

Avalanche [Optional rules in brackets]

A = Allied; G = German; B = Both; P = Phasing; NP = Non-phasing
Can sub 3 coys of the same type for a btlm unless stated otherwise

Setup notes: Place German strong pts randomly & don't look
Plan any airdrops for turn 1 as below
Green units start green (striped units)

Definitions:

Formations: May consider following assigned or unassigned: all
German units, US 82nd, UK 7th, rangers, cmdos
16th Pz Regt HQs = HQs for all units of division
If formation has no HQ in mix, all units = unassigned
Shore party = immobile inf, ranger, cmdo, MG, eng, constr or recon
btlm on beachhead hex

Predawn Turn Sequence (night turn?)

A: Place ships up to 3 per hex in all-sea hexes
Place beachhead markers on designated hexes
Roll for each on table & move as indicated
Place assaulting units on indicated beachheads
Roll 2d6 for each non-HQ unit; if result < 3, lose 1 step
Subtract 1 for each German arty in range of beachhead
May move (and infiltrate) each unit not reduced 1 hex
Place follow-up units on beachhead hexes up to 2 btlms/hex
3 coys = 1 btlm; leaders and HQs free
Roll for each as above
Conduct combat as below but all Allied AS = *.5 (up
individually) and Allied units have no ZOC
Perform any paradrops as below
G: Roll 1d6 for each hex w/German units
If result = 1-4, may move full MA (finish before next attempt)
Check supply (as below) for any unit before it moves
After all movement, conduct combat as below

Initial Segment (AM turns only)

B: If reinf schedule shows repls for turn, accrue and spend repl pts
Increment repl pts as per reinf track
Spend 1 repl pt per step to build up remnant, coy, or flipped units
May spend pts on units 3+ hexes from enemy & not OOS
May not spend pt on disrupted or demoralized unit
May only repl one step/turn per division or Ranger brigade
Must spend pt of same nationality/service, & unit type
Use inf repl for inf, MG, const, para, eng, AA, & recon
Use tank for tank (not tank destroyer) regardless of
nationality or service
Place rebuilt tank & recon btlms ≥ 5 hexes from enemy
May not rebuild other unit types, including Tigers
G: Roll 2d6; check weather table
G (not 1st AM turn): Roll once on Arty Resupply Table & increment
appropriate arty type on ammo track
A: Except on turn 2, place ships up to 3 per hex on all sea hexes
B: Assign air pts to air missions simultaneously and secretly
First reduce all air pt tracks to zero then add air pts listed for this
turn on Turn Track to missions
Add 1 Allied air pt for every 2 repaired German airfields
Multiply air pts by 2/3 (up) if cloudy; reduce to 0 if rain
Place air pt marker(s) on appropriate track(s)
May only assign a pt to 1 mission/day, never at night
Lose any used air pts at end of turn
B: Resolve air super
Zero out side w/fewest super pts; remove same # from other side
Side w/remaining pts may cancel enemy air on other missions 1:1
B: Place any elim'd HQ on any unit of its form not adj to enemy unit

