

## [9.0] STACKING

### General Rule

Within the confines of other movement rules (e.g., terrain costs, ZOCs), friendly units may freely enter and pass through hexes containing other friendly units.

When more than one friendly **unit** remains in a hex at the **end** of any Phase or Battle Step, it is called “**stacking**.” Only units count for stacking, *not* information **markers**.

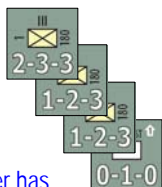
**[9.1] The Basic Stacking Limit:** The stacking limit is **two** friendly units of any size or from any parent formation, with the following exceptions:

**[9.1.1] Divisional Integrity:** All of the subunits of a division can stack in the same hex. *These units are indicated by their uniquely colored Unit Type Symbol boxes in their centers.*

**[9.1.2] Attached Units:** Each stack may also contain one additional “attached unit” (i.e., a smaller-size formation) “for free.” These units have the up-arrow [1] “stacking bonus” symbol in their upper-right corners (shown here).

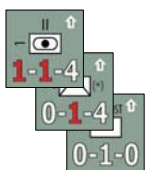


**Examples:** The German player has all three Regiments of the 180th Infantry Division stacked together with an Outpost. This is the maximum stacking allowed.



In another hex, the German player has stacked one Regiment of the 180th Infantry Division, one Regiment of the 116th Panzergrenadier (Armored Infantry) Division, plus an Anti-Tank Battalion. That hex is filled to capacity.

Of course, any two units plus one additional “attached unit” is a full stack, as illustrated by stacking these three smaller formations together



**[9.2] Overstacked Hexes:** A hex in violation of the above stacking limit at the end of any Phase or Battle Step is **overstacked**. The owning player must immediately eliminate units of his choice in that hex until it conforms to the stacking limit.

## [10.0] COMBAT

### General Rule

During a Combat Phase, any or **all** friendly units may attack adjacent enemy units. Attacking is completely voluntary; units are never compelled to attack.

A “**Battle**” is a single attack versus all of the enemy units in **one** hex by any or all of the attacking player’s units that are adjacent to that **Battle Hex**, and the die being cast to determine its outcome. A player may conduct multiple Battles in his Combat Phase.

### Battle Procedure

First, the attacking player (or “attacker,” i.e., the Allied Player during the Allied Combat Phase, and the German during his Combat Phase) announces which enemy hex he is attacking (the “target hex”) and which of his own (“friendly”) units will attack it.

- **Once Per Combat Phase:** A single unit may only attack once per Combat Phase, and a single enemy unit may only be attacked once per Combat Phase.

### The Battle Sequence

Battles are resolved one at a time in any order the attacking player desires. For each Battle, the following Steps are conducted:

1. Total the Attack Factors of all the attacking units in that Battle as modified by the terrain in the attacker’s and defender’s hexes and the hexside between them.
2. Do the same for the defending units in the target hex, totaling their Defense Factors.
3. Divide the attacking units’ total by the defending units’ total, dropping any remainder (or “fractions”), to get one of the odds levels provided on the map’s **Combat Results Tables**.

**For Example:** An attacker’s 16 total Attack Factors engage in a Battle against a defending unit with a defense factor of 4 – the odds are 4:1 (four to one); note that 15 attacking 4 is only 3:1.

4. Shift the column determined in Step 3 the appropriate number of times for various applicable game effects (10.3).
5. Roll the die and consult the **Combat Results Table**; cross-index the row of the number rolled with the odds column to determine the result.
5. Apply the combat result immediately.
6. **Advance after combat:** If the defending unit is no longer in its hex (i.e., it has been eliminated or forced to retreat), attacking units (up to the stacking limit; 9.1) may immediately move into the defender’s just-vacated hex.
7. Conduct the next Battle, if any.

When all of the attacker’s desired Battles are resolved, that Combat Phase is over.

**[10.1] Long Odds:** After Step 3, above, if the odds are above 6:1, reduce them to 6:1.

After Step 4, above, if the odds are below 1:3, that attack is prohibited.

