

1. ACHTUNG! PANZER! CAMPAIGN GAMES

Achtung! Panzer! Campaign Game

v2.11 © 1996 Tim Hundsdorfer

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1.1 INTRODUCTION: The Achtung! Panzer! Campaign games offer two or more players a series of interrelated scenarios pertaining to the conflict on the Somme from late May to early June 1940. Using this system, a number of scenarios are played, each simulating a portion of the action which took place on that date.

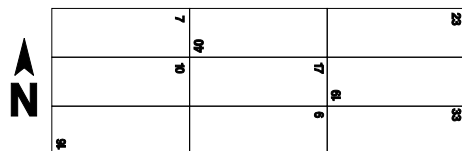
1.11 BETWEEN SCENARIOS: Between Campaign Game (CG) scenarios, players will make use of a special CG phase called the Refit Phase (RePh), wherein each side takes stock of what has happened and prepares for further combat in the next CG scenario. In the RePh, Reinforcement Groups (RG) in the form of infantry companies, Armored platoons, OBA modules, and Gun batteries – to name a few – may be selected by the players and purchased through the expenditure of Campaign purchase points (CPP). Players will soon find that the last-ditch, suicidal charge so often employed in a standard scenario may be needlessly costly to their chances for victory in the overall campaign.

1.12 CASUALTIES: Casualties suffered in a CG-scenario/ subsequent-RePh must be tallied in their respective “casualties” box on the Chapter TH CG roster (1.14), since their Casualty VP (A26.2) total is used both to determine a DRM for CPP Replenishment (1.616), ELR Gain/Loss and for all CG non-initial-Scenario Victory Conditions. The Casualty VP value of a unit unable to be removed (e.g., wrecked AFV) should also be tallied in the CG Roster.

1.13 TEAM PLAY: The three CG herein (TH1.51-TH1.53) are easily adapted – indeed recommended – for team play, with each player commanding certain unit types, mapboards, or nationalities.

1.14 CG ROSTER: The enclosed printed copies of the A!P! “CG Roster” and “RG Purchase Record” should be photocopied and used by CG players to record important DG information. See RePh steps 1.617 – 1.619 and 1.622 for information on updating the CG Roster.

1.15 CG MAP: Also available is a small scale map in postscript, which should be used to determine and record perimeters and recording hidden fortifications/units. This is the layout to use:



1.2 DEFINITIONS & ABBREVIATIONS: The following glossary explains abbreviations and important terms used frequently in the A!P! Campaign Game system.

Attached: A bonus unit received as part of an Infantry Coy RG that is a result of the RG Strength determination.

CG: Campaign Game

CG Half-day: One scenario of a CG, representing either a morning or an afternoon. Each CG half day begins at RePh step 1.6121.

CG Roster: The sheet used to record information for each CG half-day. One line is filled out for each CG half-day. Players may find the Red Barricades roster will work well for this purpose.

Coy (company): A CG Infantry RG organization type.

CPP (Campaign Purchase Points): Used to buy RG in the RePh step 1.619.

Depleted: A RG not received at Full Strength.

Escape: The process by which a unit attempts to leave an isolated area.

FPP (Fortification Purchase Points): Used to purchase Fortifications in RePh step 1.621.

Initial Scenario: The first scenario of a CG (see 1.51-.53). A CG's Initial Scenario gives each side's setup/entry restrictions, Initial Scenario Victory Conditions, starting OB (including certain predetermined RG and a pool of CPP to spend on additional RG), and the SSR applicable to only that Initial Scenario.

Isolated Area: A hex, or group of hexes, controlled by one side, but which is not accessible to a friendly board edge or a friendly perimeter accessible to a friendly board edge.

No man's land: A Location or group of Locations which lies within the perimeter of neither/both sides.

Perimeter: A line drawn to enclose all of a side's controlled hexes.

Objective Points: Points received for control of objectives in the CG's. Each hex below is an **objective hex**.

Achtung! Panzer! Objective Areas:

Bridge Hexes

- 23BB5
- 23X3
- 23R4
- 23H4
- 40Q2 & 40Q3 (2 pts.)
- 40I2 & 40I3 (2 pts.)
- 7AA6, 7AA7 & 7AA8 (3 pts.)

Buildings

- 6N4 (2 pts.)
- 23CC7 (2 pts.)
- 7D7
- 10DD5
- 10Z6
- 23Z2
- 23E4

Hills

- 520 (40I7, I8, J7, J8, K7, K8 & L7) (3 pts.)
- 40CC8

Crossroads

- 19X6
- 33R8
- 17Q4 & P4

17CC3
1603 & 1604

The proper number of objective points are awarded for each area that is completely within a friendly perimeter at the end of a campaign half-day. All hexes of the Area must be controlled to claim an objective point.

RePh (Refit Phase): The series of steps performed between CG scenarios. All Chapter TH rules beginning with 1.6 are RePh rules/steps.

Strategic Hex: Woods hexes, building hexes, hexes containing pillboxes, objective hexes, map-edge hexes and all riverbank and bridge hexes.

1.3 THE CG SCENARIOS: The parameters of the Initial Scenario for each CG are given in 1.51-53. Additional scenarios for that CG (and Victory Conditions for each) are generated in a special between-CG-scenario sequence called the Refit Phase (RePH); 11.6. The CG continues until the specific CG Victory Conditions are fulfilled by one side or the completion of the last CG half-day of that CG, whichever comes first. The "start lines" (or front line) in a CG are determined by the hex control of the last-completed CG scenario.

1.31 CG BALANCE PROVISIONS: Should each player wish to play the same side (A26.5), the following Balance is used: ALLIED: Initial German ELR is 4. GERMAN: Initial French ELR is 4.

1.32 CG BALANCE PROVISIONS: The following CG-scenario Balance provision will come into effect automatically, depending on the opposing side's win:loss record:

Provided \geq three CG scenarios have been completed, a side that has won \leq one third of those scenarios receives a -1 DRM to all of its CPP replenishment DR (1.616) and RG-Strength DR (1.6201-.6204); or Provided \geq four CG scenarios have been completed, a side that has won \leq one fourth of those scenarios receives a -2 DRM to all of its CPP replenishment DR (1.616) and RG-Strength DR (1.6201-.6204).

1.4 CAMPAIGN GAME SPECIAL RULES: All A!P! CG SSR below apply in all CG half-day scenarios:

CG1 WEATHER & EC: Weather and environmental conditions for each campaign half-day is determined in RePh 1.618.

CG2 GAME END: The scenario for each half-day ends when a dr less than or equal to the exponent on the turn record chart is rolled at the end of either player's CcPh.

CG3 GUNS: No Guns or SW may Bore Sight. A Gun/AFV set up in a pillbox/fortified Location may never be moved during the course of that CG. Such a Gun, once revealed, may never again set up hidden, but may be set up concealed if otherwise able to. Otherwise, Guns may set up hidden normally.

CG4 OBA: Each side is limited to using a maximum of two OBA module per CG half-day (with "usage" of a module being defined as having its radio, field phone, or Spotter in play at any time during the CG half-day. When an OBA module is selected as a RG, the player may freely select a radio or field phone, and an observer which sets up with either a radio or field phone may set up hidden. Each German security area (C1.23) must be traced to the north edge of the playing area. Each French security area must be traced to the south edge of the playing area. Each British security area must be traced to the west edge. An OBA RG are

retained if no Fire Missions were used in any previous CG half-day scenario.

CG5 TERRAIN CHANGES: All terrain changes (example: shellholes) created during the course of play remain in effect for all subsequent CG half-day scenarios. The stream is shallow. Grain and orchards are in effect for all dates. The Somme is deep and has a heavy current running to the west. There is a one lane wooden bridge from 7AA8 to 7AA6, a two lane stone bridge running from 40Q2 to 40Q3 and a one lane stone bridge running from 40I2 to 40I3. Otherwise, no terrain changes are in effect.

CG6 SNIPERS: Snipers are placed normally. Only one sniper is used for the Allied side, regardless of the number of nationalities on board. A side which has no good order infantry has its Sniper suspended, as if it were pinned by a "2" sniper attack.

CG7 REINFORCEMENTS: All retained (or given in the initial OB) infantry, vehicles and Guns may set up on map. All reinforcement groups purchased for that half-day must enter on or after turn 1 [EXC: Reserves, on-map setup]. Germans must enter on the north edge of the playing area. French RG's must enter on the south edge. British RG's must enter on the west edge, south of the river. Guns may set up on map, hidden if out of LOS of all enemy units.

