

Crusade in Europe



**"YOU are in Command —
D-Day to the
Battle of the Bulge!!"**

EUROPE, JUNE 5, 1944: The dark night of Nazi oppression enshrouds the continent. For three long years the nations of Europe have endured the brutal occupation. But across the English Channel, a mighty expeditionary force is preparing to strike. American,

British, and Canadian forces have joined together, and tomorrow, D-Day, they will cross the Channel, assault the beaches

of Normandy, and begin the final battle. Tomorrow, June 6, 1944, a new day will dawn . . .



GERMAN
OCCUPIED
TERRITORY
AS OF JUNE 5, 1944



**CRUSADE
IN
EUROPE**

A
“COMMAND SERIES”
STRATEGIC SIMULATION

SHAEF
Supreme Headquarters, Allied Expeditionary Forces
1944

MicroProse Software

120 Lakefront Drive, Hunt Valley, MD 21030, (301) 667-1151

A note from the designers...

We designed CRUSADE IN EUROPE to put YOU in command of one of the great campaigns of the Second World War. The simulation is the product of many months of research, programming, and testing. This effort has had one goal: to bring you the most engrossing, easiest to play, and most realistic simulation possible. We are strategy game players ourselves and have included the features that players really want. The game system includes features never before seen in a computer simulation: multiple map scales, a "flashback" mode, highly intelligent units, and an advanced artificial intelligence capability to provide a challenging opponent at all levels of play. Extensive research and design have allowed us to include five different game scenarios with fourteen distinct variants, each of them both accurate and enjoyable. Finally, the testing has been exhaustive, responses from a wide variety of players confirm that here is a product which can serve as a gentle introduction for the new player, provides challenge and excitement for the avid gamer, and a satisfyingly realistic and accurate recreation for the history buff.

All this said, we want only to note that we have had a lot of fun creating CRUSADE IN EUROPE, and feel a

tremendous sense of satisfaction at having completed it. We hope that you will be as excited by this simulation as we are, and that our efforts will bring you many hours of enlightening, challenging entertainment.

*Sid Meier
Ed Berne*





U.S. 5TH ARMORED
DIVISION "Victory"



U.S. 3RD ARMORED
DIVISION "Spearhead"

CRUSADE IN EUROPE

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INTRODUCTION

CRUSADE IN EUROPE is a command-level simulation of the climactic campaign of World War II, the battle for France and the Low Countries during the summer and fall of 1944. Scenarios include the battle for Normandy from the D-Day landings to the liberation of Paris, the Allies' race to the German frontier, history's largest airborne assault: Operation Market-Garden, the desperate German counter-offensive known as the Battle of the Bulge, and a campaign game. Most of the scenarios include a number of variants that take different amounts of time to play or explore alternatives to the historical situation.

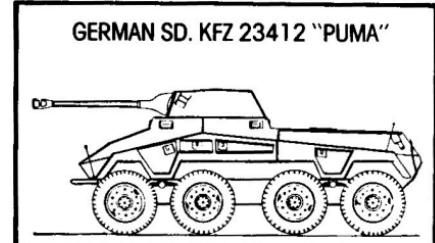


SUPREME
HEADQUARTERS
ALLIED EXPEDITIONARY
FORCES

COMMAND SERIES simulations can be played by one player against the computer or by two players, head to head against one another. Either way they are fast moving and easy-to-play while including a wealth of detail and historical realism. Play balance can be adjusted so that players ranging from beginners to expert strategists will find the computer to be a comfortably challenging opponent. Furthermore, two players of widely differing abilities can play a satisfying game against each other!

RULES ORGANIZATION

This booklet is organized into five main sections. Section I, "Getting Started", tells you how to load the simulation and choose among the various options. Section II, "How to Play", describes the basics of how to control your troops. After reading Section II, you should be able to play. Section III, "How to Play Well", provides more detail on the game mechanics and some tips on strategy and tactics. Section IV, "Notes", includes Historical Notes giving a brief description of the actual campaign, and recommended readings. Section V, "Scenarios", presents the starting conditions, duration, reinforcement schedules, victory conditions, and special rules for each of the scenarios and variants.



GERMAN SD. KFZ 234/12 "PUMA"

U.S. 26TH INFANTRY
DIVISION "Yankee"



U.S. 82ND AIRBORNE
DIVISION "All American"



BRITISH GUARDS
ARMORED DIVISION



Section I - GETTING STARTED

A. LOADING AND SPECIAL INSTRUCTIONS

1. ATARI LOADING

This program requires an ATARI 400/800/1200 or XL with at least 48K of memory and a disk drive. To load the program, remove all cartridges from the computer, insert the game disk in your disk drive, and power your system up. If a joystick is used, it should be connected in the first slot.