Allied Player Turn

P: Check supply path from units to sources
Trace unit path ≤ 12 hexes to in-supply HQ of same nationality
Consider Rangers & 5th Army HQs to be either nationality
G: For each 4 air pts Allies have on interdiction, -1 to length
Except: No need to trace for units on beachheads nor dropped
para for drop turn and next 4
Trace HQ path any length to source
Check both paths for blocks: unocc EZOCs, impassable hexsides
Check source: A: Friendly beachhead w/shore party
G: Any friendly road leading off-map
Remove OOS or Iso marker from any unit now in supply
Place OOS marker on any unit now out of supply
Auto in supply: Allies first 3 turns, strongpoints
P: Resupply any reduced ammo arty unit that can trace a supply line
Arty types: M = mortar/rocket; 1 = 75 mm; 2 = 25 lbr, 100 mm, &
105 mm; 3 = 150 mm, 155 mm, 175 mm, 4.5", & 5.5"
A: Increment appropriate arty type on ammo track per Beachhead
Capacity Table for up to 4 beachheads per turn
Must allocate by nationality
Land w/reinfs; Can't use ammo until turn after landing
Remove ammo of appropriate type and nationality from track and
replace/flip to front arty support markers
A: Place any naval units Out of Ammo on turn track 12 turns hence
A: Place serials of any airdrops planned this turn on entry hexes
A: Plan airdrops by writing arrival turn and drop hex of each serial
If drop hex is enemy controlled, earliest turn is 4 turns hence; if
friendly controlled, earliest turn is 2 turns hence
1 serial = 1 US para battalion broken down into companies
May only plan drop for non-rain night turns
May only change drop hex assignments by replanning
P: Perform engineering functions with non-demoralized units
If night turn, disrupt any unit that performs an engineering
activity; if already disrupted, demoralize
Repair blown bridge (remove marker) w/engineer or constr battlm
in 2 turns if unit adj to bridge & both adj hexes friendly
Blow bridges w/engineer or constr coy or battalion in adj hex
Roll; +1 if enemy occupies other adj hex
If result = 1-4, place Bridge Blown marker
Start/continue building IPs w/any inf, MG, ranger, cmdo, rcon,
glider, or para battalion or engineer company
Must keep unit stationary in hex for 2 turns
Except: May build w/engineer or constr battalion in 1 turn
Start/continue building forts w/engineer or constr battalion in 2
turns in hex containing IP
Repair Road Blocks (remove marker) w/engineer or constr
battalion in 2 turns
Destroy cliff roads w/engineer or constr battalion
Roll; if result = 1-4, place Road Blocked marker
A: Repair airfields
Increment turn # marker by 1 on each airfield containing an
eng or constr unit that did nothing last turn
Place Under Repair marker if turn # marker < 8; place
Repaired marker & remove turn marker when = 8
P: Perform movement
Place reinforcements
B: Place ADC side of hurt leader on its formation's HQ
Place displaced leader on form's HQ
G: Enter reinfs at designated entry hex (pay cost of 1st hex)
If entry hex Allied occupied, delay 1 turn or until free
If enter at 1301, may delay 1 turn & enter at 2501, 2601,
or 3601; if at 3052, may delay 3 turns & enter at
2551; if at 3052, may delay 2 turns & enter at 1151
or 1951
Reinfs enter in supply and with full ammo

