

game. This is in lieu of the +1VP that they would have otherwise earned!

Victory Levels

After subtracting the German VPs from the Allies', the net total is compared to this list:

1 VP or less = A German victory (of sorts).

Germany still loses the war in a few months, but your military prowess is recounted in your post-war memoirs.

2 to 4 VPs = A draw (the historic result).

The Allied advance is badly delayed and hard fighting remains to be done before the Rhine is reached by your Commonwealth troops. American forces, however, will encounter lessened resistance when "Operation Grenade" kicks off in two weeks to the south.

5 or more VPs = A clear Allied victory.

Montgomery holds another glowing press conference and the British and Commonwealth forces are poised to get across the Rhine before the Americans. *Good show, old boy!*

[15.0] OPTIONAL RULES

These Optional Rules introduce historical concepts that are not crucial to the play of the game, but do increase the simulation value of OPERATION VERITABLE. They can also be used to adjust play balance and handicap the game between two players of unequal skill or experience.

[15.1] Allied Amphibious Marker: The Amphibious marker is "attached" to one Allied Brigade at the beginning of the game and remains with it throughout play. It cannot be transferred to another Brigade and is eliminated along with its host.

The Brigade it is attached to:

• Treats Flooded hexes as Clear terrain for both movement and combat purposes.

• Does not pay the +1 Movement Point to cross Minor River hexsides (but it *is* halved when attacking across a Minor River hexside).

• Can cross a Major River hexside by expending three additional (+3) Movement Points and treat a Major River hexside as if it were a Minor River for combat (i.e., 1/2 attack factor).

• Can trace a supply line across the Major River (allowing the Allied player to exit it off the east map edge for a VP in the north).

The Allies had been gathering in their reserve amphibious vehicles for the planned

assault across the Rhine that were not to be released until they were actually at the Rhine. However, the Allies had released some of these hard-to-obtain vehicles (most were in the Pacific) to rescue refugees that had been caught in the flood when the Germans blew the Roer River dams. Most of this work had been done by the 2nd Canadian Infantry division, and at the start of OPERATION VERITABLE they had enough of the amphibious vehicles to move a single Brigade.

[15.2] Führer's Interference To simulate Hitler's indecision, the German player cannot freely release his reserve units (*as per 13.1*). Instead, he must get the Führer's approval first.

Procedure

When the German Player wishes to release a reserve unit, he designates it during his Movement Phase and rolls a die. **If the result is less than (<) the current Game Turn number**, he may bring it in that turn as a normal reinforcement. If the result is a 6, that unit is inverted in the German Reserve Units box and remains there, unavailable for the remainder of the game (*Hitler absolutely refuses to commit that unit*). Any other result means that unit simply remains in place in the German Reserve Units box and may be called again (with another die roll) on a future turn. The German player may roll for any or all available units in his reserve each turn beginning on Turn 2.

For Example: It is Game Turn 3. The German Player has selected a reserve unit he desires to release and rolls a die. On a 4 or 5, it is released; on a 2, 3, or 6 it remains in reserve; and on a 1 it is flipped over never to enter the game.

By this point in the war, Hitler's stand fast orders and tendency to micro manage military affairs had bred an atmosphere of paranoia and self-doubt at the highest levels of the Wehrmacht's chain of command.

[15.3] Fortress Cleve: During the very first Allied attack against Cleve (hex 1304), immediately prior to rolling the die to resolve that battle (i.e., at the beginning of Step 5 of the Battle Sequence), the German Player secretly mixes the four Cleve chits and one is selected at random by the Allied Player (the other three are then immediately removed from play). The selected chit's effects are applied as follows:

[15.3.1] Festung Cleve (Prepared): The Germans are ready. Immediately place this chit in Cleve to show that it is surrounded by Fortified

Line hexsides (just like Goch). Starting with this Battle, apply the one shift to the left (◀) defense benefit. Remove this chit from play should an Allied unit (not marker) ever occupy Cleve.

