

Bloody Omaha:

D-Day Amphibious Assault™

1.0 Historical Introduction:

Of the five landing zones in Normandy on June 6, 1944, the Americans on Omaha Beach faced the toughest fortifications and were so badly mauled that the invasion there was nearly called off. This solitaire and 2-player game recreates the concealed defenses and unexpected adversities the American assault forces faced that day. The dotted blue line shows the approximate distance inland that elements of the Big Red One (1st Infantry Division), the 29th Infantry Division, and 2nd and 5th Ranger Battalions were able to advance by the end of that deadly day. These units are represented in the game along with German units and hazards that the landing U.S. units encountered on D-Day.

2.0 Components - The game includes the following game components:

1 Map 11"x13 3/4"	11" x 11 1/2" Game Tables
1 Game Turn Marker	1 Round Initiative token
1 Round Engineer marker	3 US Tank Tokens
1 Engineer square marker	9 Beach Obstacle tokens
1 1 st & Div. Initiative Sq.	1 29 th Div. Initiative Sq.
29 U.S. Unit Counters	1 Game Turn Token
13 Strongpoint tokens	32 Encounter tokens
18 Player Cards	1 6-sided die

3.0 Objective & Victory Conditions:

As the American player, your goal is to clear five beach Exit Squares and advance inland into the hedgerow country behind Omaha Beach. The blue dashed line on the map represents the furthest advance of American forces achieved at the end of June 6, 1944. *Can you do better?*

3.1 Victory Conditions: Your level of success (or failure) is determined by accomplishing one of the following victory conditions, calculated at the end of Turn 10 (See Victory Point Table):

- Defeat:** Player has 2 or less GAP Beach Squares and 2 or less Exit Squares cleared, regardless of the other VP earned.
- Marginal Historical Victory:** At least 3 GAP Beach squares and 3 Exit squares cleared, plus 30 to 40 VPs are earned.

c) **Substantial Victory:** At least 4 GAP Beach squares and 4 Exit squares are cleared, plus 41 to 50 VPs are earned.

d) **Major Victory:** 5 or more GAP Beach squares and all 5 Exit squares are cleared, plus 51+ VPs are earned.

Regardless of points, the final determination of victory level is the number of Beach GAPs and Exit squares cleared. A player could have 51 points, 4 Exit squares and only 3 Beach GAP squares for a Marginal Historical Victory.

3.2 Earned Victory Points (VP):

American players earn VP in the following ways:

- Gaps in Beach squares:** +1 VP for each Obstacle token flipped to its "Gap" side. See 8.5.
- Strongpoint tokens:** +1 VP for each Strongpoint token (red cross) that is cleared from the map.
- Encounter tokens:** +1 VP for each Encounter token (black cross) that is cleared from the map.
- Town and Exit Squares:** +1 bonus VP for each Town and Exit square that is cleared, as indicated by a "+1" icon on each of these squares. **Note:** Some squares contain both Town and Exit terrain for a +1 VPs only. The +1 VP is in addition to any VP for clearing Strongpoints or Encounter tokens in the square.
- Deep Penetration:** +1 Bonus VP for clearing Hedgerow squares in the southernmost row of the map (H31 to H40) as indicated by a "+1" icon on each square.

3.3 Losing Victory Points:

American Player can lose VPs at the end of the game for the following items:

- Reinforcements:** -1 VP for each Unit counter in the Reinforcements holding box at the end of the game.
- On Beach Units:** -1 VP for each Unit counter in a Beach Square at the end of the game.
- Beach Obstacles (BO):** -1 for each BO not flipped to its GAP side at the end of the game.
- Eliminated U.S. Units:** -1 VP for each eliminated U.S. Unit.

3.4 Division Advance Lag:

-1 for each row one Division is further inland than the other.

Example: At the end of the game, 1st Division has advanced to row H31, while the 29th/Ranger Division is in row H11. There is one row difference between the two (row H21) resulting in a -1 VP.