- A: Place reinf on beachhead marker up to capacity for beachhead per table on map
 - Halve capacity for night turns
 - Land arty on limbered side
- Roll 2d6; if result < 2, remove 1 step from unit
 - 1 per each German arty w/in range of beachhead
 - Don't roll for leaders, HQs
- May also land ammo, but halve # of arty pts landed if $\leq .5 * \text{cap}$ is units; no ammo if all cap used for units
 - May only land 1 type of arty ammo/beach/turn
 - May land ammo on ≤ 4 beaches/turn
- May withhold reinf until a later turn
- Breakdown battalions per breakdown chart
 - Place battalion in Breakdown box
 - Place companies of same type, morale, armor/AT value in battalion's hex
 - If battalion reduced, breakdown in any denomination so long as combined coy strengths \leq battalion's current strength
- Determine movement allowance (round all fractions up)
 - MA of mech or mtrzd unit w/OOS marker = -2
 - MA of leaders = 14 & may intermix strat/regular movement
 - MA of Iso unit = -1 for foot, -4 for mech & mtrzd
 - MA of demoralized unit = -2 for foot, -4 for mech & mtrzd
 - MA of demoralized unit at night = $* .5$ after above
 - MA = $* .5$ if rain turn
 - MA = $* .5$ if eng/constr unit attempted demolition this turn
 - MA = 0 if unit: - Took repl pt and is AM turn or
 - Is Allied reinf that landed & is not GT 1
 - Transported by ship - Used as shore party
 - MA = +left # on leader counter (foot/moto-mech) if leader w/in 2 & unit (part of leader's form or stacked w/such)
 - MA = 4 if unit is para that dropped last turn
 - If 9 AM turn, MA of all Allied non-para = $* .5$
 - G: For every multiple of 2 Allied air pts on interdiction, reduce German moto/mech MAs by 1 MP; for every multiple of 4, reduce German foot MAs by 1 MP
- Observe other general restrictions for all movement
 - Use hex's worst possible cost unless moving by road
 - Must limber arty unit to move it
 - Place Iso marker on any OOS mech/mtrzd if moves $> .5 * \text{MA}$
 - If night turn, disrupt any unit moving $> .5 * \text{MA}$ (up)
 - If already disrupted, demoralize
 - Except: Don't change arty if it only un/limbers
 - G: May move using off-map costs; can't enter in EZOC
 - G: If enter repaired enemy airfield, remove Repaired marker
 - If move adj to enemy unit building IP or w/in 2 of enemy unit building fort, remove Under Construction marker
 - Remove Under Construction marker if move building unit
 - If enter hex w/solo enemy leader, check for casualty; if he survives, displace as reinf for next AM segment
- Move units strategically
 - Pay strategic movement costs
 - May not move w/in 2 hexes of enemy unit
 - May only enter hexes that started phase friendly
 - May not strat move eng/constr unit that attempted a demolition this turn
 - May not strat move Allies on 9 & 10 Sept.
 - [May strat move foot unit MA $* 2$ if not disrupted or demo]
 - [If do so in day turn, disrupt unit]
 - [If do so in night turn, demoralize unit]
 - [May examine enemy units w/in 2 (1 if night, rain, or enemy in town/city/fort) of recon's hex at end of its movement]
- Move non-infiltrating, non-strategic, units normally
 - Elim enemy units w/0 DS if enter their hex
 - May always move 1 hex not EZOC to EZOC
 - EZOCs: Pay costs to enter, leave; stop when enter
 - EZOCs extend into all hexes eligible units can enter
 - May limber, but not unlimber, arty in EZOC
 - Eligible: Stacks w/3+ AS; arty w/ammo; strongpts
 - Pay to limber/unlimber arty per Limber/Unlimber Table
 - Can't unlimber if landed this turn
 - Reduce cross-river costs if engineer adj to crossing
 - Must leave engineer there for whole phase
 - Inf = +2; mtrzd btln = +4; mtrzd coy = +2; mech = P
 - Can assist 2 btlns (= 6 coys) max/turn
- Attempt to infiltrate units from EZOC to EZOC after other mvmt
 - Must have sufficient MPs for terrain, EZOCs; move as stack
 - Roll 2d6; check Infiltration table [New: 1d6 + morale]
 - No roll needed to infiltrate leaders
- A: If not night turn, may naval transport 1 btln (3 coys) from 1 beachhead to another not adj to German unit
- A: May move ship to any all-sea hex
- Perform post-movement phase activities
 - [P: May examine enemy units w/in 2 (1 if night, rain, or enemy in town/city/fort) of friendly units]
 - NP: Eliminate any overstacked phasing units
 - Max/hex = 5 units + 1 free HQ + any # of leaders
 - British & US units may not voluntarily stack
 - P: Remove any unoccupied friendly IPs or forts
 - A: Resolve paratroops for each serial on map
 - Roll 1d6 and follow result on Dropzone Location Table
 - Roll 2d6 for each serial and follow result on Drop Table
 - Roll 1d6 for whole serial for direction; roll another 1d6 by company for distance
 - Elim any unit landing in all-sea or level 6
 - Reduce any unit landing on levels 4 or 5, town, or city
 - May move each non-reduced unit 1 hex
 - P: Remove btlns from breakdown box, place on map & remove coys if coys of right type, morale, & armor/AT in same hex
 - Place battalion at strength corresponding to strength of coys
 - May reform para coys that just landed
- P: Resolve all bombardments
 - Declare which ships, arty, & air points will attack
 - If use unit now can't use for offensive fire support this turn
 - May bombard enemy unit only w/in firing unit's range that is spotted by unit of firing unit's own nationality
 - [Range = +1 hex/2 levels higher arty is than target]
 - [Range = -1 hex/2 levels lower arty is than target]
 - [For both, odd level up]
 - May only bombard hex once/phase
 - Trace spotting range from any friendly to target unit
 - Range = 2 hexes if target and intervening hex is not town, city, or higher level & not night nor rain
 - Range = 3 if target not in town, city, & spotter 1 level higher than target & not night nor rain
 - Range = 1 (adj) otherwise
 - Determine modified BV (as per table) of all attacking units
 - Determine stacking in target hex
 - 3 coys = 1 battalion; round fractions down, min = 1 battalion
 - Roll 2d6 & cross ref BV with stacking on Bombardment Table
 - Spend ammo for arty, ships used to bombard
 - Implement results as in combat
 - If firing unit was a ship, automatically reduce it one ammo level
- G: Resolve anti-shipping air attacks
 - Allocate anti-ship air pts to Allied warships
 - May auto add 1 pt/day that Allies can't reduce w/air super
 - Roll on Air Attacks table & implement result