[15.3.2] Festung Cleve (Surprised): The Germans are dug in, but caught by surprise! Immediately place this chit in Cleve to show that it is surrounded by Fortified Line

hexsides (just like Goch). For this first Battle vs. Cleve *only*, the Allies receive one shift to the right (▶) for the element of surprise. If the Germans retain control of Cleve, future Battles there will apply a one shift to the left (◀) defense benefit. Remove this chit should an Allied unit (not marker) ever occupy Cleve.

[15.3.3] Cleve Unfortified: No effect. Resolve the Battle normally and remove this Cleve chit from play.

Historically, Canadian troops seized the city of Cleve in a daring *coup de main* that took the garrison by surprise. This rule explores other "what if" possibilities for this vital location in the campaign.

[15.4] Additional Allied Turn: If the Allied Player has previously committed all of his reserve units (and hence he won't be earning any VPs for *not* doing so) by the end of Game Turn 7, he then conducts his half of Game Turn 8. That is, only Phases 1 (Air Support) and 2 (Allied Player Turn) are conducted (the German Player Turn is skipped); afterward, the winner is determined as usual (14.0).

This simulates General Montgomery lighting a few fires beneath his divisional commanders and is useful to balance a game between a novice Allied Player and an experienced German Player.

GAME CREDITS

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**OPERATION VERITABLE:
THE BATTLE FOR THE REICHSWALD**

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[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major "**Rules**" sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's components, procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be "**Cases**" that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to examples of a Rule or Case are in **blue text and this font**.

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

"The enemy has committed a major blunder by continuing to fight west of the Rhine." – *General Bernard Law Montgomery, 21 January 1945.*

OPERATION VERITABLE is a modest complexity level, two-player game on the battle for the Reichswald (National Forest). It was fought during the second and third weeks of February and into March, 1945. Despite facing looming defeat, the Wehrmacht put up a stiff defense. Fought in inhospitable terrain and terrible climatic conditions, Commonwealth troops from Canada, England, Wales and Scotland launched an offensive that General Bernard Law Montgomery hoped would finally bring them to the Rhine River and victory.

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 11" x 17" map with tables
- 48 5/8" square game pieces
- 11 5/8" round game pieces
- 1 Player Aid mat
- 1 Rules booklet

Not included is at least one 6-sided die needed for resolving battles.

[2.1] The Game Map: The game map shows the terrain over which the historical battle was fought. A hexagon grid has been superimposed at roughly 2 km per hex to regulate troop movement and positions. The Allied Player sits along the west map edge and the German Player along the east.

[2.2] The Playing Pieces: The square playing pieces are the military formations used by both sides: tan and red color for the Allied, gray for the German Army and blue for the German Air Force's paratroops.

Sample Units

Formation ID# (e.g., 3Wx Brigade) | Strategic Reserve | Formation Size | Formation Type | Stacking Bonus | Red Combat Factor affects enemy Morale

5-5-5 | Higher Formation ID# (e.g., 43rd Division) | 1-1-4

Attack Factor–Defense Factor–Movement Allowance

Unit Symbols and Abbreviations

Unit Type Symbols

Infantry | Paratroop | Fortress | Anti-tank
 Armored Infantry | Armor/Panzer | Assault Gun

Abbreviations

Ktzm: Katzmann | **Luftwaffe:** German Air Force
RAF: Royal Air Force | **Wx:** Wessex

The above square playing pieces are called "**units**." These square pieces maneuver around the map to take and hold ground.

Sample Markers

Air Support | Out of Supply | Game Turn

The round playing pieces are called "**markers**." They provide additional information used to help organize play.

[2.3] The Player Aid Mat: In addition to the tables, boxes, and their explanations on the map itself, a Player Aid mat has been provided that can be set up along the north map edge between the two players. It includes the Game Turn Track, Terrain Effects Chart and Air Support Table.

[3.0] SET UP

After determining sides and laying out the map and Player Aid mat along the map's north edge, follow these setup instructions:

1. The German Player sets up first. Sort out the (best) German units with an "SR" symbol in their upper-left corner and place them in the **German Reserves box** on the map.

Then place the German Outpost units. These units must be set up so that every unit is **east** of the **Outpost Line** shown on the map (i.e., between hexes 0603 and 0609) and every **hex** immediately east of that line is either occupied by or adjacent to an Outpost unit.