CG8 MAP EXIT: Any unit which exits the map on a friendly board edge is retained. However, if broken, it must pass a NMC to avoid being eliminated. If disrupted, it is eliminated. If under Recall, it is eliminated. In all cases, eliminated units count for CVP purposes.

CG9 NO QUARTER & MASSACRE: No quarter and massacre may never be invoked, nor may hand to hand melee.

CG10 CONCEALMENT: Units may only set up concealed if out of LOS of all enemy units or if concealment counters are purchased as fortifications and placed during set up.

CG11 VEHICULAR CREWS: Vehicular crews cannot voluntarily abandon their vehicles during the normal course of play [EXC: SPW251/2]. Vehicular crews are not considered MMC for any control purposes.

CG12 SELF RALLY: Each side (not nationality) may attempt to self rally \leq 2 non-disrupted broken MMC, rather than just one. Normal self-rally rules apply and no unit may attempt to self-rally twice per turn.

CG13 ARMOR HALF-DAYS/BRITISH HALF-DAYS: Before any units are purchased, the Allied player may declare a British or Armored half-day, which must be announced to the German player. The French may not purchase more than one armored RG (one starting with an "A") per half-day unless he declares an Armor Half-day. If he declares an Armor Half-Day, no infantry or Gun battery RG may be purchased, nor may Fortifications, although OBA and transports may. The French Sniper for an Armor half-day is always 2, though afterward it may return to normal. If eliminated, the sniper returns to 2. This restriction does not apply to British, although British may not be purchased on any half-day when French units are purchased. British units may never be purchased more than two half-days in a given CG [EXC: CGIII, when the limit is four half-days].

CG14 ELR: Unless noted otherwise or changed during the course of the CG, all German units have an ELR of 3, all French units have an ELR of 3 and all British units have an ELR of 4. German pioneers have an ELR of 5 and are replaced by two broken 238 half-squads.

CG15 KINDLING, BRIDGE DESTRUCTION: Kindling of any kind is N/A. The Germans may never attempt to deliberately destroy a bridge. Bridges which are destroyed cease to be objectives (even undamaged sections). Bridges which are built are never objectives unless built in the same location as a destroyed bridge.

CG16 RIVER AND ISLAND HEXES: Island hexes are initially controlled by the Allies. Only infantry may set up on island hexes. The Allies may not initially set up in island hexes.

1.5 INITIAL SCENARIO: First, select one of the three CG listed below. Included there is the information needed to play that CG's Initial Scenario. For the Initial Scenario, players begin with RePh step 1.619 (Purchase Reinforcement Groups) and complete RePh steps 1.620-.622.

1.51 A!P! Campaign Game I: Storming the Bridges!

Only May CG half-days are played.

The French know the Germans are weak along the Somme, and are mustering a counterattack while desperately assembling a line along the Somme. Key are the Somme bridges, which were lost in the first phases of the Somme battle. Taking back the bridges and launching an attack is of the primary importance, but taking the bridges or blowing them is vital for the survival of France!

CGI VICTORY CONDITIONS: The Allies win upon the conclusion of any scenario after which they control all objectives.

INITIAL SCENARIO VICTORY CONDITIONS: The Allied player win the initial scenario by controlling 5 more objectives than controlled at scenario start.



INITIAL ALLIED OB: [ELR: 3] set up first outside and not adjacent to the German set-up area. Moves first: {SAN: 2}

RG: 1st Line Coy (French) ×2
 RG: Sapper Coy (French)
 RG: Medium Tank
 RG: Light tank
 RG: Lt. OBA module with Offboard Observer, Pre-Registered hex 15 CPP



INITIAL GERMAN OB: [ELR: 3] sets up second anywhere on boards 7, 40, or 23. Moves second: {SAN: 3}

RG: 1st Line Coy ×2
 RG: Heavy Weapons Platoon
 RG: 37L AT battery
 RG: PzIIA Platoon
 50 FPP
 8 CPP

INITIAL SCENARIO SPECIAL RULES:

These are in effect for first half-day *only*.

I.1 EC are moist with no wind at start. Weather is overcast. The initial scenario is an Allied assault. The Allied player need not pay any CPP for an attack chit.

I.2 Germans may set up concealed, regardless of LOS.

AFTERMATH:

The French were never able to decide between holding the line and launching a counterattack, and the units which may have been able to hold the line of the Somme were frittered away in hopeless counterattacks. Troops dribbling back from Dunkerque were thrown into the battle, as were armored elements. As a result, nothing was achieved by the counterattacks and the Somme line was weakened. When the panzer divisions turned south, there was little the French could expect to put in their way.

1.52 A!P! Campaign Game II: Kommt die Panzer!

Only June campaign half-days are played.

While the Luftwaffe pounded the beaches of Dunkerque, the Wehrmacht licked its wounds and refitted its panzers. The Wehrmacht High Command was not pleased that the Allied armies, once so firmly in its iron grip, was left to the Luftwaffe and immediately turned its gaze south toward the Somme. The weak French attacks were dying off, as the last French reserves had been used up. The line of the Somme was France's last hope, and it was indeed a slim hope. As May became June, the Mailed Fist was renewed, and pointed southward at Paris.

CGII VICTORY CONDITIONS: The Germans win by controlling all of the objective areas.

SCENARIO VICTORY CONDITIONS: The Germans win each scenario by controlling 6 more objectives than were controlled at scenario start.



INITIAL ALLIED OB: [ELR: 2] sets up first outside of and not adjacent to the German set-up area. Moves second: {SAN: 3}

RG: 2nd Line Coy (French) ×2
 RG: FT-17c ×2, FT-17m ×3, FT-17 75BS
 RG: 75 ART Battery
 100 FPP
 10 CPP



INITIAL GERMAN OB: [ELR: 3] sets up second anywhere North of the River on boards 7, 40, or 23. Moves first: {SAN: 2}

RG: 1st Line Coy ×2
 RG: Heavy Weapons Platoon
 RG: PzIII Platoon
 RG: PzIV Platoon
 12 CPP

INITIAL SCENARIO SPECIAL RULES:

II.1 EC are dry, with no wind at start. Weather is Clear. The Initial Scenario is a German assault. The German player does not have to pay any CPP for an attack chit.

II.2 The French FT-17 platoon is not subject to depletion and cannot receive an armor leader.

AFTERMATH:

The Somme line was indeed weak, and the French began deserting it before the Germans even pressed the attack. The Seine line was established in front of Paris, but there was nothing left and Weygand knew the gig was up. Some desperate acts of heroism were performed, but after the first week of June, the outcome was a foregone conclusion. France had fallen, and the Allies were left bickering over whose fault it was. On a rainy day, Gen. Hunziger

met the German High Command and Adolph Hitler in a railway car to sign the armistice in what was described on both sides as an amiable meeting.

1.53 A!P! Campaign Game III: *Armor on the Somme*

At the end of May, the French dug in along the Somme, knowing full well there could be no retreat. But in the dizzy days that were going on in Paris, orders alternated between going on the attack, or digging in along a line that could be defended. Weygand was brought in, and he saw his job as fighting a good battle, saving the honor of the French army, and then surrendering. With such an attitude, the disaster that befell France is brought into a crisp focus.

CGIII VICTORY CONDITIONS: The side accumulating the most cumulative objective points at game end is the winner. Each half-day, the number of objective points is totaled and entered in the CG Roster. At the end, all dates are totaled. The side with the higher number of objective points is the winner.

All initial scenario parameters are as per CGI.

REFIT PHASE

1.601 CONCLUSION OF MELEE: First, each unit currently on a Climb marker must be placed in either the Location it was attempting to reach or the Location it left when it began to climb at the owner's choice. If the Location the unit is placed in contains enemy unit(s), mark them all with a melee (not CC) counter. All units in Melee must undergo an (unlimited) number of CC rounds until no Melees exist. Such units are free to perform any/all normal CCPh activities associated with Melee (i.e., Capture attempts, Withdrawal, attack, etc.) Consider the side which completed the last game turn the ATTACKER. Following the conclusion of the first round of the RePh Melee in a Location, each still-concealed unit therein loses its "?" and each AFV currently in Motion has its MOTION counter removed. Any AFV may leave the Melee after each round of attacks if it can be moved to any adjacent hex that does not contain any woods/building.