KEYBOARD

To move the cursor from the keyboard, use the four standard cursor control keys (Up, Down, Left, Right). If these keys are pressed by themselves the cursor will move in single steps. If these keys are pressed while holding down the CONTROL key, the cursor will move in large steps. The < and > keys are used to change the game speed during play. The SPECIAL FUNCTION key referred to in the text is the START key. The OPTION and SELECT keys may be used on the option selection screen if no joystick is available.

SPECIAL NOTES

Due to memory limitations, the "Flashback" feature is only available on XL model computers with 64K of memory. The "Overview" feature may not work correctly on some early 400/800 machines which do not include the "GTIA" graphics chip. Also due to memory limitations, the "GENERAL" command is not available in the ATARI version of the program.

Prepare a blank, formatted disk before playing. Use this disk if you wish to save the game at any point. You will be asked to type a file name of 1 to 8 characters. At least 20 games can be saved on a single disk. If you forget the name of a file, you may examine the disk directory using Atari DOS, consult your DOS manual for details.

2. COMMODORE 64 LOADING

Power your system up and insert the game disk in your disk drive. Type LOAD "", 8 followed by RETURN. When the computer responds with READY, type RUN and press RETURN. Loading will take about 1 minute. If a joystick is used, use the connector nearest the back of the computer (Port #2).

KEYBOARD

Use the standard cursor control keys (lower right) to move the cursor. To move the cursor in large steps use the following keys: Up="<", Down=".", Left=">", Right=". The SPECIAL FUNCTION key referenced in the text is the f7 key. The f1, f3, and f5 keys may also be used on the option selection screen if no joystick is available.

SPECIAL NOTES

Prepare a formatted disk before playing. Use this disk if you wish to save the game at any point. You will be asked to type a file name of 1 to 20 characters. At least 20 games can be saved on a single disk.

OPERATIONAL CODES

In order to identify yourself as the army commander, you must enter the correct operational code day word when prompted by the computer. For example, the computer prompts "ENTER OPERATIONAL CODE: DAY 1" - FIND THE CODE DAY BOX in the instruction manual, note the code word (i.e., "TORCH"). Type this into the computer and press RETURN. If the incorrect code is entered, you will only be allowed to play the first scenario and variant for 2 days.

CODE DAY CARD	
DAY	CODE RESPONSE
1	TORCH

B. SELECTION OF GAME OPTIONS

1. SCENARIO SELECTION

The first selection screen allows you to select one of the available scenarios. Type the number of the scenario you want to play. The scenarios are described in Section V of this booklet.

2. VARIANT SELECTION

The second screen allows you to select one of the available variants to the scenario you have chosen. Type the number of the variant you want to play. The variants are discussed along with the scenarios in Section V.

3. OPTIONS

The third screen gives you control over various game characteristics.

(1) Each side may be controlled either by the computer or by a player. Thus, you can play CRUSADE IN EUROPE head to head against a human opponent, or solitaire against the computer, which can take either side. You can even watch the computer play against itself if you want!

(2) The two sides may have full or limited intelligence about the location of enemy forces. With full intelligence, all enemy units are displayed on the map; with limited intelligence, only those which are in or have recently been in contact with the player's units are displayed.

(3) You may choose to have units represented by standard military symbols or by icons. The icons are simpler to understand than the symbols, but they convey less information about the types and strengths of the units they represent.

(4) You may adjust the play balance to handicap one of the players (or the computer). This adjustment will increase the power of the favored side's pieces. However, should the handicapped side win, its ranking will be correspondingly greater. BEGINNING PLAYERS SHOULD SELECT AT LEAST ONE LEVEL OF ADVANTAGE FOR THEMSELVES. EXPERIENCED PLAYERS SHOULD GIVE THE COMPUTER ONE OR TWO LEVELS OF ADVANTAGE.

(5) A speed parameter may be adjusted to control the speed of the game, the length of time messages are displayed, etc. Speeds include slow, medium, and fast.

Section II – HOW TO PLAY

Although this simulation is incredibly sophisticated, it is amazingly simple to play! The computer takes care of all calculations, enforces the rules, traces supply lines, keeps track of casualties and supply levels, implements your commands, and informs you of the results. This puts you in the position of a real commander, free to concentrate on formulating a strategic plan and directing your forces to implement it.