Next, the city defense units (two regiments of the German 7th Parachute Division plus KG Katzmann) must be placed in either **Cleve** (1304) and/or **Goch** (1510).

Finally, the remaining German units set up anywhere on or east of the Outpost Line (i.e., on rows 06XX to 16XX, inclusive) within the Stacking Limit (*see 9.1*).

2. The Allied Player sets up second. Sort out the Allied units with an "SR" symbol in their upper-left corner and place them in the **Allied Reserves box**.

All of the remaining Allied units set up anywhere west of the **Outpost Line** (i.e., on rows 01XX to 05XX, inclusive) within the Stacking Limit (*see 9.1*).

3. Third, the markers are positioned. The Game Turn marker goes in the "1" box of the **Turn Track** on the Player Aid mat, and the Sequence of Play marker is placed in the **Move/Fight box** on the map. The Allied Player keeps the

three RAF and (Optional, 15.1) Amphibious marker off the west edge of the map, the German Player keeps the Luftwaffe marker off the east edge of the map, and the Out of Supply markers and Cleve chits are kept off the map in a location that is accessible to both players.

Play is ready to commence with the first Game Turn and proceeds according to the Sequence of Play (below).

[4.0] SEQUENCE OF PLAY

Each turn consists of the following activities that must be conducted in order:

- 1. Air Support Phase** (*Skipped on Turn 1*): Players determine if any Air Support markers are received and by whom.
- 2. Allied Player Turn:** The Allied player determines his **Action Sequence** for this, *his* Player Turn: moving his units and then fighting Battles or vice-versa, plus the entry of any Allied reinforcement units, and places the Sequence of Play marker in the corresponding box.
- 3. German Player Turn:** The German player determines the **Action Sequence** for this, *his* Player Turn: move then fight or vice-versa, plus the entry of any German reinforcement units, and places the Sequence of Play marker in the corresponding box.
- 4. Housekeeping Phase:** Advance the Game Turn marker until the game is over (usually at the end of the seventh Game Turn, *but see 15.4*).

[5.0] AIR SUPPORT

During this Phase, *which is skipped on Turn 1*, the availability of the Air Support markers representing the RAF (Allied) and Luftwaffe (German) is determined.

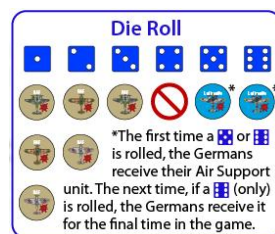
Due to the terrible weather and demands for air support on other (off-map) battlefields, Air Support availability is problematic.

Procedure

5.0 AIR POWER

Beginning on Turn 2, the Allied player rolls a die and consults the Air Support Table on the Player Aid mat.

For Example: The Allied player rolls a 4, thus receiving one RAF Air Support marker for use that turn.



[5.1] Luftwaffe Surge: The first time the Allied player rolls a 4 or 5 the German player receives the *Luftwaffe* Air Support marker. The next time the Allied player rolls a 4 (only) the German player receives his Air Support marker for the final time in the game. Rolls of 4 or 5 after that are treated as “No Air Support” (i.e., “0”).

The Luftwaffe marker represents some final sorties of this once-mighty Air Force.

[5.2] Air Support Marker Effects: Air Support markers are used to shift the combat odds of a hex under attack one column in the owning player’s favor for each Air Support marker committed to that Battle (*any number can be committed to the same Battle*).



[5.3] Air Support Limitations: An Air Support marker unit can only be used once on the turn that it is available. It cannot be “carried over” to the next turn if not used.

[6.0] ACTION SEQUENCE

Players decide at the beginning of each of their respective Player Turns whether to use a **Move/Fight** or **Fight/Move Action Sequence** that turn.

[6.1] Move/Fight: That Player’s Movement Phase (8.0) is conducted first and, when it is completed, that Player’s Combat Phase (10.0) is then conducted.

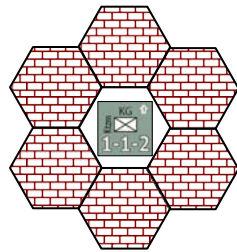
[6.2] Fight/Move: That Player’s Combat Phase (10.0) is conducted first **with all of his battles receiving one shift to the right** (➡) and, when it is completed, that Player’s Movement Phase (8.0) is then conducted.