1.6011 ORDER OF RESOLUTION: Resolve all melees from north to south.

1.602 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time:

- a) FFE, SR and Barrage markers.
- b) SMOKE
- c) Acquired Target markers.
- d) Radios and Field Phones.
- e) DM, Berserk, Wall Advantage, Fanatic and HD markers
- f) CX, Motion, CE, BU and Stun.
- g) Snipers.

1.603 RALLY: After the scenario victor is determined, currently broken units of both sides automatically rally [EXC: Disrupted French infantry]. No DR are made. All Passengers/Riders are unloaded into their Vehicles Location (a unit unloading into an A-P minefield is not immediately attacked, but 1.6042 will apply.) Disrupted French infantry are immediately eliminated.

1.604 ENCIRCLEMENT: Each encircled unit [EXC: prisoner] must take a 1TC (leader DRM apply). Failure of the 1TC results in the unit's immediate Elimination [EXC: the Encircled Vulnerable PRC of an Immobile AFV are Eliminated, leaving the AFV Immobile and Abandoned]. Any prisoners in the hex, may automatically possess any Equipment dropped by its Eliminated Guard and is considered Rearmed (A20.551). Otherwise any equipment that an Eliminated Encircled unit possessed is left in the Location unpossessed. Each Encircled unit that passes its 1TC

remains in its present Location (Encircled markers are not removed until step 1.6064).

1.6041 MINEFIELDS: An AFV in any type of minefield undergoes the appropriate type(s) of mine attack(s), fully resolved in the normal manner, as if attempting to exit the minefield Location. Each infantry unit in an A-P minefield hex (including a crew that just disembarked as a result of a minefield attack) must take a NTC ([non-armor] leader DRM apply); failure of the TC causes Casualty reduction. [EXC to both: A unit able to exit the minefield hex without being attacked by the mines and without having to enter a minefield/enemy-controlled hex need not take the NTC.] In all cases, each surviving unit remains in its respective Location in that minefield hex until removed in RePh step 1.607.

1.65 PERIMETER DETERMINATION: The front line between the Allies and the Germans is now determined. In general, each side attempts to draw a closed loop of adjacent hexes around a section of the mapboards by marking out connecting hex grains. The section thusly closed is the perimeter area. When fully completed, the perimeter area must contain every friendly unit, and may contain some enemy units. If the loop is determined properly, each side will be able to start in any front line hex and enter another front line Location without ever having entered the same Location twice and eventually end up at the starting front line Location.

1.6051 NO MAN'S LAND: Since each side is marking a perimeter, there will often be sections of the map outside of both perimeter areas and sections where the two areas overlap. Hexes outside of both perimeter areas are No Man's Land.

1.6052 CONTROL MARKERS: Each side should now place control markers on all strategic hexes. Strategic hexes are defined as any Location with positive TEM, including, but not limited to, entrenchments, wrecks, shellholes and other normal terrain types. German control counters are used for the German side, Russian for the Allies.

1.6053 MAP EDGES: Map edges are always strategic hexes and can be controlled by the last side to occupy that hex.

1.6054 PERIMETER MARKERS: Each side now places appropriate perimeter markers. The perimeter may never overlap itself. It is possible that a strategic hex may not fall within either perimeter. Perimeter markers are only placed to guide the players in determining their perimeters, which should be drawn on the map included in this packet.

1.6055 READJUSTMENT: Each side is free to remove or adjust their perimeters as they see fit, within the rules. This includes relinquishing strategic hexes to become No Man's Land.

1.6056 POCKETS: Each friendly unit outside its perimeter area is in a pocket. [EXC: SMC alone cannot create a pocket; see 1.6060]. See 1.6057 if the unit is not at ground level. A pocket is drawn to include all non-enemy controlled strategic Locations which can be connected without interruption. Single hex pockets are possible, single, non-ground level Location pockets are not. Pockets which reach a board edge cease to become pockets, unless that board edge is the enemy entry edge.

1.6057 NON-GROUND LEVEL LOCATIONS: Units in non-ground level Locations of an enemy controlled hex must attempt escape (1.6063) if possible. If not possible, that unit is eliminated.

1.6058 CONTROL: Pockets which contain friendly non-SMC units are controlled by the friendly side. Pockets which do not contain friendly non-SMC units revert to enemy control.

1.606 ISOLATION: Units in pockets (and lone SMC not within the friendly perimeter area) are isolated. Isolated MMC and the SMC stacked with them may:

Attempt escape.

Remain in the pocket for set up on the next campaign half-day

Isolated, lone SMC must attempt escape.

1.6061 ISOLATED UNITS: Each unit in a pocket must set up in that same pocket on the next campaign half day and under ammunition shortage. Such ammunition shortage ends when the unit begins the movement phase in the same Location with a unit of the same size or larger which is not currently under ammunition shortage.

1.6062 ESCAPE FROM ISOLATION: Any unit in an isolated Location may attempt to escape by making a DR on the Escape Table. If more than one infantry unit in the same Location wish to escape, they may combine themselves into one or more stacks. Each stack then makes its own escape DR. Units stacked with leaders may freely deploy. Any SW/Gun may be dropped, transferred, or dismantled (if otherwise allowable) prior to its possessor's escape attempt.

TH 1.6063 Escape Table

Final DR	Infantry	AFV
≤8	Escapes ¹	Escapes
9	Escapes, replaced ^{2,3}	Escapes
10	Escapes, Casualty Reduced ²	Abandoned, crew escapes
11	Escapes, Casualty Reduced, replaced ^{2,3}	Abandoned, crew eliminated
≥12	Eliminated	Eliminated CS NA ⁴

¹ Original "2" DR always results in escape and Heat of Battle (A15), however, a subsequent result of Berserk or Surrender eliminates the unit(s).

² A unit that would become disrupted is eliminated instead.

³ Use Random selection for a stack.

⁴ In current hex and facing replaced with wreck.

DRM:

+X (Armor-) leader/heroic DRM (NA to a lone SMC)

-1 If French

-1 If lone, unwounded SMC

-1 If ≤2 hexes from a friendly controlled, non-isolated hex

-1 If adjacent to friendly controlled, non-isolated hex

+1 Per HS equivalency >1 HS using the same escape DR

+1 Per PP >IPC being carried (unit with most excess PP

determines this DRM for a stack) (A stacked leader may combine to increase a MMC's IPC)

+1 If previous CG half-day was AM

+2 If encircled

+2 Captured AFV

1.6064 ESCAPE RESULTS: If a unit survives the Escape attempt it and each SW portaged by it is retained. An original DR of 2 results in escape and Heat of Battle (A15); use Random Selection to determine the units(s) affected if a stack is involved. [EXC: Any result other than Hero-Creation/Battle Hardening results in the elimination of the selected unit.] All Encirclement counters are now removed.

1.6065 If the escape of a unit(s) totally evacuates a pocket, that pocket reverts to enemy control.

1.6066 DRAWING THE PERIMETER: The perimeter is now drawn on the map provided with this packet.

1.6067 CG SCENARIO VICTORY DETERMINATION: The winner of the just-completed CG scenario is now determined (1.6232; see 1.51-.53 for Initial scenario Victory Conditions). Units/Equipment eliminated in the RePh after this step (1.6067) never count for CG scenario Victory Determination nor for MMC Battle Hardening DRM (1.6112), but can be used for CPP DRM determination purposes (1.616).

1.607 CLEARING THE MAP: Each player now removes all remaining non-isolated units/equipment from friendly-controlled Locations and records the number/type of each unit for use on next campaign half-day. [EXC: Guns/AFV in either a Fortified Building Location or pillbox SSR CG5) and Immobile vehicles are left on map.]

1.6071 ISOLATED AREAS: Units/Equipment in isolated Areas are not cleared from the map, and each must be left on the map in its current Location.

1.6072 RETAINED EQUIPMENT & SCROUNGING: All removed items, as well as all equipment left on-map, are considered retained by the side controlling the Location. [EXC: set DC, see 1.6073]. Each such item may be eliminated [EXC: An AFV becomes a Wreck or Burnt-out-wreck] if its retainer wishes to do so, after any desired scrounging attempt (D10.5).

1.6073 HIDDEN FORTIFICATION: Each still-hidden Fortification in Locations currently controlled by it's purchaser's opponent, is placed on map. Fortifications within a friendly perimeter must be recorded and remain in the same Location for the next half-day. A friendly set-DC in a friendly controlled Location is removed and retained or left in place until the next scenario – a new controlling unit may be designated; if it is in an enemy controlled Location it is now eliminated instead.