Perform combat

- P: Declare which units will attack
Voluntary except para that drop on top of enemy
Max/stack = (2 btlns + 2 coys) or (2 btlns + 1 tank btln)
Except: If 3 btlns of same regt/brig in same hex, then max = those 3 btlns + one coy
Can sub only 1 coy for each btln here & for defender
Cannot attack w/units that strat moved, that dropped this turn and are reduced, or into terrain unit can't enter
Except: Arty may provide support if not in EZOC
Arty in EZOC attacks using limbered AS & can't support
- P: Declare defending units
Cannot attack unit w/0 DS or leaders
Max/stack = (2 btlns + 2 coys) or (2 btlns + 1 tank btln)
Except: If attacked from 4+ adj hexes, max = 3 btlns + 1 coy
Arty in EZOC defends using DS and can't support
- B: Observe general rules for both attacking and defending units
Count each HQ > 1 & each remnant as 1 coy for combat
A: If any involved unit has green stripe, roll
If result = 1, remove 1 step
On any roll, replace counter w/non-stripe version
A: Cannot combine both UK & US units in attack or defense
G: Reveal any strong pt involved and include its values
- [P: Choose Attacker option: Standard (no changes), Probe, Blitz, or Assault]
[May only choose Blitz if MA of all attackers ≥ 12]
- [NP: Choose Defender option: Standard (no changes), W/draw, DetDefense, Retreat]
[May not select W/draw if all attackers have greater MA than all defenders]
- NP: Determine arty & naval support
Place arty support markers on friendly unit being supported
Unit being supported must be w/in arty's range
[Modify range for elevations as in bombardment above]
Cannot use unit for support if: it bombarded this turn, is demo'd, is in EZOC, is limbered, is Out of Ammo, or if of different Allied nationality or German service
EZOC restriction applies at moment of combat
Except: Ranger HQ is both UK and US
Max arty + naval = printed DS of defenders
Max naval = 2/def; only own nation except BB & M
If arty assigned to formation supporting unassigned/different formation unit, halve support strength (round final up)
Except: If arty adj to other formation's HQ, don't halve
If night turn, halve all arty support (round final up)
Max arty mods = night + 1 other least favorable to owner
Roll; if result = 1 or 2, (flip support marker to back) or (removed flipped marker & place Out of Ammo marker) on arty and ships used for support
- P: Determine arty, air, & naval support; same as above except:
Automatically expend arty ammo
Roll 1d6 for each ship; if result = 1-4, use ship & ammo; if 5-6, do not use ship or ammo
Max arty + naval support = 2* printed AS of adj attackers
Max naval = 3/attack; only own nation except BB & M
[If Assault, max arty + naval = 3*AS of adj attackers]
Max air = 4 ground support pts which = 8 attack points
If arty = disrupted battalion, support strength = -1, min = 2
May also double arty strength but change ammo to Out and disrupt arty
- P: If AM or night turn, may attempt surprise
Roll; if result = 1 or 2, attacker gets 1R & defender gets no defensive support; otherwise, treat as normal combat
Attacker may only allocate 1 arty unit in support