This ‘free’ odds shift in Battles represents the use of prepared, attached artillery units and infiltration tactics as opposed to attacking while “on the move.”

[7.0] ZONE OF CONTROL

General Rule

Each unit has a **Zone of Control** (“ZOC”) that consists of the six hexes surrounding it (see diagram), including hexes occupied by enemy units. Enemy Zones of Control **have important effects** on movement, combat, and supply.



[7.1] Movement Effects: A unit **entering** a hex in an **Enemy unit’s Zone of Control** (“EZOC”) must pay one additional (+1) Movement Point (8.0). A unit **exiting** an

EZOC must also pay one additional (+1) Movement Point **and** pass a **Morale Check** (*see 11.0*).

These effects are **cumulative**; a unit both exiting *and* entering an EZOC (even one exerted by that same enemy-occupied hex) pays **two** additional (+2) Movement Points **and** must pass a **Morale Check** (*see 11.0*).

- EZOCs do not extend across Prohibited (i.e., Major River) hexsides *even where intersected by roads, etc.*
- Friendly units do **not** negate EZOCs for movement purposes.

[7.2] Combat Effect: Units cannot retreat from Battle into hexes in an EZOC *unless* there is already a friendly unit there. That is, Friendly units **do** negate EZOCs for retreat purposes (10.6).

[7.3] Supply Effect: Units cannot trace supply through hexes in an EZOC *unless* there is already a friendly unit there. That is, Friendly units **do** negate EZOCs for the purpose of tracing a Line of Supply (12.0).

[8.0] MOVEMENT

General Rule

Units are moved during the Movement Phases of each Game Turn. Each unit has a **Movement Allowance** (expressed as a number of “**Movement Points**” or “**MPs**”) available to that unit each friendly Movement Phase representing the distance it can move subject to terrain and other effects (see the Player Aid mat).

During his Movement Phase, that player moves any or all of his units. Units move one at a time, from hex to hex, in any direction or combination of directions, paying the appropriate MP cost for the hexsides **crossed**, hexes **entered**, and EZOCs entered *and* exited.

[8.1] The High Cost of Moving: A unit must have sufficient MPs to enter a hex before moving.

Short Moves: However, **any unit that could otherwise move may always move a minimum of one hex** if it expends all of its MPs that turn to do so.

[8.2] Force March: Any **supplied** unit that does not exit or enter an EZOC during that entire Movement Phase can move up to **double** its Movement Allowance.

[8.3] Out of Gas: Unsupplied units have their Movement Factor halved (rounded up; see 12.2).



That **red** Combat Factor unit “left behind” in that retreat is providing “cover fire.” The above two “**Red Rules**” represent the longer-ranged 75 and 88 millimeter guns used by these units. Even at this late stage of the war, a few Tigers, Panthers and flak guns could wreak havoc on the thinner-skinned Allied vehicles.

[11.2] “Broken” Unit Losses: A retreating unit that fails to pass its morale check (and is thus eliminated) **does** count its loss to satisfy the CRT result. If it fulfills the last loss required, other units involved in that retreat do **not** have to retreat (and risk their own elimination); the owning player may elect to leave any or all of them in place.

Note that if another unit has previously retreated (passing its Morale Check) and a subsequent unit is eliminated in that retreat (i.e., failing its Morale Check), that previously retreated unit **cannot** return to its vacated hex. (*The rearguard perished.*)

[12.0] SUPPLY

All units must trace supply to move and fight at full strength.

When Supply is Checked

The supply status of a unit is checked for movement at the beginning of its Movement Phase and for combat at the moment its Battle is declared.

Supply Sources

Allied units trace supply to the west edge of the map (denoted by a brown line).

German units trace supply to the eastern map edge (denoted by a gray line).

Additionally, **German** units (only) in **Cleve** and **Goch** (also denoted by a gray border) are automatically in supply.

[12.1] Tracing Supply Lines: Supply lines are traced, from the tracing hex, through a series of connected hexes of any length, to the player’s map edge.

[12.1.1] No Unblocked EZOCs: Supply lines cannot be traced through prohibited terrain or EZOCs **unless** a friendly unit also occupies that hex. In other words, friendly units negate EZOCs for the purposes of tracing supply.