4.0 The Map: The map shows Omaha Beach, the waters nearby, and the bocage (hedgerow) area beyond. It also includes the Game Track for tracking Turns, Initiative Points (IP), and Engineers Points (EP). The map features the following terrain types:

4.1 *Reinforcement Holding Box:* The space for holding Reinforcement Units (units marked with a **R***) in a circle), before they are released to a Reinforcement Sea Square.

4.2 *Reinforcement Sea Squares (ID="R#"):* Entry square for Units coming out of the Reinforcement Box and placed into one of these 9 squares.

4.3 *2nd and 1st Wave Channel Squares (ID="C#"):* Each turn units will advance one square, starting from the Reinforcement Sea squares toward a Beach square. Units in the 1st Wave Squares will roll for Drift at the beginning of each turn.

4.4 *Beach (ID prefix "B"):* – Yellow-bordered squares with a historical Beach designation in blue lettering. After a US Unit has entered a Beach square, it has landed and can be activated to move or attack any adjacent squares (front or side only. No Diagonal moves or attacks).

4.5 *Strongpoint (ID prefix "S"):* Red, or Red/Gray, bordered squares that indicate the presence of one or more German fortified positions called *Widerstandnesten* (WN). Some Strongpoint squares may contain other terrain.

4.6 *Beach Exit Squares:* Five Strongpoint contain Beach Exits (**D1**, **D3**, **E1**, **E3**, and **F1** within the square). These Exits represent the beach draws the U.S. need to clear to move inland. Historically this was necessary to move vehicles and supplies off the beaches. U.S. must clear these for victory.

4.7 *Town (ID prefix "T"):* These gray-bordered squares are the various small towns and villages behind Omaha Beach.

4.8 *Hedgerow (ID prefix "H"):* Green squares that represent the dense and difficult Normandy bocage country. Row H31 to H40 are Deep Penetration squares that offer VPs if cleared.

4.9 *Game Track:* The Game Track is used for recording the Game Turn, number of assigned Initiative Points (IP) for each Division and the number of Engineer Points (EP) available for that turn.

5.0 Setting Up the Game for Play:

5.1 *German Beach Obstacles, Random Encounter and Strongpoint Tokens* are placed face down and each group is mixed for random selection to be placed on the map per the following rules:

a. Beach Obstacles (BO): Randomly pick and place one BO in each of the 9 yellow beach squares, "Gap" side down.

b. Strongpoints (SP): These are German troops and weapons with combat factors (CF) from 3 to 6 CF. As with BOs, randomly pick and place one SP in each of the **RED** outlined squares with the red cross face up.

c. Random Encounters (RE): These are other German forces and hazards (mines, snipers, etc.) encountered by U.S. forces. Randomly pick and place one token as follows, black cross face up:

1. 20 tokens: 1 in each Hedgerow Square.

2. 7 tokens: 1 in each Town square.

3. 5 tokens: 1 each in an Exit square with the SP token – S01, S09, S13, S16 and S17.

5.2 *U.S. Initiative, U.S. Engineer and Game Turn tokens* all placed on the 1st box of the Game Track.

5.3 *1st Div. & 29th Div. Initiative marker and U.S. Engineer marker (square counters)* placed next to the game board for use during a turn.

5.4 *U.S. Unit Placement:* Unit counters have either a red circle with a placement square designation (C07, C08, etc.) or a R* for placement in the Reinforcement Holding box. All units start on the full-strength side.

a. 29th Div. will have 8 units, and 1 Ranger unit placed in squares between the

Reinforcement Sea and the 1st Wave Channel squares. The remaining 29th and Ranger units go into the Reinforcement Holding box.

- b. 1st Div. will have 6 units placed in Channel squares and 7 units in the Reinforcement Holding box.

5.5 **Cards:** Shuffle the 18 cards and draw 3 cards. Review and select two cards to keep in your hand. Discard the 3rd card back to the deck and reshuffle the cards. Place the deck next to the map for use during play.

6.0 **Sequence of Play:** Each turn in the game must follow the same sequence of play as outlined below for proper play.