- B: Determine which units participate based on morale value & determine morale shift for combat
Pick morale level to be used for combat
Morale of 1+ unit in combat must be \geq selected level
If unit has Iso marker, morale = -1 (min 0)
If unit is demoralized, morale = -1 (cum with above)
- Determine who participates
Units \geq morale level participate automatically
For others, roll once/combat/side; unit w/morale = level -1 fails on 1-2; if level -2, fails on 1-3; else on 1-4
Do not include failing attackers; for failing defenders, include .5*DS and .5* tank/AT value (down)
- Calculate shift: If attacker's level > defenders, shift R = difference (max 3); if equal, no shift; if defender's greater, shift L = .5*(up) difference (max 2)
Skip this step if one side is strongpoint only
- Determine armor/AT effects on strengths and shifts
B: Prereqs: Each armor/AT coy or battalion must be stacked w/leg-type coy w/DS > 0 participating in same combat to use armor/AT value
Except: Recon alone may do so
Except: May use AT values of lone defending German mech & moto eng
- B: Pick highest armor (attacker) and AT (defender) values
If unit has Iso marker, armor = -2; AT = -1 (both min 0)
If unit is demoralized, armor = -2, AT = -1
Armor value in square = -1 in attack
- P: Determine effects on strength: if defender's AT level \geq attacker's level + 2, halve tank and recon AS
- Determine armor/AT combat shifts
P: Shift 1R (max 3) for each armor level
NP: Cancel 1 attacker shift for each AT level
P: If attacking armor level < defender's armor level, shift 1L; apply even if no attacking armor
Defender's armor value in square = -1
P: If (attacking tank steps of highest value):(defending tank + AT steps of highest value) $\geq 5:1$, shift 1R
No additional effect if defender has no tank/AT
- [NP: Perform AT fire]
[For each defending step w/armor/AT value, subtract an attacking unit's armor value from defending value]
[-1 to defender value if value in square (tank destroyer)]
[Roll 2d6; check AT Fire table & implement result]
- P: Determine total attacking strength
Modify for terrain, supply, disruption, demo, morale checks
If unit has OOS marker, AS = -1 (min 1)
If unit has Iso marker, AS = *.5 (indiv, up)
If attacker = disrupted battalion, AS = -1, min = 2
If attacker is demoralized, AS = modified AS *.5 (up)
Cumulate mods except not both OOS and Iso, and not both disrupted and demoralized
Add arty, air, & naval support calculated above
- NP: Determine total defending strength
Modify for terrain, supply, demoralization, morale checks
Modify for fort, IP except if IP is in a town hex
If defender is demoralized, DS = modified AS *.5 (up)
If unit has Iso marker, DS = *.5 (indiv, up)
DS of any unit that retreated into hex this player turn = 0
Add arty & naval support calculated above
- [NP: If Retreat & 1+ attacker has MA < 14, may retreat recon & all moto/mech units stacked w/recon 2 hexes
[May not retreat into EZOCs]
[P: If hex vacant, may advance attackers & units stacked w/them 2 hexes & attempt breakthrough as below]
- P: Determine ratio (standard rounding)

B: Determine net shifts; all are ODDS shifts, not columns
 Surprise: 1R if attempt was successful
 Morale: Use shift calculated above (max 3R; 2L)
 Armor: Use shift calculated above (max 3R + massed 1R; 1L)
 Leaders: 1 in favor of leader's side if leader w/or adj to units of his form involved in combat & roll \leq lower right #
 May use 1 leader/combat max
 May use leader max of 2 attempts/turn
 Integrity:
 Attacker: Shift 1R (2 max) if all btlns of inf/para bgde/regt adj to def, not demorlzd, & 1+ btln attacks
 Remnant = battalion only if morale \geq 4
 Defender shifts 1L (1 max) if undemorlzd btln of same bgde/regt w/or adj to undemoralized defender
 Do not count remnants
 Can have lost 1 btln; need at least 2 present
 For both: If morale of bgde/regt \geq 5, must have \geq .5* units involved = btlns or remnants w/ morale \geq 4
 Never give tank or arty btlns integrity shifts
 Allied mixed formation attacks: Shift 1L if attacking units assigned to > 1 formation; treat para, rec, glider, cmdo, ranger, eng, tank, tank destroyer as unassigned for this
 Envelopments: If attacking from 4+ adj hexes, shift 1R
 Engineers: If defender in city, town, fort & each adj attacking hex has engineer unit w/AS > 0, shift 1R
 Higher Defender: Shift 1L if all attackers attacking from hexes or across hexsides that are lower elevation than defender's hex
 P: Cross ref defender's terrain w/final odds column & roll 2d6
 Cannot attack if final odds column off left side of table
 Resolve one attack before going to the next one
 If night, use Night row on CRT
 [If Probe, decrease both sides' results by 1]
 [If Assault or DetDefense, add 1 to both sides' results]
 [If W/draw, decrease defender's result by 1]
 Replace arty support markers on owning arty units
 B: Owner determines & removes any resulting step losses
 Steps lost = result * 0.5 (up for attacker, down for defender)
 [If Blitz, double attacker losses & let defender choose]
 [If W/draw, defender's steps lost = *.25 (down)]
 Must remove from directly participating unit w/appropriate strength (attack or defense) > 0
 If used engineer bonus, take half (up) losses from them
 Take casualties 1st from units that didn't fail morale
 All arty units and German strong pts have only 1 step
 Flip side of para = drop losses, not combat step
 If unit now remnant, place full counter in Reduced box;
 if remnant elim'd, place original in Elim'd box
 Do the same for tanks btlns reduced to companies
 If attacker has tank unit(s) and defender's AT level = attacker's armor level + 1, must take attacker's 1st step from tank unit w/level \geq designated level; if \geq attacker's level + 2, defender chooses .5 (up) of attacker's losses
 If leader in hex, roll 2d6; if roll \leq (2 + steps lost), elim leader
 If roll = (3 + steps lost), roll 2d6; 2* result = days out
 Enemy losses -1 if can't fulfill own step losses
 If all defending units elim'd, take losses from others in stack
 G: Remove strong pt that receives any adverse result
 B: Perform any remaining portion of result as retreat
 May attempt to stand fast (defender attempts first)
 [If Blitz, attacker must attempt]
 [If DetDefense, defender must attempt]
 [If W/draw, defender may not attempt]
 Roll; -1 DRM if unit stacked w/in 2 of form leader
 If result < unit's morale, convert all hexes of retreat to step losses else retreat unit normally