U.S. FIRST
INFANTRY DIVISION
"The Big Red One"

A. THE SCREEN

1. THE MAP

When the game begins you will see a map depicting all or part of the area in which the scenario you have chosen takes place. This map represents the militarily significant terrain over which the armies will fight. The whole map area used in CRUSADE IN EUROPE is reproduced on the center color page of this manual. The symbols are identified and their effects summarized in Section III, Part J, and on the center color page.

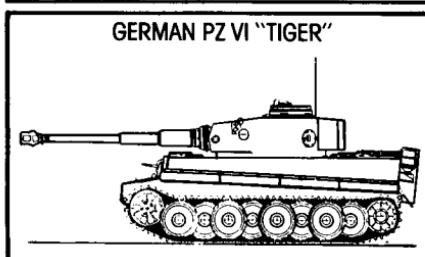
Note that in some scenarios the map area used in play is larger than the size of the screen. To view off-screen areas, use the cursor to scroll the map (for cursor controls see below, Number 6).

During the day, the background color of the map is white; at night, it is black.

2. THE HEX GRID

Although you cannot see it, the map is based on a hexagonal grid. Like the squares on a chessboard, these hexes define the location of pieces and regulate their movement. Each hex contains one type of terrain, and can contain one unit. The cursor used in play is square, but basically defines the area of one hex. When you move it, it jumps from one hex to the next. You will notice that it moves in a straight line across the map, but zig-zags when moving up and down.

CODE DAY CARD	
DAY	CODE RESPONSE
2	GARDEN



3. THE TEXT DISPLAY AREA

The top five lines of the screen are a text display area where messages, status reports, and other information will appear during the course of play. These are described in Part D below. In two player games, the color of the text display indicates which side is able to give orders (grey for the German, red or green for the Allied player).

4. THE TIME/WEATHER STRIP

Between the text display area and the map is a line on which the current time of day, date, and weather conditions are displayed.

5. THE UNITS

The German and Allied armies are represented on the map by either conventional military symbols or icons. The icons and symbols are identified on the center color insert, and are discussed in detail in Section III, Part C.

Whichever representation is chosen, American units will be Green, British and Canadian units will be Red, and German units will be Black.

6. THE CURSOR

At the center of the map you will see a large blinking square cursor. You can move this cursor around the map with a joystick or the cursor command keys.

If you attempt to move the cursor off the edge of the screen, the map will scroll in that direction to the limits of the area incorporated in the scenario.

The cursor is your primary tool for giving orders. When you place the cursor over one of your units, you are ready to establish contact with the local commander. If you push the joystick trigger once or the SPACE bar, you will receive a status report from that unit in the text display area. If you hit the trigger again you will be able to select a command for the unit from a menu displayed in the text area. Or, if you prefer to use the keyboard, you may enter an order without using the menu by pressing the appropriate key. The Commands are discussed in Part C below, and summarized on the center color page.

If you place your cursor over an enemy unit and press the trigger or SPACE bar, you will receive a status report containing all available information about that unit (if any). Note that you may not give orders to enemy units!



BRITISH 2ND ARMY

B. PACE OF PLAY

In contrast to most strategy games, CRUSADE IN EUROPE does not proceed by turns. Instead, the computer conducts the activities of units continuously, while a clock ticks off the simulated passage of time. The computer processes each unit approximately once every eight game hours.

1. INTERRUPTION OF PLAY

(1) FREEZING THE GAME: The player(s) can freeze play by pressing "F".

(2) OTHER TIMES: The game will freeze whenever you press "O" to view the overview map, "T" to view the terrain, "Q" to change the active side, or "S" to save the game.

2. ENTERING ORDERS

You can enter orders at any time during play except during the supply allocation phase, or while in the flashback mode. Note that there will generally be a delay between the time you enter an order and when the unit actually executes it.

3. TWO PLAYER GAMES

Because CRUSADE IN EUROPE is not played in turns, two player games can be structured however the players feel most comfortable.

(1) THE ACTIVE PLAYER: Only one player can be "active", at a time. Only the active player can enter orders, and if the limited intelligence option has been selected, only his units and those of the enemy that his can see will be displayed. Which player is active is indicated by the color of the text display area: it will be grey for the German and red or green for the Allied.

