**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 btln 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 btln 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 btlns/hex

3 coys = 1 btln; leaders & 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

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

Must 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 btlns ≥ 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 lb, 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 battin

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 1” turn)

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 reinfs 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 ≤ .5*cap is units; no ammo if all cap used for units
May only land 1 type of arty ammo/beam/town
May land ammo on ≤ 4 beaches/town
May withhold reinfs 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 ≤ 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 = +1 if lead # 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 allowances 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*MA
If night turn, disrupt any unit moving > .5*MA (up)
If already disrupted, demoralize
Except: Don’t changearty 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 btl= +4; mtrzd coy = +2; mech = P
Can assist 2 btlns (= 6 coy’s) max/tum
Attempt to infiltrate units from EZOC to EZOC after other mvmt
Must have sufficient MP’s 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 coy’s) 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 overstaked 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 parapods 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 coy’s if coy’s of right type, morale, & armor/AT in same hex
Place battalion at strength corresponding to strength of coy’s
May reform para coy’s 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 coy’s = 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: Obtain 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, DetDefence, 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
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 doublearty 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 ≥ selected level
If unit has Iso marker, morale = -1 (min 0)
If unit is demoralized, morale = -1 (cum with above)

Determine who participates
Units ≥ morale level participate automatically
For others, roll once/combatt/bide; 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

P: 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 ≥
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) ≥ 5:1, shift IR
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]
[If hex vacant, may advance attackers & units stacked
w/them 2 hexes & attempt brekthru 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 ≤ 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 ≥ 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 ≥ 5, must have ≥ .5 units involved = btlns or remnants w/morale ≥ 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 1° 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 ≥ designated level; if ≥ attacker’s level + 2, defender chooses .5 (up) of attacker’s losses
   If leader in hex, roll 2d6; if roll ≥ (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 retrofitting unlimb nonSP arty; limber, retreat SP art
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 ≥ 1 hex
   May not examine enemy stacks
   At least 1 attacker must be w/or adj to formation leader
   Roll; if result ≤ 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
   [If W/draw, recover automatically]
   May advance winners but cannot perform breakthrough again
Game Turn Indication
   If end of 9 Sept. night, remove all German strong pt markers
Advance turn marker
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