Must retreat all units in defending hex
 Must retreat all participating attackers; may retreat others
 If all attackers elim'd, may still retreat others
 Must follow priorities: 1) Not into EZOC, not overstacked
 2) Not into EZOC, overstacked
 3) 1 hex away from attackers
 4) Into friendly-occupied EZOC, not overstacked
 5) Into friendly-occupied EZOC, overstacked
 6) Into a vacant hex in EZOC
 Lose 1 step/stack for each EZOC entered
 Must retreat leaders w/units in its hex
 Elim any unit that can't retreat (can't retreat into prohib hex)
 Elim retreating unlimb nonSP arty; limber, retreat SP arty
 B: Place any resulting Disruption or Demoralization markers on participating units
 [If Assault, auto disrupt all attacking units]
 If disrupted unit disrupted again, demoralize it
 If demoralized unit demoralized again, remove 1 step
 A: Remove para that dropped on enemy if enemy is still in hex
 B: If night turn, disrupt all attacking units (including arty)
 If disrupted prior to combat result, demoralize
 P: May advance victorious attacking units & units stacked with them # hexes retreated by defender along retreat path
 [If Blitz, add 1 to number of hexes advanced]
 Cannot advance in excess of stacking limits, into prohib terrain, if retreated, or if not adjacent
 [If Probe, can only advance attacking units, not stacked w/'s]
 Max advance: non-arty foot, limbered self-prep arty = 2;
 mtrzd non-arty = 3; tank, recon, mech inf, German mtrzd inf = 4; non-self-prep arty = 0
 [If Probe or Assault, max advance = 1 hex]
 [If Blitz, maxes = +1]
 If elim'd strong pt, must stop in its hex
 Must stop if cross cliff hexside unless along road or highway
 May advance from EZOC to EZOC, but length of advance -1 for each EZOC exited
 Check stacking at end of advance
 If defender stood fast & was elim'd, may advance only # hexes = greater of (unfulfilled result or 1 hex)
 If enter hex w/solo enemy leader, treat as during movement
 P: Place Iso marker on all OOS attacking units
 NP: Roll 1d6 for all OOS defending units in combat
 Result of 1-3 = place Iso marker
 P: Perform breakthrough combat with any units that advanced \geq 1 hex
 May not examine enemy stacks
 At least 1 attacker must be w/or adj to formation leader
 Roll; if result \leq formation leader's tactical #, perform normal combat but neither side gets support
 May advance winners but cannot perform breakthrough again
 P: Recover units that did not spend MPs, build, or attack this player turn from disruption (to normal) or demoralization (to disruption)
 If not adj to enemy, recover automatically
 If adj to enemy unit, roll; if result \leq current morale, recover
 May not recover strongpoints

German Player Turn

Same as Allied with roles reversed

Game Turn Indication

If end of 9 Sept. night, remove all German strong pt markers
 Advance turn marker

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