6.1 **Card Draw Phase:** Draw 1 card from the top of the deck and add it to your existing hand. Cards may be played at any time or phase in the Turn. There is no limit to the number of cards that can be played in a turn. As cards are played, discard them face up next to the draw deck. If the draw deck runs out of cards, shuffle the discarded cards to become the draw deck (see 14.0 How to Play the Cards).

- a. Some cards provide additional Initiative or Engineers points. When the card is played, add these points to the current Initiative or Engineer tokens accordingly on the turn track.

6.2 **Initiative (IP) & Engineer (EP) Points Phase:** At the start of each turn, the U.S. receives IPs and EPs equal to the game turn number. On Turn 1, both tokens start in the T1 box. On T2, player receives 2 IP and 2 EP points, on T3, 3 of each, etc. until T10 when they receive 10 points of each (see 7.0 for details).

6.3 **Drift Phase:** For each Unit located in a First Wave Channel square, roll for Drift on the Drift Table using any applicable Drift die roll modifiers (DRMs). Roll for each unit separately, apply any DRM, and apply the results. The result will be either, a) no result, b) shift the unit one square to the left, or shift the unit 2 squares to the left. Any Unit that must move off the map is removed from the game and held beside the map. Future card

play or IP use may bring the unit back into play.

6.4 **Landing Phase:** Move each Unit from a First Wave Channel square straight forward into the adjacent Beach square. This movement doesn't use an Initiative Point. As each Unit enters a Beach square, roll 1d6 on the Beach Disruption Table, apply any DRMs, and immediately apply the result before moving the next Unit.

a. The rolled result will be either:

1. **IP +1:** Add +1 IP on the game track to the Division IP the unit belongs to.
2. **No Effect (NE):** The unit landed safely.
3. **Unit is Disrupted:** Flip the unit over to its disruption (reduced) side.
4. **Unit eliminated:** The unit is eliminated and removed from the game.

b. If after landing the units are over stacked in the beach square (see 10.0 Stacking), the landing unit must either: a) flip to their disrupted side to meet stacking limits, or b) flip to disrupt the unit and move it either left or right (players option) 1 square or more until no squares are over stacked. Then proceed with the next landing unit.

c. After resolving all First Wave landings, move all Units in the Second Wave squares directly forward into First Wave squares. Then, move all units all Units in Reinforcements Sea square to Second Wave squares directly in front of them.

6.5 **Random Event (RE) Phase:** Starting on Turn 1, players roll on the Random Event Location Table to determine the square a RE will take place in.

- a. The player rolls the die twice and cross reference both results on the table to locate a specified Square on the map. How to use the table:
- b. From Turn 1 to Turn 4 use the T1-T4 column for rolling the first die.
- c. From Turn 5 to Turn 10 use the T5-T10 column for rolling the first die.
- d. Roll the die the first time for the row and the second time for the column to use. Cross reference both die rolls to find the RE square.

e. If there is a U.S. Unit(s) in that square, roll on the Random Event Table that matches the square terrain (Beach, Strongpoint, Town or Hedgerow) and apply the results immediately. Ignore any results that do not apply. Players may use cards to cancel a RE.

f. If no U.S. Unit(s) is in the square, go to the square with the closest U.S. Unit (vertical & horizontal, no diagonal). If more than one unit is equal distance, the largest CF unit must be selected. If all are the same CF, then players choice. Player then proceeds per 6.5.e above.

6.6 Activation Phase – During the Activation Phase players use IPs to move or attack with units, transfer U.S. Tank token, or take other actions as defined in section 11.0 Activations. Players activate units until they have no more IPs for the Division(s) or they pass and spend no further IPs for the turn, saving remaining IPs for the next turn. Activating units is voluntarily. A player may spend all, some or none of their IPs in a turn. A turn ends when the player spends all their IPs or passes and spends no more IPs (see 7.0 for Tracking IPs).

6.7 End of Turn: The end of the turn comes when the player has no further IP points to play for either division, and is done playing any cards, or elects to pass and spend no further IP points, saving any left-over IPs and EPs for use in the next turn. Move the game marker forward to the next turn and repeat the sequence of play until the end of turn 10.

