table causes the DC to be dropped involuntarily upon a subsequent dr of “1” (EXC: For a FT attack, there is no other effect). Detonation of the placed/dropped DC is always resolved as per A23.4-41. Once this DC is placed/dropped, replace the counter with a normal Pz 1B. The DC can never be replaced.

48. Use the Turn Record Track below for ALL Stonne CG.

1	2	3	4	5	6 ^②	7 ^④	8 ^⑥
---	---	---	---	---	----------------	----------------	----------------