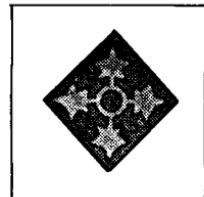
(2) CHANGING THE ACTIVE PLAYER: Press "Q" in order to change the side that is active. Play will be frozen, the units will disappear, the text display will change color, and you will be prompted to press "T" to display the units on the map and resume play.

(3) STRUCTURE OF A TWO PLAYER GAME: You can structure two player play however you feel most comfortable. Two possible approaches are "free flow" and "daily turns". In "free flow," players use the "Q" command to change the active player whenever the inactive player wants. If both players want to issue orders or gain information at the same time, simply freeze the game until both have done so, and then unfreeze it to let play proceed. In "daily turns," players alternate being active for a simulated day.

C. COMMANDS

There are two types of command which control the activities of your units: the four ACTION COMMANDS and the OBJECTIVE COMMAND. These are used to specify what a unit is to do and where it is to do it.

In addition, INFORMATION COMMANDS enable you to acquire information about the game, and UTILITY COMMANDS allow you to control certain activities of the computer hardware.



1. ACTION COMMANDS

The four action commands are used to tell a unit what type of activity to perform. The four commands are MOVE, ATTACK, DEFEND, and (go into) RESERVE.

(1) A unit ordered to MOVE will prepare to move to another position on the map. In some scenarios Allied airborne units can use "jump" moves in which they move directly from their present position to any other location on the map (see Section III, Part K and the individual scenarios in Section V). All other units move one hex at a time. A unit's ability to move normally is affected by terrain, inhibited by adjacent enemy units, and blocked by any unit directly in its path (although it may, of course, be able to move around it). "Jump" moves are made without regard to these constraints; the airborne unit will simply disappear from its present location and appear in the objective hex as a single move.

(2) A unit ordered to ATTACK will seek to initiate combat with an enemy unit.

A ground unit must be adjacent to the enemy in order to ATTACK; an air unit can ATTACK any enemy unit within the radius of its range (90 miles).

(3) A unit ordered to DEFEND will prepare to resist enemy attacks. An air unit DEFENDS as if it were a ground unit.

(4) A unit ordered into RESERVE will recover from the effects of combat. It can also be moved long distances most quickly.

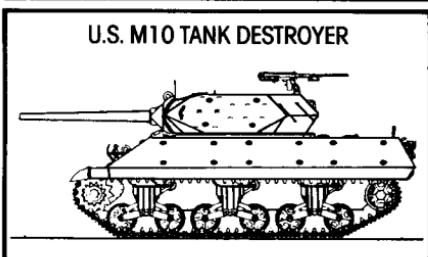
In order to issue one of these orders to a unit, place the cursor over it. The command can then be entered either via the joystick or the keyboard.

To use the joystick, press the trigger once, which will bring up the unit's status report, and then press it again, which will bring up a menu of action commands. Use the joystick to move up or down to the appropriate line, and then press the trigger for a third time.

To use the keyboard, simply press the appropriate key ("M" for MOVE, "A" for ATTACK, "D" for DEFEND, and "R" for RESERVE).

Note that a unit that is doing one thing will need time before it will begin to undertake a new activity.

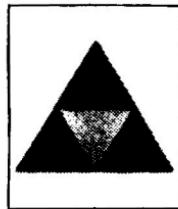
CODE DAY CARD	
DAY	CODE RESPONSE
3	GOODWOOD



2. THE OBJECTIVE COMMAND

The objective command assigns a unit that has been issued an action command a location on the map as its objective. A ground unit will attempt to move to the designated location and perform the activity specified by the action command; an air unit assigned to ATTACK will do so without moving if the target is within range.

A unit that has been issued an action command can be assigned an objective simply by moving the cursor to the location desired and either pressing the joystick trigger or pressing "H" (for HERE, as in "MOVE... HERE!" or "ATTACK... HERE!"). If there is an enemy unit in the objective, the joystick trigger must be pressed TWICE: once to bring up the enemy's status report, and the second time to designate the hex as the objective. If there is a friendly unit already in the objective, the keyboard command "H" must be used.



BRITISH 3RD INFANTRY DIVISION

Note that a unit given an action command does not have to be given an objective command. In this case, it will remain in or near its present position, acting when appropriate on its own initiative to carry out the action ordered.

A ground unit ordered to ATTACK or DEFEND an objective will move to it to do so, but will move more slowly than if it were ordered to MOVE. Conversely, a unit ordered into RESERVE and assigned an objective will move more quickly than if simply told to MOVE. The trade off is that the more quickly a unit moves, the longer it will take to prepare for combat and the more vulnerable it will be if attacked.