1.608 PRISONERS: Each prisoner guarded by a non-isolated unit is eliminated. An isolated guard may retain possession of his prisoner(s) (though the latter may be freely transferred to another friendly unit in the same pocket) or set them free. If freed, a prisoner is automatically retained by its friendly side. The unarmed MMC is replace by a friendly conscript or green unit as applicable. A freed SMC is replaced by its original SMC type.

1.609 EXTINGUISHING BLAZES: Each Location currently marked with a Blaze (not flame) counter is considered fully consumed by fire. Players must remove each blaze counter and make the appropriate terrain alterations when performing the following substeps: (1.6091-.6097)

1.6091 BURNING WRECK: Each burning wreck becomes a burnt-out wreck. It does not have its blaze marker transferred to the burnable terrain (if any) in its Location.

1.6092 BRUSH, WOODS, ORCHARD, WOODEN RUBBLE: Place a shellhole counter in the Location; the other previous terrain no longer exists. GRAIN should be marked with any convenient counters to show they are Open Ground.

1.6093 STONE RUBBLE: The stone rubble still exists and the Location may catch fire again in later scenarios.

1.6094 BUILDINGS: Place the correct rubble counter in all ground level Locations of a building that has at least one blaze in any of its Locations. This rubble may catch fire again in later scenarios. Each isolated unit/equipment that would have been confined to setting up again in that building is eliminated. These isolated pockets revert to enemy control.

1.6095 FLAME SPREAD: Each flame is now removed.

1.6097 FORTIFICATIONS: Each fortification/equipment (including a fortified building Location) in a blaze Location (including a building just reduced to rubble as per 1.6094) is eliminated [EXC: Entrenchment and Pillbox, though all equipment therein is eliminated].

1.610 WOUNDED LEADERS: Each side makes a dr for each currently wounded leader. On a Final dr 1, the leader is retained unwounded. On final dr of 2, the leader is retained in its wounded state. On a final dr of 3 or greater, the leader is eliminated. A drm of +1 is in effect if the leader is isolated.

1.611 BATTLE HARDENING & PROMOTION

1.612 RECOMBINING: All retained same-class HS must now Recombine (A1.32) so that no more than one of each HS is retained. [EXC: Isolated HS may only recombine with other isolated HS of the correct type allowed to set up in the same pocket. Infantry carrier crews do not have to recombine.] At the player's option he may combine two HS of different types to a lower quality type squad.

1.6112 HEROES & MMC: On each side, each retained hero [EXC: heroic leader; 1.6113] is eliminated. However, each such elimination enables that side to battle harden (A15) one MMC of the owner's choice (in the same isolated area as that Hero, if applicable). Each side also makes a DR to determine the number of retained infantry MMC eligible for battle hardening. In all cases, an elite MMC that battle hardens becomes fanatic (but only for the duration of the next scenario; 1.602e). No MMC may battle harden more than once per RePh.

1.6113 LEADER: On each side, each retained heroic leader battle hardens and loses his heroic status [EXC: a heroic 10-3 loses his heroic status with no additional effect]. Each side also makes one secret DR to battle harden a retained infantry or armor leader (owning player's choice), on the battle hardening table. If the leader selected is not currently retained by that side the player must then battle harden the lowest-grade retained non-wounded leader (if any).

TH1.6112 MMC Battle Hardening Table

Final DR	# of MMC
≤-1	5
0	4
1	3
2-3	2
4-5	1
≥6	0

DRM:

-3 Friendly side won this CG half-day's scenario

-1 German

-1 Per 20 CVP amassed by friendly side in the previous scenario

TH1.6113 Leader Battle Hardening Table

Leader Type	German DR	French DR	British DR
10-2	≤1	≤1	≤1
9-2	2	2	2
9-1	3-4	3	3
8-1	5-6	4-5	4-6
8-0	7-8	6-7	7-8
7-0	9-10	8-9	9-10

6+1	11	10-11	11
None	12	12	12

DRM:

-2 Friendly side won this CG half-day's scenario (optionally, the player may, after the DR, chose to ignore this DRM or apply only a -1 DRM)

If more than one type of allied unit is on board, the allied player must chose which side he will attempt a SMC battle hardening DR for before that DR is made.

1.6114 PROMOTION OUT OF THE RANKS: In lieu of making a DR on the 1.6113 Table, the player may choose to either:

- exchange one non-isolated unwounded 8-0 infantry leader for two 7-0's; or
- exchange one non-isolated unwounded 8-1 Infantry leader for one 8-0 and one 7-0.

1.612 NEW CG HALF-DAY & SAN ADJUSTMENT

1.6121 NEW CG HALF-DAY: Each passage of this RePh step represents the start of a new CG Half-day.

1.6122 SAN ADJUSTMENT: Each side whose SAN is currently ≥4 must make a dr, with a +drm equal to that side's current SAN minus 4. A Final dr of ≥5 immediately reduces that side's SAN by one. Each side whose SAN is currently zero has it automatically raised to 2 (no CPP expenditure is necessary.)

1.613 EQUIPMENT REPAIR AND REPLENISHMENT

1.6131 AFV: Each side performs the applicable step(s) below for each AFV in a friendly-controlled Location.

- Each abandoned non-isolated AFV may remain abandoned, or may be remanned and operated (as per A21.22) by any retained unit of that side. Such remanning unit must begin the next scenario manning that AFV.
- Each Shocked/UK AFV must have the necessary dr (C7.47) made for it until it is no longer under the effects of Shock/UK.
- Each manned, bogged AFV must undergo Bog Removal attempts (D8.3) until it is either unbogged or immobilized. MP expenditure is immaterial. If unbogged clear from the map if non-isolated.
- Each manned, immobilized AFV must make a dr on the table below to determine if the immobilization is repaired.

TH1.6131 Immobilization Removal Table

Final dr	Effect
≤2	Becomes Mobile*
≥3	No change

*Retained. Clear from the map if non-isolated.

drm:

+x Per armor leader DRM

+1 If only non-qualified use (A21.13) possible.

+1 If isolated.

+1 If manned by Inexperienced Crew (D3.45)

1.6132 WEAPON REPAIR: Each side makes a separate dr on the table below for each malfunctioned non-captured retained weapon.

TH1.6132 Weapon Repair Table

Final dr	Effect
≤2	Repaired
≥3	Eliminated*

* If Vehicular-mounted, the Weapon is Disabled; if MA, the AFV is placed under RECALL.

DrM:

- 2 If Vehicular-mounted.
- +1 If only non-qualified use (A21.13) possible.
- +1 If isolated.

1.6133 AFV MG EXCHANGE: A disabled non-captured, non-isolated AFV MG (even if Disabled in step 1.6132) may be automatically repaired by the elimination of a friendly, non-isolated, retained MG of equal or greater FP.

1.6134 DC: Each DC removed from play during the preceding scenario is retained by its original owning side if the original effects DR causing its removal was ≤10; otherwise, it is eliminated. If captured or eliminated by fire it is eliminated. However, no side may ever retain in this manner more friendly DC than it has friendly, non isolated Assault Engineer or Sapper squads at this point in the RePh.

1.6135 CAPTURED WEAPON: Make one dr for each functioning captured retained weapon: if ≥3 it is eliminated (Disabled if vehicular-mounted.) Each already malfunctioned captured weapon is eliminated (or disabled, if vehicular mounted). Disablement of its MA by either means does not cause recall.

1.6136 CAPTURED AFV: A Captured AFV may remain in play if it has any functioning weapon (even if its MA is Disabled) or if it has PP capability; otherwise, it becomes a wreck. See also 1.6072.

1.6137 SPECIAL AMMO: Each non-Captured, non-isolated retained Gun (including vehicular-mounted) has all of its depleted ammunition types (if any) returned to normal availability.

1.6138 LOW AMMO REMOVAL: Each Low Ammo counter on each non-isolated unit is removed.

1.6139 AMMUNITION SHORTAGE REMOVAL: Each non-isolated infantry unit/Weapon currently suffering Ammunition shortage (A19.131) now has such restrictions lifted.