7.0 Tracking Initiative Points & Engineer Points:

Initiative Points (IP) represents the local leadership of NCOs, Lieutenants, and Captains that proved the difference for victory on D-Day. The US Engineers rating represents the efforts of the 5th and 6th Engineer Special Brigades to clear beach obstacles, minefields, and fortifications placed to stop the invading Americans. Engineers are represented by Engineer Points (EP). During a turn, IPs and EPs can be used at any time, in any number and sequence the player wishes.

7.1 On Turn 1, the total IP and EP ratings start at 1 each and are placed on the Game Track in the 1 box. Each turn thereafter both ratings increase equal to the turn number (1 each on T1, 4 each on T4, etc.). IPs and EPs are provided each turn during the Initiative & Engineer Points Phase and added to any used points from the prior turn. See 11.0 for how to use IPs.

a. All new IP received on each turn must be assigned to either the 1st or 29th Division. Use the square Initiative counter on the game track to set the number of IPs given to each Division.

b. Use the round Engineer Points token to track the EP points available each turn. EPs can be used freely with either division.

c. Each time a division activates units in a square or uses an EP action, reduce that divisions IPs by moving the Division counter down the track one space. Once the division uses its last IP the counter is taken off track until new points are added by card play or at the start of the next turn.

d. Engineer Points can be used with either division. Like IPs, each time an EP action is used move the EP token down the Game Track until the last EP is used.

e. New IP and EP resources become available at the start of each Turn. Unused IP and EPs from a prior turn are added to the next turns new IP and EP points to increase the total points for each available for use that turn. Any unused IPs from a prior turn must remain with the division they were assigned to.

f. You are not required to use either IP or EPs in a turn and may elect not to use any to save them for use in a later turn.

Example: It is the start of T4, the player has 2 IPs, and 3 EPs saved on the track from the end of T3. The 1st and 29th Div. each have 1 IP. The player received 4 IPs and 4 EPs on T4. They assign 3 IPs to the 1st Division and 1 IP to the 29th. The 1st Division IP counter is moved up to the 4-box on the track, while the 29th IP counter is moved to the 2-box. The EP token is increased from the 3-box to the 7-box and can be used by either division.

8.0 German Tokens: German resistance to the invasion is represented by different types of tokens that are randomly placed on the map. These tokens must be cleared for the U.S. units to advance and capture Victory Points. The types of tokens and how they are played are:

8.1 Random Event (RE) Tokens: These represent various hazards the U.S. encountered during the invasion. When revealed, go to the Random Event Tables and match the terrain the token is in to the correct table. There are four tables for: Beach, Hedgerow, Town, and Strongpoint squares. Use the Strongpoint table for towns located in those squares. Roll 1d6 and immediately apply the results on the table to the attacking unit(s). Ignore any results that do not apply.

8.2 Mine Field Tokens: Hidden or buried explosive devices laid to slow or stop an advance. When a mine field token is revealed, the activated units can either:

- a. Cancel their move/attack into the square, losing the IPs spent on the activation, remaining in their current square(s), leaving the Mine Field Token in place or,
- b. Continue with the move/attack into the square. If so, first remove the Mine token, then roll a 1d6: on a roll of 4 thru 6 one U.S. unit is disrupted (flipped to its reduced side) or if already disrupted it is eliminated. A roll of 1 through 3 has no effect. Any remaining activated units may now enter the square.
- c. Spend 1 or more IPs to activate 1 or more EPs to attempt to remove the Mine Field. Use the Engineer Beach Obstacle & Mine Clearing Table to resolve the attempt. Apply any DRMs for the number of EPs used and roll 1d6. The result will either be Removed (success), or Failure. If the mine field is removed take the token off the map. If the attempt is a failure, leave the token in place. An roll of 6 on the die equals Failure.

8.3 Sniper Token: German snipers have targeted the Unit. Remove the Sniper token and immediately reduce the US Initiative rating of the division that encountered the Sniper by -1 IP. If that division has no IPs, reduce the other divisions' IP by -1. If neither

division has any IPs remaining, reduce the IP amount received in the next turn by -1.