[12.1.2] Allied Victory: In addition, Allied supply lines for Victory Point purposes at the game’s end (14.0) **must** be composed of **all but one Road hexes**. That is, a hex containing Allied units can trace **one** hex back to a Road hex, and from there must trace an unblocked supply line back to the western map edge along contiguous Road hexes only.

[12.2] Effects of Being out of Supply: Units that are out of supply have an **Unsupplied marker** placed on them to indicate that status. These units cannot Force March (8.2) and are halved for movement and combat purposes (*see Rule of Halving on Page 3 for details*).



[13.0] SPECIAL UNITS

Certain units have special rules:

[13.1] Reserves: Each side has roughly two Divisions’ worth of troops that set up in their Reserve Units Box on the map. These units can enter play at the owning player’s discretion as “**reinforcements**” at the indicated Victory Point cost (*see 14.0*).

Beginning on Game Turn 2, reinforcement units enter at Road hexes (only) along their friendly map edge (Allied west or German east) that are **not** occupied by enemy units. If no such hex is available, then reserve units cannot be brought in as reinforcements that turn.

[13.2] The 79th Armored Division: These three units do not have Combat Factors as other units do. Note that they also have the Stacking Bonus symbol (*see 9.1.2*).



[13.2.1] Combat Support: When stacked with another Allied unit that *has* normal Combat Factors, each Brigade from the 79th Armored Division contributes one shift in the Allied Player’s favor when attacking (➡) or defending (↔). These shifts are negated by German anti-tank units (*as per 13.3, below*).

[13.2.2] Lonesome: If attacked while alone in a hex without an Allied unit possessing Combat Factors to help defend it, a Brigade of the 79th Armored Division has a notional Defense Factor of one (1).

[13.2.3] Morale: These units have a notional Combat Factor of five (5) when making a Morale Check (11.0).

[13.2.4] Counting Casualties: Retreat or elimination of these units **does** fulfill an Allied combat loss.

[13.3] German Antitank / Cover Fire Capabilities: German Anti-Tank, Assault Gun and Panzer units in Battles where they used their **red** Combat Factors (for Anti-Tank Battalions, this will only be when they are defending) cancel out, on a one-for-one basis, any Combat Support odds column shifts from 79th Armored Division units (13.2.1).



[13.4] Outpost Units: These units cannot move, retreat or attack. They do have a Zone of Control and their elimination **does** fulfill a German Player combat loss.



Outpost units represent the first line, trip wire defenses that the Germans set up at the very forward edge of the front. Most of the pillboxes and field fortifications were destroyed by Allied air and artillery strikes in the early-morning hours of February 8th.

[14.0] HOW TO WIN

At the conclusion of the game, both players check to see how many Victory Points were earned by the Allied and German Players.

Procedure

First, add all of the Allied **Victory Points (VPs)** earned. From that total, subtract the number of German VPs from the Allied Player’s score.

Allied VPs are symbolized by a “roundel” icon on the map and are awarded thus:



+1 for the capture of **Cleve** (hex 1304)

+1 for the capture of **Goch** (hex 1510)

+1 for each German Strategic Reserve unit committed as a reinforcement (13.1)

+1 for each Allied unit that is exited off of the east edge of the map via regular movement* **IF** (and *only* if) the special supply (*see below*) is open

+2 for each Allied Strategic Reserve unit **uncommitted** as a reinforcement **IF** (and *only* if) the Allied player can trace a Supply Line (*see 12.1.2*) between the east and west map edges.

The hexes traced by the Allied Player for this particular supply line need not be previously occupied by Allied units; they need only be outside of German control.

Imagine uncommitted Allied forces moving in from off of the map to exploit the gap in the German line even though the Allied unit(s) is/are not physically on the map.

**The Movement Point cost for an Allied unit to exit the map is the same as the cost for the hex moved from to exit it. Exited Allied units cannot reenter the play / the map.*



German VPs are symbolized by a “cross” icon on the map and are awarded thus:

-1 for each eliminated Allied unit.

-½ for each Allied unit that cannot trace a supply line (12.1) at the end of the