1.614 ARMOR WITHDRAWAL

1.6141 RECALL: Each Mobile, non-isolated retained AFV under recall is eliminated. If mobile, under recall and isolated, it begins the next scenario under recall (as well as suffering ammunition shortage (see 1.6061)

1.6142 AFV PLATOON WITHDRAWAL: Each side makes a secret dr on the following table for each friendly (including captured) non-isolated, retained AFV Platoon (or portion thereof) that has had at least one AFV of it's platoon on the map in at least one CG scenario to determine whether the platoon (or remainder thereof) must be withdrawn. A withdrawn result eliminates each remaining non-isolated AFV even (if abandoned/immobilized) of that platoon, as well as each armor leader originally entered with that platoon (if any).

TH1.6142 AFV Platoon Withdrawal Table

Final dr	Effect
≤5	Retained

6	Withdrawn
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drm:

-1 if friendly side's win:loss ratio is ≤1:2 (not applicable until 3 CG half days have been completed).

1.6143 ISOLATED AFV: An isolated mobile AFV that belongs to an AFV platoon forced to withdraw is not withdrawn. Instead, such an AFV makes a dr in each friendly RPh of the next scenario. A dr of < the current turn number immediately places that AFV under RECALL. If, at scenario end, such a non-isolated AFV is still on-map, it is then eliminated (it is not retained for the next scenario unless it is still isolated.)

1.615 FORTIFICATION REMOVAL: Attempts may be made to eliminate any known wire/minefield/entrenchment (including an A-T ditch) in any friendly controlled non-isolated Location. A roadblock may also be rolled for removal, but only if the removing side controls both ground-level Locations that share that hexside. If a Location contains more than one type of the above-mentioned items (all mines are considered the same type), the side may roll once for each, but must announce which one is currently being rolled for [EXC: all A-P mines must be cleared from a Location before a removal attempt may be made for another same-Location non-mine fortification.] Only one attempt may be made per "item" per each such Location per completion of this RePh step. Pre-existing Labor drm are not applicable, nor does the dr create or increase labor drm.

TH1.615 Fortification Removal Table

Final dr	Effect
≤3	Eliminated
≥4	No Effect

drm:

- +2 Wire/minefield/entrenchment is in a front line Location
- +2 Roadblock is along a hexside of at least one front line Location
- +1 Wire/minefield/entrenchment is ADJACENT to – not in – a front line Location
- +1 Roadblock is not along a hexside of a front line Location, but is along a hexside of a hex that is ADJACENT to a front line Location
- 1 Friendly side currently retains at least three non-isolated assault engineer/sapper squads.

1.616 CPP REPLENISHMENT: Each side now makes a Secret DR to replenish its CPP.

DR	CPP
≤2	15
3-4	14
5-6	13
7-8	12
9-10	11
11	10
12	9
>12	8

Modifiers:

- Won Previous Half-Day: +1
- Historical DRM: +X
- Per 30 CVP sustained previous half day: -1

1.6161 HISTORICAL DRM CHART: The DRM given on the chart on the Campaign Game Roster are used for DRM for the following tables: CPP replenishment, ELR loss/gain, RG Strength determination.

Historical Modifiers

CG Date	Allied DRM	German DRM
I 5/29A	-2	+1
I 5/29P	-1	0
I 5/30A	0	+1
I 5/30P	-1	0
I 5/31A	-2	0
I 5/31P	0	+1
II 6/1A	+1	-2
II 6/1P	0	-1
II 6/2A	+1	0
II 6/2P	+1	-1
II 6/3A	+1	-1
II 6/3P	0	-1
II 6/4A	0	-1

1.617 ELR LOSS/GAIN: Each side makes a DR to determine if its present ELR changes. On a Final DR of ≤2 that side's current ELR increases by one, to a maximum of 4. On a Final DR of ≥13 its current ELR decreases by one, to a minimum of 0.

DRM:

- 1 Friendly side won the previous campaign game half-day scenario.
- 2 Friendly elite infantry company purchased on the previous half-day.
- 1 Per friendly first-line company/AFV platoon [exc: transport] purchased on the previous half-day
- +1 If friendly side selected the attack chit on the previous CG half-day
- +1 per 30CVP sustained on previous CG scenario.
- +/-X Historical DRM for friendly side

1.618 WEATHER AND EC DETERMINATION: The Allied player(s) now makes a DR on the Weather Table to determine the weather for the current CG half-day, then makes a dr for the EC, wind force and direction are determined in RePh step 1.6241.

TH1.618 Weather

DR	Weather
2	Overcast, Mud
3	Overcast, Rain
4	Mist
5-11	Clear
12	Clear & Gusty

1.619 PURCHASING REINFORCEMENT GROUPS: The Allied player now secretly records if he has chosen a special campaign half day (either an Armor half-day or a British half-day). Both sides now secretly allot CPP for the purchase of RG. All CPP expended are subtracted from that side's current CPP total. The CPP expended, those remaining and the RG(s) purchased are all kept secret. Each side consults its respective RG chart for the different types of RG available, the CPP cost of each, the number of each that may be purchased during the CG being played and any special notes pertaining to each.

As each RG is selected, record its ID and the CPP expended to purchase it. Keep careful side records of each RG group and numbers of CPP expended (and retained.) All notes on RG tables must be followed. No AFV's may be dug in.

4.1691 ON MAP SET UP AND RESERVES.

1.16911 ON MAP SET UP Any AFV or Infantry RG may be used for normal on-map setup in a scenario played on the same CG half-day they are purchased. Such a RG has its CPP cost increased by two. Some RG may be set up on map at no additional cost per the notes on the RG purchase tables.

1.16912 RESERVES Any infantry RG may be purchased as a Reserve RG by spending one less than its normal CPP cost. A Reserve RG must be set up on map on the CG Half-day of purchase, using the principles of Cloaking (E1.4). [EXC: A Reserve RG, or part thereof, unable to set up on map must instead be Retained off map on its CG half-day of purchase, but thereafter may be added to all other Retained friendly units.] Each Reserve RG purchase may (at the purchaser's option) automatically include up to five Dummy Cloaking counters. Such an RG must have all its Cloaking counters set up at ground level ≥ six hexes from the closest enemy Front Line Location or potential entry hex. Each cloaked Reserve unit/stack must remain Cloaked — and may conduct no action whatsoever — until a known, non-aerial, enemy unit is within five hexes of it and it is in the cloaked unit's LOS or until subjected to an enemy attack which results in the loss of the Cloaked unit/stack's Concealment, at which time the controlling side may (or must, if attacked) put that Cloaking counter's contents (if any) on map. In general, the counter(s) represented by a Reserve Cloaking counter (if any) are considered not to exist until it appears on the map, except as noted below:

- A Reserve Cloaking counter is ignored for all Overstacking purposes;
- A non-cloaked Dummy stack may neither set up in nor enter a Location which contains a Reserve Cloaking counter.
- A Reserve Cloaking counter is considered a non-Target vs. an enemy sniper attack (A14.22).
- A Reserve Cloaked Leader may not use his leadership benefits for any purpose.
- A Reserve cavalry unit sets up dismounted, with horse counters appearing on-map.
- If a Flame/Blaze not originally Kindled by a friendly unit occurs in a Location which contains a Reserve Cloaking counter (even a dummy), that counter may move/advance once to an ADJACENT, non-Blazing Location — provided it is not moving closer to an enemy unit regardless of LOS. If it cannot do so, its owner may at that time place it anywhere within three hexes of its current hex, though he may not place it closer to an enemy unit and must otherwise abide by the rule pertaining to Cloaked Reserve setup. A Reserve Cloaking counter in a Location containing a Blaze that was originally Kindled by a friendly unit is eliminated.

Should Cloaked units still exist at the end of the scenario, all such non-dummy Cloaked Reserve units are Retained in the normal manner but are no longer considered Reserves. Cloaked Reserve units are subject to Isolation in the normal manner.