8.4 StuG Armored Assault Guns: A German StuG assault gun, or Marder III self-propelled anti-tank gun, of the 352nd Division's anti-tank battalion opens fire on the Unit. Remove the StuG token and immediately eliminate a +1 strength of U.S. Tank token from the square or reduce a +2 strength Tank token to +1. If the Unit does not have an attached Tank counter, one Unit counter in the square is PINNED and may not move or attack into the German square.

8.5 Beach Obstacles: The Germans crowded the landing beaches with obstacles to impede movement of men and vehicles off the beaches. These had to be removed to allow the U.S. forces to move inland. All beaches have obstacles located in them. Starting on turn 3 the player may attempt to clear these obstacles and create "Gaps" for men and equipment to move off the beaches. For 1 or more IPs, from either or both divisions, the player can activate an equal number of EPs to clear the obstacle. As with Mines, use the same table with any Landing DRMs that apply. Roll a 1d6 and the result will be either success, flip the Obstacle to the Gap side, or failure leaving the obstacle in place.

8.6 German Numerical Tokens: These tokens represent German units and/or defense teams. If the revealed German Strongpoint or Encounter token has a numerical value (even if 0), the US Unit(s) must make an attack to remove the token(s) to move into the square. See 13.0 Conducting Attacks.

8.7 Squares with multiple German Tokens: Some squares will contain more than 1 German token (Strongpoint and Encounter). If a U.S. Unit(s) attempt to attack into a square with more than 1 token, resolve any non-numerical tokens (Sniper, Random Event, Mine Field, etc.) before resolving any numerical tokens. If there are more than 1 numerical tokens, add their values together for a defense strength when attacked. Both tokens must be resolved and attacked successfully to clear the square and allow attacking units to enter the square (see 13.0).

8.8 **PINNED:** Some RE results will state a unit is Pinned. A Pinned unit cannot move, attack or be undisrupted for the remainder of the turn. Turn the unit diagonally on the square to indicate its status until the end of the turn.

8.9 **RE Effected Square:** Unlike Phase 5 Random Events, when a token is revealed to be an RE, it will affect the units attempting to enter the square, not units in the square. Therefore, when selecting a RE Table apply the terrain the RE token is in, not the square the attacking unit(s) are in.

9.0 U.S. Units and Tokens: The square U.S. unit counters represent Company's and Battalions of the 1st Division (Big Red 1), the 29th Division and the 75th Ranger Regiment. Each unit has a full-strength side and a disrupted (reduced) side. Each unit has a combat factor (CF): Battalions can have a full-strength CF of 6 or 3, and of 3 or 1 CF on their disrupted side. Full-strength Companies have a CF of 2 or 1, and a 1 or 0 on their reduced side. Units on their disrupted side that are disrupted again are eliminated from play.

9.1 **Tank Tokens:** These tokens represent the U.S. Dual Drive (DD) swimming, or deep fording M4 Sherman tanks of the 741st Tank Battalion. Tank tokens are placed on the map by the play of a card. The card will specify if it is a +1 or a +2 Tank token depending on the game turn. All Tank tokens must start on a cleared Beach Square with a "Gap" token face up and must be stacked with a unit.

- a. The value of the Tank token (+1 or +2) is added to the unit(s) CF when attacking a German square.
- b. Tanks must remain stacked and moved with the same unit(s) in a square until an IP is spent to transfer the token to a new unit/square. The transfer path to the new unit can be of any length but each square passed through must be clear of Beach Obstacles and German tokens (no diagonal moves).
- c. If the unit the Tank token is stacked with is eliminated, the tank must remain in the square until an IP is spent to transfer the tank token to a new unit/square, or a unit moves into the square and picks up the tank.

10.0 Stacking: Stacking is having more than 1 unit in a square stacked together. The maximum stacking limits in a single square are up to a max of 6 Combat Factors (CF). See 6.4.c for Landing Phase. Moving and attacking units must always stay within stacking limits at the end of any activation. Any square over stacked at the end of any activation must immediately disrupt or eliminate unit(s) to bring the stack at or below the square stacking limit of 6 CF. Tank tokens do not count for stacking but there can only be a max of +2 points of Tank tokens in any square.