**[10.2] Combat Factor Modifiers:** As shown on the Terrain Effects Chart on the Player Aid mat, combat factors are modified thus:

**Defense Factor Doubled (x2):** when the defending hex is Woods or City.

**Attack Factor Halved (x½):** when attacking into or out of a Flooded hex, or across a Minor River hexside.

**Both Combat Factors Halved:** when a unit is out of supply (see 12.0).



**[10.3] Combat Odds Modifiers**

(“**Shifts**”): Step 3 of the Battle Sequence provides the Initial Odds Column for a Battle, but that column can be shifted left (in the defender’s favor) or right (in the attacker’s favor) for each of the following reasons:

- ◀ if any Allied unit is attacking a German unit across a Fortified Line hexside (*these hexsides benefit the Germans only*)
- ◀ each defending Air Support marker
- ➡ each attacking Air Support marker
- ➡ each 79th Armored Division unit attacking (13.2); negated for each German Anti-Tank unit

### The Rule of Halving:

Always round fractions **up**. If a stack of units is halved, total all of the relevant factors and *then* halve before rounding up. If it is halved multiple times, round up after each halving.

**For Example:** A hex containing 9 Attack Factors (total) is unsupplied, and attacking across a Minor River into a Flooded hex. The 9 factors are halved three times to 5 (4.5 rounded up), then 3 (2.5 rounded up), and finally to 2 (1.5 rounded up).

defending (13.3)

- ➡ Attacker chose the Fight / Move Action Sequence (6.2) this turn
- ➡ if the target hex is completely surrounded by enemy (i.e., the Attacking Player’s) units or their Zones of Control.

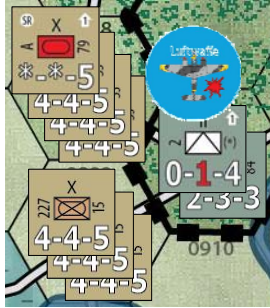
**All terrain effects are cumulative.**

**For Example:** It is Game Turn 3 and the Allied Player’s roll for Air Support resulted in that Table’s first ⚡, so the Luftwaffe Air Support unit is available to the German player that turn.

During his Player Turn, the Allied Player opts for a Move / Fight Action Sequence. He moves all three Brigades of the 53rd Division and one of the 79th Armored Division’s Brigades to hex

0808 and all three Brigades of 15th Division to hex 0809.

The Allied player elects to have all these units attack hex 0909 (Hekkens) which is defended by the 2-3-3 regiment of the 84th infantry division and the 2nd Anti-Tank Battalion.



The Allies have 24 Attack Factors and the Germans have 8 Defense Factors (1+3, doubled to 8 for the Woods), so the Initial Odds are 3-1.

The odds column is then shifted 1 → for the 79th Armored unit (13.2), ←1 because at least one (in this case all) of the attacking units are across a Fortified ("Siegfried") Line hexside. It is also shifted ←1 for the German Anti-Tank (because there is an attacking Allied 79th Armor unit, thus cancelling out armor shift; 13.3). Adding insult to injury, the German player elects to commit his Luftwaffe Air Support marker, thus shifting the odds ←1 again. The net result is ←2 and this combat will be resolved on the 1-1 odds column.

**[10.4] Combat Results Explanation:**

These outcomes can occur during Step 5 of a Battle as shown on the Combat Results Table

(Red) results to the left of the slash apply to the attacker; those (black) results to the right of the slash apply to the defender.

– (No Effect): No losses or retreats.

**E (Eliminated):** All attacking units in that Battle are eliminated.

**1, 2 (Attacker Loss):** This is the number of units among those attacking in that Battle that must retreat one hex (as per 10.6).

**1, 2 (Defender Loss):** This is the number of hexes all of the units in the defending hex must retreat (10.6) AND/OR the total number of defending units that must be eliminated (10.5).

When both the attacker and the defender suffer a loss from the same result, the defender's loss is applied first, and then the attacker's loss is applied.