German Reinforcement Group Table

ID	Group Type	Full/ Depl	Unit Type	Lead Mod	CPP Cost	½ day Max	CG Max	May Max	June Max
S1	Fighter-Bomber	* ^a	39 FB	n/a	1	1	6	2	4
S2	Stuka	* ^a	39 DB	n/a	1	1	4	1	3
A1	Tankette	4/3	Pz IB	+2	4	1	2	2	0
A2	Light Tank	4/3	Pz II	+1	5	2	5	3	3
A3	Medium Tank	4/3	Pz35/38 ^p	0	6	1	3	2	2
A4	Medium Tank	4/3	Pz IIIF	-1	7	1	5	2	5
A5	Heavy Tank	3/2	Pz IV	-1	7	1	1	0	1
A6	StuG	3/2	StuG IIIB	-1	6	1	3	1	2
A7	sIG	2/1	sIG IB	+2	5	1	1	1	1
A8	Mortar Carrier.	2/1	251/2	n/a	3	1	1	1	1
A9	Halftracks	4/3 1/1	251/1 251/10	n/a	5	1	1	1	1
A10	PSW	4/3	^b	+1	4	1	3	3	3
A11	PzJ	3/2	PzJ I	-1	4	1	2	2	2
I1	1 st line Coy	12/9	467 ^{cdif}	0	7	2	8	6	6
I2	Elite Coy	5/4 7/5	467 ^{cdif} 468	-1	9	1	4	1	3
I3	Motorcycle	12/9	548 ^{cdifu}	0	9	1	2	2	2
I4	Pioneer	5/3	548 ^{cdif}	-1	6	1	2	2	2
I5	Hvy Wpn Platoon	4/3	228/247 ^{cdif}	0	6	1	3	3	3
O1	Light OBA	n/a	70mm	n/a	2 ^e	1	6	6	6
O2	Battalion Mortar	n/a	80mm	n/a	3 ^e	1	6	6	6
O3	Medium OBA	n/a	100mm	n/a	4 ^e	1	4	1	3
O4	Heavy OBA	n/a	150mm	n/a	6 ^e	1	2	0	2
O5	Offboard Observer	n/a	^s	n/a	1	2	10	8	8
G1	Anti-Tank Battery	4/3	37L ^h	n/a	3	2	4	4	4
G2	Infantry Gun Battery	2/1* 1/0*	75* ^{hi} 150*	n/a	4	1	2	2	2
G3	Anti-Air Battery	2/1	88L ^h	n/a	6	1	2	1	2
T1	Wagons	3/2	Wagon ^l	n/a	1	2	5	3	3
T2	Trucks	5/4	Truck ⁿ	n/a	2	1	2	1	2
T3	Halftrack	5/4	SdKfz ¹	n/a	3	1	1	1	1
T4	Lt. Boat	5/4	KFS ^r	n/a	1	1	3	1	2
T5	Sturmboats	4/3	boats	n/a	1	1	1	1	1
T6	Bridge	*	Pontoon ^l	n/a	2	1	1	1	1
F1	Fortifications	20	FPP	n/a	1	4	6	6	2
F2	Sniper	+1		n/a	1	1	4	2	2
F3	Aerial Recon		^k	n/a	1	1	4	4	4

- a. Determine the number of aircraft randomly and turn of arrival as per E7.2-21 FB have bombs on a "1" in May, 1-3 in June. DB have bombs on a 1-2 in May and 1-4 in June. There is a -drn to the turn of entry roll equal to the number of CPP spent for this purpose.
- b. The number/type of German armored cars is determined by chart below.
- c. Determine leaders as per chart below.
- d. Determine support weapons as per chart below.
- e. German pioneers are sappers and assault engineers.
- f. May be purchased as reserves.
- g. Add 1 for pre-registered hex.
- h. This RG is available for on-map set up.
- i. If depleted, randomly select one Gun/crew to be eliminated from the OB. This RG never has less than 2 Guns.
- j. All transport units are assigned units to transport at the start of the CG half-day. Once those units have been delivered, the transport unit is recalled. Transport units may be used on as many successive half-days as CPP cost (Example: Trucks may be used on 2 CG half-days.)
- k. Purchase of this RG allows normal recon, and requires all Allied roadblocks, entrenchments, wire, and pillboxes be set up on-map.
- l. Pontoon bridges may only be erected if the Germans begin with control of both sides of the river. Enough pontoons are provided to cross the river at any one point.
- m. On a roll of 1-4 PzKwII's are A, 5-6 they are F.
- n. On a roll of 1-4 the trucks are Opel Blitz, on a 5-6 they are Buessing-NAG.
- o. On a roll of 1-4 the PzKwIV's are A, on a 5-6 they are a C.
- p. A3 on a roll of 1-4 the group consists of Pz35t and on a 5-6 it is a Pz38t(A).
- q. SdKf7 on a 1-4, SdKf11 on a 5-6.
- r. Kleine Flossacks (small boats).
- s. Off Board Observer must set up on the north edge at level 4.
- t. Heavy weapons platoons receive a 228 per mortar and a 247 per MMG, and any one leader rolled on the leadership table.
- u. Infantry RG I3 receives a motorcycle or motorcycle/sidecar for each squad.

German PSW RG Type Table

dr	Full/ Depleted	RG Contents
1	4/3	PSW231(8)
2-3	4/3	PSW231(6)
4-6	2/1	PSW 221
	3/2	PSW 222



French Reinforcement Group Table

ID	Group Type	Full/Depl	Unit Type	Lead Mod	CPP Cost	½ day Max	CG Max	May Max	June Max
S1	Fighter-Bomber	* ^a	39 Fb ^d	n/a	1	1	2	2	1
A1	Tankette	4/3	AMR ^b	+1	6	1	2	2	0
A2	Light Tank	4/3	^b	+1	7	1	3	2	2
A3	Medium Tank	4/3	D2/S35 ^b	0	8	1	2	2	1
A4	Heavy Tank	3/2	B1-bis	-1	9	1	1	1	0
A5	Tank Destroyer	3/2	LaW15T	0	4	1	3	2	2
A6	Armored Car	4/3	AMD35	+1	5	1	1	1	1
I1	2 nd Line	6/5 6/4	437 ^{cd} 457	+1	6	2	7	5	4
I2	1 st Line	3/2 9/7	437 ^{cd} 457	0	7	2	7	4	5
I3	Sappers	6/4	458 ^{cd}	+1	6	1	2	1	1
I4	Hvy Wpn Platoon	4/3	228 ^{cd}	0	6	1	3	2	1
I5	Cavalry	9/8 3/1	457 ^{cd} 458	-1	8	1	1	1	0
O1	Light OBA		70mm	n/a	2 ^f	2	8	6	6
O2	Battalion Mortar		80mm	n/a	3 ^f	1	6	6	6
O3	Heavy OBA		150mm	n/a	6 ^f	1	3	2	1
O4	Offboard Observer		^h	n/a	1	1	5	3	3
G1	Light Anti-Tank Battery	4/3	25LL ^k	n/a	3	1	2	2	2
G2	Heavy Anti-Tank Battery	4/3	47L ^k	n/a	4	1	1	1	1
G3	Artillery Battery	3/2	75 ^k	n/a	5	1	2	2	2
G4	Anti-Air Battery	3/2	75L AA ^k	n/a	5	1	1	1	1
T1	Halftrack	4/3	CK P19	n/a	2	1	1	1	1
T2	Truck	5/4	Peugot 202	n/a	2	1	2	1	1
T3	Bridge	*	Foot bridge ⁱ	n/a	2	1	2	1	1
F1	Fortifications	30	FPP	n/a	1	4	10	5	8
F2	Sniper	+1		n/a	1	1	4	2	2

- a. French FB's have a bomb on a subsequent dr of 1. Determine turn of entry and number of aircraft as per German footnote a.
- b. The number/type of French tanks is determined by chart below.
- c. Determine leaders per chart below.
- d. Determine support weapons per chart below.
- e. For one less CPP, this RG may be set up as reserves.
- f. Increase CPP cost by one for pre-registered hex.
- g. I3 are sappers (per chapter H) as well.
- h. Offboard Observer must set up on west edge at level 4.
- i. Footbridges may be erected by the Allies only if they control both sides of the river/stream. Enough segments are provided to make one crossing.
- j. Cavalry units receive enough horse counters to mount all units.
- k. Available for on map set up at no additional cost.

Armor Group A1

1-2	AMR33
3-6	AMR35

Armor Group A3

1-2	D2(L)
3-6	Souma

French Reinforcement Group A2 Light Tanks Availability Table

DR	Full/Depl	Available Light Tank
2-3	4/3	H35(L)
4-6	4/3	R35
7	4/3	H39
8	4/3	H35
9	4/3	H39(L)
10-11	4/3	FCM
12	4/3	R35(L)

- a. British air support will not have bombs. Determine turn of entry and number of aircraft as per German footnote a.
- b. Add 1 CPP for a pre-registered hex.
- c. Includes inherent 247 (1-4) or 248 (5-6) half-squad. Roll for each carrier separately.
- d. Determine leaders per chart below.
- e. Determine support weapons per chart below.
- f. Anti-tank guns must enter en portee.
- g. Sappers and assault engineers.
- h. Carrier platoons always have one infantry leader. (Best leader available as determined on table 1.6025).