Example: Beach square B04 has a unit with 3CFs. During the Landing Phase, a unit with 6CF lands from First Wave square C04 onto B04. The roll for Beach Disruption is made on the 6CF unit and it lands safely. Beach square B04 now has 9CF stacked in it. The landed 6CF unit must either flip to its 3CF side to meet stacking limits, or shift left or right, to squares B03 or B05 to correct the over stacking and then flip to its disrupted side.

11.0 Activating Units for Actions: During the Activation Phase players spend assigned IPs on actions. Players may activate for actions until there are no more IPs for that Division(s) or they pass and spend no further IPs for the turn, wishing to save remaining IPs for the next turn. Spending IPs for actions is voluntarily. Playing a card does not cost any IPs to use. A player may spend all, some or none of their IPs in a turn. A turn ends when the player either spends all their IPs, passes and spends no more IPs, or has no cards they wish to play. For each IP spent you may perform one of the following eight actions in any order you wish:

11.1 **Move:** A Unit or stack of US Units starting in the same square (including any attached Tank tokens) may move 1 square into an adjacent, non-diagonal, square that contains only US Units or is cleared of any German tokens and empty.

11.2 **Probe:** Spend 1 IP to flip and reveal the German tokens in an adjacent, non-diagonal square, next to a U.S. unit. No movement, attack or RE resolution is conducted. Any revealed RE token is left in the square.

11.3 **Attack:** Attack an adjacent enemy square that contains one or more German

tokens. Attacks may only be initiated from adjacent squares (non-diagonally) to the German defending square. Each square with US Units that will be part of the same attack must spend 1 IP for each square to participate. If the attack clears an enemy square of all tokens the attacking units may move into the cleared square (within stacking limits) at no IP costs. See 13.0 on how to conduct attacks and resolve combat. Moving and Attacking are separate actions. Units must spend 1 IP to move, and then another IP to attack. A unit(s) may continue to attack and/or move, in any order, as many times consecutively as the player wishes and has IPs to pay for the actions.

11.4 Clear Mines or Beach Obstacles: Activate 1 or more Engineer assets (EPs), with 1 IP each, to attempt to clear a Beach Obstacle or Minefield token. See 8.2 Mines and 8.5 Beach Obstacles, for Engineer actions. The use of 2 EPs to clear one mine or Obstacle would cost 2 IPs, use of 3 EPs would cost 3 IPs.

11.5 Return or Undisrupt a Unit: For 1 IP a player may return an eliminated unit on its disrupted side to any GAP beach square in its division sector or flip one disrupted US Unit counter to its undisrupted, full-strength side. Pinned units cannot be undisrupted.

11.6 Tank Token: Transfer a +1 or +2 strength Tank token to a different square with a new Unit counter by moving it from its current location to the intended Unit counter. The path from the Tank token to the new Unit may not pass through a Beach Obstacle or a square with a German token and may not move diagonally.

11.7 Reinforcements: For 1 IP move one Unit from the Reinforcement Holding box to an adjacent Reinforcement Sea square (C19 to C27). Each Division must pay for their own Reinforcement unit, and it can only be placed in their own set of Sea Squares:

a. 1st Division: C19 to C23.

b. 29th Division & Rangers: C23 to C27.

11.8 Draw a Card: Draw one card from the deck at any time during the Turn. Once a card is drawn, or in the hand, it can be played for its action at any time during the turn.

There is no IP cost, or limit, to use one or more cards for their actions. If a card adds a die roll modifier (DRM) it does not cost any IPs to use. See 14.0 How to Play the Cards.

12.0 Initiative Costs and Actions: By spending 1 IP you can activate all unit(s) in a single square for either movement or combat. For each IP spent at the same time will activate an equal number of squares and the units located there. You can spend an IP on a single activation or several IPs for several activations at once. The same unit(s) can be repeatedly activated to attack and/or move continuously only limited to the number of IPs remaining for that Division. The activated units can then move to a new square, separate and move to different squares, or move from different squares to join into a single square. Actions for using EPs follow the same rules: 1 IP for each EP used for an action (Mine or Obstacle removal). If there are units from the 1st Division and 29th/Ranger Division mixed in one square, either division may spend 1 IP to activate all units in the square.