This Battle Loss mechanic represents a couple of things. At this time, no one wanted to be among the last casualties of a war coming to an end. For the attackers,

this was an increasing tendency to "go to ground" when an attack went awry. For the defense, this was marked by up flung hands and cries of "Kamaraden!" as well as others who were all too ready to flee at the slightest sign of trouble.

**[10.5] Taking Casualties:** The defending Player (only) may elect to take casualties by choosing his losses from among his units at a Battle. Each unit eliminated (regardless of its Factors) satisfies one loss on the **Combat Results Table (CRT)**. Lost units are removed from the map, set to one side, and do not return to play.

**[10.6] Retreating:** In lieu of taking a CRT-required loss as a casualty (10.5), the defender may elect to (and the attacker must always) individually retreat affected units a number of hexes to completely or partially satisfy that loss result.

- Units **must perform a Morale Check** (see 11.0) due to leaving an EZOC.
- Units may "split up" when retreating and retreat to different hexes.
- Units cannot retreat into an EZOC unless that hex is occupied by one or more friendly units.
- Units cannot retreat off the map nor end their retreat in violation of stacking limits (9.1).

**Units that are unable to retreat** are **eliminated** instead (one at a time, each counting as a CRT loss fulfilled).

**[10.7] Advance after Combat:**

Immediately after a Battle, if the defender's hex is left vacant due to combat, then attacking units up to the stacking limit (9.1) may advance into that hex.

Retreats and advance after combat are not a function of movement (8.0), but combat (so normal movement rules do not apply). Retreats and advance after combat work

the same way regardless of the attacker's Action Sequence (6.0) that turn.

**Previous Example Continued:** The Allied Player consults the 1:1 column and rolls a 4 with the result being "1/1."

The defender's loss result is applied first. Either every unit must retreat 1 hex and perform a Morale Check (11.0) or one unit of the German Player's choice must be eliminated.

Since there is a 5/6 chance that the German Anti-Tank unit would break from a Morale Check if it attempted to retreat, the German Player opts

to simply lose that unit to fill his loss obligation. His 2-3-3 Infantry unit remains in Hekkens.

The Allied Player then applies the attacker's loss result, retreating 1 unit a hex (and making a Morale Check for it). He retreats one unit from the 53rd Division whose highest Combat Factor is "4." The Allied Player's Morale Roll is also a 4 which bodes ill for the retreating unit. Normally, it would pass this Morale Check, but the German Anti-Tank unit had a red Defense Factor which was used in this Battle and, even though the A-T unit did not survive, it still modifies the Allied Morale Roll with a plus one (+1) Die Roll Modifier, raising it to a result of "5." The unit then fails its Morale Check and is eliminated. Either way (retreat or elimination), the attacking Allied Player's combat loss of "1" is fulfilled.

No advance after combat is permitted, as a defending unit still occupies the embattled hex.

**[11.0] MORALE CHECKS**

A "Morale Check" is made by a unit when it attempts to disengage from an EZOC during movement or combat.

**Procedure**

Roll a die for each unit undergoing a Morale Check and compare the result to that unit's highest Combat Factor.

If the result is **less than or equal to** (≤) that unit's highest Combat Factor, the unit **passes** its Morale Check and exits that EZOC freely and without penalty.

If the result is **greater than** (>) that unit's highest Combat Factor, the unit **fails** its Morale Check and cannot exit that EZOC (i.e., it simply remains in its hex) during the Movement Phase or it is **eliminated** during the Combat Phase (when retreating).

**[11.1] Morale Check Die Roll Modifiers** are applied thus:



- Units of the British 7th Armored Division have a Combat Factor of **five (5)** for Morale

Check purposes.

- German units which used their **red** Combat Factors (for Anti-Tank Battalions, this will only be when they are defending), whether that German unit survived the Battle or not (13.3), **add one (+1)** up to a **maximum of +2**, to the Morale Check die rolls of any Allied units they cause to retreat (10.6).



- A unit **stacked** with one or more units that have a **red** Combat Factor **subtracts one (-1)** from its Morale Check die rolls when **retreating** (only).