British Reinforcement Group Table

ID	Group Type	Full/Depl	Unit Type	Lead Mod	CPP Cost	½ day Max	CG Max	May Max	June Max
S1	Air Support	*	39 FB	n/a	1	1	1	1	1
A1	Tankette	4/3	MkVIb ^d	+2	5	2	2	1	1
A2	Medium Tank	4/3	A13MkII ^d	0	6	1	2	1	1
I1	Territorial	4/3 8/6	447 ^{de} 457	0	7	2	2	2	2
I2	Sappers	2/1 4/3	457 ^{deg} 458	-1	7	1	1	1	1
O1	Medium OBA		80mm	n/a	5 ^b	1	1	1	1
O5	Offboard Observer		^h	n/a	1	1	1	1	1
G1	Portee Battery	4/3	25LL ^f 15cwt trucks	n/a	3	1	1	1	1
T1	Carriers	4/3 1/0	Car A ^{ceh} Car B	-1	5	1	1	1	1

1.620 RG STRENGTH, WEAPONS AND LEADERS

1.6201 INFANTRY AND AFV RG STRENGTH: Using the RG strength table, each player makes a separate, secret DR for each Infantry Coy, each HW platoon, transport and each AFV platoon he has purchased (as well as each RG given in an initial scenario OB). A full-strength RG receives the number (of specified units) listed to the left of the “/” in its respective RG chart and line; a depleted RG receives the number listed to the right of the “/”. Any units attached are added to that RG along with a 228 crew for applicable Gun or SW requiring a crew. A first line half-squad is added for other attached SW. The crew of a carrier is always a first line half-squad. Units are never attached to Armor units, neither do AFVs receive any optional armament.

Reinforcement Group Strength Table

Final RG DR	Strength
≤2	Attached
3-8	Full
≥9	Depleted

RG Strength Table DRM:
 +/-x Friendly Historical DRM for Current CG half-day
 -y As per CG scenario Balance Provision (1.32) in effect.

Attached Weapons Table

dr	German	French	British
1	37L AT Gun	25LL	25LL
2	81* Mortar	HMG	Carrier C
3	MMG	60* Mortar	51* Mortar
4	50* Mortar	37* Inf Gun	LMG
5	ATR	ATR	LMG
6	LMG	LMG	ATR

1.6202 INFANTRY RG SW: To determine the number of SW received by each infantry RG, consult the SW chart. A full-strength infantry RG must make a secret dr made for each SW listed and roll less than or equal to the exponent for that type SW. If depleted, the dr is modified with a +1. A successful roll means that SW is received. For HW platoons, determine one weapon randomly that is not received if the platoon is depleted.

TH 1.6202 Support Weapons Table

	Coy Type	37*	HMG	MMG	LMG	ATR	Lt. MTR	DC
Ger	First Line			1 ⁴	2 ⁵	1 ⁵	1 ⁵	
Ger	Elite			1 ⁵	2 ⁵	1 ⁵	1 ⁵	
Ger	Motorcycle				2 ⁵	1 ⁵		1 ⁵
Ger	Pioneer				1 ⁵			2
Ger	Heavy Weapon			2			2 ^a	
Fre	2nd Line			1 ⁴	1 ⁵	1 ⁴	1 ⁴	
Fre	1st Line	1 ²	1 ⁴	1 ⁴	1 ⁵	1 ⁵	1 ⁵	
Fre	Sappers				1 ⁵			2
Fre	Heavy	1	1					2 ^a
Fre	Cavalry			1 ³	2 ³			
Brit	Territorial				2 ⁵	1 ⁵	1 ⁵	
Brit	Sappers				1 ⁵		1 ⁵	2

a Mortars with these RG are 81mm.
 All support weapons followed by an exponent is available with that RG if a dr of that exponent or lower is successfully rolled. If the RG has 2 of a single type of SW, at least one is always received.

1.6204 GUN BATTERY AND OBA MODULE RG: To determine the Strength of each Gun Battery and each OBA module RG purchased, make a secret DR for each appropriate table below, applying appropriate DRM listed in the Historical DRM Chart. Keep a side record of the RG strength for OBA. Each Gun RG that is depleted receives one less Gun that it would otherwise receive.

TH1.6204 OBA RG Strength Table

	German		French		British
DR	Ammo	DR	Ammo	DR	Ammo
≤3	Plentiful	≤3	Plentiful	≤2	Plentiful
4-9	Normal	4-8	Normal	3-8	Normal
≥10	Scarce	≥9	Scarce	≥9	Scarce

TH1.6204 Gun Battery Strength Table

dr	Strength
≤7	Full
≥8	Depleted

Gun Battery Table, OBA Table DRM:
 +/-x Friendly Historical DRM for Current CG half-day
 -y As per CG scenario Balance Provision (1.32) in effect.

1.6205 LEADER DETERMINATION: For each infantry company RG purchased (or OB given), make a secret DR on the appropriate leadership table to determine the type(s) of leaders received for that Company. Each Infantry leader must set-up/enter stacked with a MMC of his respective RG only during the first CG scenario in which he participates [EXC: if he is retained off-map for an entire scenario]. In no case may a RG have more than 1 leader per 3 squads; only the best leaders are received. Apply the correct leadership table modifier from the RG purchase chart to ALL RG die rolls.

TH1.6205 Infantry Leader Table

Final DR	Leader(s) Received
≤1	10-3,9-1,8-0
2	10-2,8-1,8-0
3	10-2,8-1,7-0
4	9-2,9-1,8-0
5	9-2,8-1,8-0
6	9-1,8-1,8-0
7	9-1,8-1,7-0
8	8-1,8-0,7-0
9	9-1,8-0
10	8-1,8-0
11	8-1,7-0
12	8-0,7-0
≥13	8-0,6+1

DRM:
 -1 German
 +1 French
 +/-x Per leadership Modifier on the RG Table
 +1 If depleted

1.6206 ARMOR LEADERS: For each applicable AFV platoon received (even if depleted), that side must make a DR on the appropriate table to determine the crew's quality. Each armor leader received for an AFV platoon must begin the scenario with his respective RG, and may be moved to another platoon for a subsequent scenario. Each armor leader assigned to an AFV platoon at the start of the scenario is withdrawn with that platoon and, if all AFV's of that platoon are eliminated, that armor leader is withdrawn.

TH1.6206 Armor Leader Table

Final DR	Leader(s) Received
≤2	10-2
3	9-2
4	9-1
5	8-1
6-11	None
≥12	Inexperienced

DRM:

-1 German

+/-X Per leadership mod on the RG Table

1.621 PURCHASING FORTIFICATIONS: Fortifications, which are received by spending FPP, may be purchased on each CG Half-day if the player has the requisite FPP (purchased RePh step 1.619). All FPP unspent upon the completion of this step are forfeit. As Fortifications are selected, the specific type (and strength, if mines) must be recorded on a side record. However, actual on map positioning of the fortification is deferred until that side sets up for the next CG scenario.

TH1.621 Fortification Purchase Table

Foxholes	3/2/1 ^{deg}
Trench	5
Sangar	1
Wire	7
Pillbox	(x+y+z)*3
Roadblock	8
Fortified Building	10 ^b
AP Mines	2/3 ^{cef}
AT Mines	6/7 ^{cef}
Dummy Mines	1 ^e
AT Ditch	10
?	1 ^{eg}
HIP	5/3/2/1 ^{deg}

a 3, 2 and 1 squad Foxholes respectively.

b per Location.

c French/German respectively.

d AFV, Squad, Half-squad or Crew, SMC, respectively.

e This fortification may be set up in a front line location.

f ½ for KNOWN mines.

g. This fortification may be set up in a pocket.

1.622 RECONNAISSANCE: Each side may now make a Recon dr, provided it spends one CPP (if German) or two (if Allied) CPP left over for this purpose in RePh step 1.619. Recon may only be purchased on mapboards within 4 hexes of the friendly perimeter. A side may choose not to conduct recon and retain the CPP for the next campaign half day. A recon final dr is the number of Locations which the opponent must reveal units and fortifications (including fortified building Locations, if in fact he had set up in them. The Recon dr is modified by spending an extra CPP, which provides a +3 modifier. A +1 may also be applied if the reconnoitering side had air support on the previous campaign half-day. The number of Locations that may be reconnoitered on each CG half-day is recorded and used

before the purchasing side begins play. The process of inspection cannot begin until all on-map units have been set up for the next CG scenario.