13.0 Conducting Attacks on German Numerical Tokens: After any RE tokens are resolved, German red and black Iron Cross tokens with a numerical value must be attacked to be cleared from a square, using the following steps:

13.1 Designate attackers: Select an adjacent (not diagonal) square containing 1 or more Units. All Units in that square must participate in the attack. Additional adjacent squares with U.S. units may be added to the attack by spending an additional IPs per square.

13.2 Calculate US attack strength: Total the strength of all attacking Units, including any attached Tank tokens and combat cards to come to a total CF for the attack.

13.3 Calculate German defense strength: Total the numerical value of all defending numerical German tokens for a total CF used for the defense. Subtract the attacker CF minus defender CF to calculate superiority, if any.

13.4 Determine Applicable Die Roll Modifiers (DRMs): Review the Attack

DRMs table and apply all applicable DRMs to the die roll to come to a net DRM for the combat.

- a. Some DRMs on the table only apply during certain turns. Be sure to use the correct modifier with the current turn.
- b. Apply a +1 DRM if any attacking units are disrupted.
- c. A single DRM is applied depending on the relative CF strength of the attackers vs. defender.
 1. If Defender CF is greater = +1 DRM.
 2. Equal in CFs then no DRM.
 3. If Attacker CF is greater = -1 DRM
 4. If Attacker CF is double the defenders CF = -2 DRM.
 5. If the German CF is "0", and any attacking unit is disrupted, apply only a -1 DRM. If there are no disrupted units attacking, -2 DRM.
- d. When units from different divisions are involved in an attack, in the same or different squares, a "Mixed" formation is created and results in a +1 drm to the combat result. Ranger units are ignored for mixing formations in the attack.

13.5 **Determine the result:** The attack may have one of three different results:

- a. **Failure - Eliminated (F-1E):** All Units remain in their starting squares and one Unit in the attacking force is eliminated. The player chooses the Unit to be eliminated. German tokens remain in the square.
- b. **Failure – Disrupted (F-1D):** All Units remain in their starting squares and one Unit in the attacking force is Disrupted or eliminated if already disrupted. The player chooses the Unit to be disrupted or eliminated. German tokens remain in the square
- c. **Success/Disrupted (S-1D):** All German tokens are removed. Units in the attacking force may advance into the target square within stacking limits. One Units is disrupted or eliminated if already disrupted. The player chooses the one Unit to be disrupted or eliminated.

d. **Success (S)** – All German tokens are removed. Units in the attacking force may into the target square within stacking limits.

e. **Disrupted Units:** Units that are disrupted may continue to move, attack and be undisrupted.

13.6 Once the German tokens are revealed the player may elect to cancels the attack. If so, any IPs spent are lost.

13.7 If the attack fails, or cancelled, the activated Units remain in their square. The same Strongpoint or Encounter tokens may then be immediately attacked again by using spending IPs to activate the same, additional or different Units to attack the square.

14.0 How to Play the Cards: There is no limit to the number of cards a player may have in their hand. Cards may be played immediately upon being drawn, held for use on future activations or turns. Once played, cards are placed face up in a discard pile next draw pile. Playing a card does not cost an IP and may be played at any time in the Turn. When the deck runs out, reshuffle the discards.

14.1 Each card displays two options at the bottom of the card. Each option has an indicator as to what turn that option becomes available for use (*Example Turn 3+ means that option is not available until turn 3 or later*). If both options are available only one of them can be used when the card is played.

14.2 Cards modifying a combat die roll must be played prior to the roll of the dice.

14.3 Some cards can cancel a Random Event result. You must play the card immediately after the RE result is rolled. The card can cancel either a RE Phase result or a Random Event token result.

14.4 Drawing one card during the Draw Phase at the start of a Turn does not cost any Initiative Points (IP).

14.5 Drawing additional cards at any time during the Activation Phase costs 1 IP per card.

14.6 You may play none, some, or all the cards in your hand during a Turn.