1.623 INITIATIVE DETERMINATION: Each sides selects its initiative for the present CG half-day by expending 1 CPP for an attack chit representing its desired tactical plans. There are no idle days in A!P!

Chit	A Attack	A Idle
G Attack	Dual	German
G Idle	Allied	Dual

1.6231 SCENARIO TYPES

Dual Attack: Represents a CG half-day when both sides have planned offensive action. Make a dr to determine which side sets up first; if ≤3 the Allies do; if ≥4 the Germans do. After set up, a dr is again made, to determine which side moves first; if ≤3 the Allies do; if ≥4 the Germans do.

German Assault: On this CG half-day the German side is on the offensive. Allies set up first, Germans move first.

Allied Assault: On this CG half-day the Allied side is on the offensive. Germans set up first, Allies move first.

1.6232 A!P! CG SCENARIO VICTORY CONDITIONS: The following Victory Conditions apply to the pertinent type of CG scenario (as determined in (1.623). However, the Victory conditions for each intial scenario, as well as those for each CG, are given with the other information for the respective CG and its initial scenario.

DUAL ATTACK: Both sides add the number of objective hexes controlled and the number of half boards COMPLETELY within the perimeter of the friendly side. The number of CVP sustained on that half-day are then subtracted from this total and the side with the higher number is the winner for the half-day.

GERMAN ASSAULT: The German must capture 6 objective hexes or cause 30 more CVP than he sustains.

ALLIED ASSAULT: The Allied player must capture 5 objective hexes or cause 20 more CVP than he sustains.

1.624 WIND AND UNIT SETUP

1.6241 WIND: Prior to set up, roll for wind force/direction (B25.63-.64).

1.6242 ISOLATED UNIT SETUP: The side that sets up first (RePh step 1.623) sets up all its Isolated retained units/equipment (if any), followed by the other side which does likewise. In an isolated area, each unit may set up in any connected Location. Any equipment in the area may be recovered with a single attempt, if not, the equipment is set up in the area unpossessed. All isolated units and weapons suffer ammunition shortage.

1.6243 AMMUNITION SHORTAGE REMOVAL: When a good order isolated infantry unit suffering from ammunition shortage begins a friendly player turn in the same Location as a friendly good order armed infantry MMC (that is not itself suffering from ammunition shortage) who's US# is ≥ that isolated unit's, it's ammunition shortage ceases to exist at the end of that player turn provided both units become TI and remain in Good Order

throughout that player turn. A MG's Ammunition shortage is removed whenever it is possessed by a good order, armed MMC not suffering from ammunition shortage. All other weapons suffering from ammunition shortage can lose that status only by ending a CG scenario non-isolated. Note that ammunition shortage DOES apply to the use of a captured weapon.

1.6244 NON-ISOLATED UNIT SET-UP: The side setting up first may set up the remainder of its retained units, equipment purchased fortifications within the limits of their notes in the RG/fortification chart. Once the side setting up first has completed all on-map set up, the other side follows the same procedure.

1.6245 RECON INSPECTION: After all setup is complete, each side may declare the Locations they wish to reconnoiter, if any. Each side takes turns declaring one Location at a time, Allies going first. The opponent also receives a right of inspection of all stacks in reconned Locations. Fortifications must be placed on map [EXC: type/strength of mines is not revealed]. Inspected stacks do NOT regain concealment.

1.625 SCENARIO COMMENCEMENT: Players are now ready to begin the CG scenario. Both sides announce their current ELR and SAN. If preparing for a Dual Attack, a dr is now made. If the dr is ≤ 3 the Allies move first, otherwise the Germans move first.

Designer's Notes

For the most part, Achtung! Panzer! will stick with the script. There are not a lot of special rules, and no terrain changes (unless adding bridges is a terrain change).

Why? It will be played by the ASLRB. If you know Chapters A-E, you will know what it takes to play Achtung! Panzer! Originally, I intended this to be a CG for newbies, but the prominent role of air power in the Battle of France makes it too important a part to be ignored.

A word to the wise--you will probably want additional French counters to play Achtung! Panzer! I often ran out (especially Green French troops.)

Innovations

There are not many innovations in Achtung! Panzer! This was done to ease learning and facilitate play. Those who have played RB will certainly be able to play Achtung! Panzer! without any trouble.

One innovation, however, was an attachment system. After all, why should the depletion roll ALWAYS bring bad news? In Achtung! Panzer!, you may get an attached unit in addition to your regular company.

Another is the objective point system toward victory conditions. Throughout the battle on the Somme, certain areas were key, whether in its possession or by denying it to the enemy. Certain forest areas provided cover for sorties against German supply columns. Certain hills dominated the surrounding terrain. Various buildings and crossroads held the key to further advance. In Achtung! Panzer!, you will decide which objectives are important and you will make them the focus of your attacks.

To simulate the difficulty the allies had in mounting an effective combined assault, the game device of the armor half-day and British half-day was devised. A platoon of Somua's, along with a company of infantry and some OBA smoke are a deadly combination, if the French player wants to do this, he'll have to

plan ahead for it. The coordination between the allies was utterly pathetic, and to allow the British and the French to enter on the same half-day would be as unrealistic as it would be unfair. The declaration of a British half-day before set-up reflects superior German air reconnaissance and the inability of the Allies to mount a coordinated attack.

Finally, a separate leadership modifier is listed for each RG. The best crews should be with the best equipment, and this modifier reflects that, while still allowing the possibility for random events.

Early War CG

Yep, the primary reason for Achtung! Panzer! is to provide the ASL community with an early war campaign game. The battle depicted here, on the Somme, is really a foregone conclusion. But really, what was the point in the struggle for the Barrikady or for Stoumount, for that matter?

Relax, enjoy, and observe the dynamics of PzIII vs. Char B. Pit your polois against the vaunted Wehrmacht.

Acknowledgments

Finally, I'd be very remiss if I didn't acknowledge all the help I received in putting this together. Patrik Manlig was instrumental in providing support and ensuring that this module was available for everyone by placing it on his web page. He also was a great help with rules development and cross checking, as his knowledge of the ASL Rule Book is second to none. Patrik answered questions when I couldn't (or didn't) and put A!P! in a presentable form. It's safe to say that without Patrik, this would be a very different, and more problematic, game. Many, many thanks to him.

Rob Seulowitz provided valuable suggestions about how I might go about things differently, and provided many unique and thought provoking solutions. Tom Repetti did an initial proofread for me. Brian Youse had many good insights into proper assignment of counters to various German unit types. Bruce Probst and the gang down under gave me a fantastic list of things which needed to be corrected, as did Darryl Huber and the folks in the Great White North. Playtest groups in Norway, Sweden, Pennsylvania, New York and my own list of e-mail playtesters: Patrik, Jim Taylor, Mustafa Unlu, Sam Belcher, Paul Ferraro, Bahadir Erimli, Russ Bunten, "Wild" Bill Lindlow, Daniel Wellhausen, Klas Malstrom, Tom Weniger, David Thackeray, Brent Pollock, Roland Gettliffe (unluckiest 10-2 alive), and not least Neil Stevens. Paul Ferraro organized the Pittsburgh playtest and is a source of constant encouragement. My heartfelt thanks go out to all of them — all around the world.

CAMPAIGN GAME ROSTER

CG	Date	Allied Mod	O.P.	Casualties	German Mod	O.P.	Casualties
I	5/29A	-2			+1		
I	5/29P	-1			0		
I	5/30A	0			+1		
I	5/30P	-1			0		
I	5/31A	-2			0		
I	5/31P	0			+1		
II	6/1A	+1			-2		
II	6/1P	0			-1		
II	6/2A	+1			0		
II	6/2P	+1			-1		
II	6/3A	+1			-1		
II	6/3P	0			0		
II	6/4A	0			-1		

TH1.618 Weather

DR	Weather
2	Overcast, Mud
3	Overcast, Rain
4	Mist
5-11	Clear
12	Clear & Gusty

Allied Special Days

Armor Half-day	British Half-day
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Turn Record Chart

1	2	3	4	5	6 ¹	7 ³	8 ⁵	9 ⁶
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Game ends when a dr is made that is \leq exponent!