EXAMPLES: If you want the 101st Airborne Division to "Go to Bastogne and hold it!", you give the unit a DEFEND command and assign Bastogne as the objective. If you want the 1st Infantry Division to assault Omaha Beach, give the unit an ATTACK command and assign Omaha Beach as the objective. If you want the Guards Armored Division to "Get to Arnhem!", give the unit a "MOVE" command and assign Arnhem as the objective.

3. INFORMATION COMMANDS

Information commands enable you to learn certain things about the game while it is in progress.

- (1) To obtain information about a specific unit, move the cursor over it and press joystick trigger or the "SPACE" bar.
 - (2) To learn the name and status of a major city (or other important location), place the cursor over it and press "C".
 - (3) To note the characteristics of the general commanding a friendly unit, place the cursor over it and press "G".
 - (4) To view the terrain without the units superimposed press "T" (press it again to bring them back).
 - (5) To move the cursor over the unit which (for "who?"). In addition to moving the cursor, signal to be displayed in the lower right area of of action signals, see below, Part C).
 - (6) To find out who's winning press "?".
 - (7) To view the overall disposition of force map. This map shows on one screen the land a whole game map and the location of all units. in the current scenario. Press any key to return

CODE DAY CARD	
DAY	CODE RESPONSE
4	BOLERO

U.S. M4A3E2

SHERMAN
HEAVY
ASSAULT
TANK

4. UTILITY COMMANDS

(1) To save the current game situation, press "S". A game can be saved at any point during play. Do not attempt to save a game onto the program diskette; prepare a blank formatted diskette before you begin play. You will be prompted to enter a file name for the saved situation. If a file with this name already exists on the disk, the old file will be deleted and the new information will replace it. Once the save is completed you may continue playing the game. Be sure to put the program disk back in the drive before proceeding. (If you pressed "S" by mistake, just press RETURN to return to your current game.)

(2) To load a previously saved game press "L", type the file name used when the game was saved and press RETURN. A game can be loaded at any point during play but note that the current game will be lost unless you save it first. If you plan to load a previously saved game, be sure to select the same Scenario and Variant which were selected when the game was saved. If you don't, the message "SCENARIO MISMATCH" will appear.

(3) To freeze the game action press "F". Press "F" again to un-freeze it. No activity will take place as long as the game is frozen, but you may ask for information and give commands.

(4) You can review the current game by pressing "B". The computer stores the midnight positions once a day for the most recent fifteen days. You may scroll the map using the cursor control keys in this mode.

(5) To change the side which can enter orders via the joystick or keyboard, press "Q". Note that the text display will change color to indicate which side is currently active (grey for the German, green or red for the Allies). When playing the two player game, this command will determine which player is active. When playing solitaire, this command will cause you and the computer to switch sides.

(6) To change the unit display from icons to symbols or back, press "U".

(7) To change the speed of the game during play, press "+" or "-" (Commodore) or ">" or "<" (Atari). The possible speeds cycle from "SLOW" to "MEDIUM" to "FAST" in either direction.

D. MESSAGES

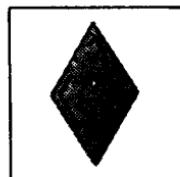
During the game you will receive reports from and about your units. Action signals are sounds and icons that flash directly over the units in question. Text messages are longer reports and are displayed in the text display area of the screen above the map.

1. ACTION SIGNALS

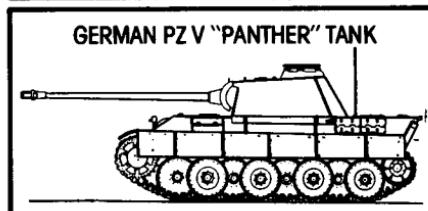
Sounds and flashing icons are action signals. The sounds indicate that some activity is taking place; the icons appear directly over a unit which has something to report, both to indicate its location and convey the general nature of the message.

(1) The SOUNDS include a bell to alert you that a new message is being displayed, the sound of a tank grinding along to indicate that a piece is moving, the rattle of a machine-gun to indicate that a unit is attacking, and a slamming noise whose intensity conveys the amount of damage inflicted on the defender.

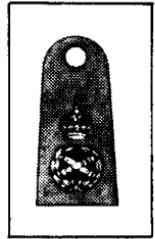
(2) The ICONS include a FIGURE SHOOTING A GUN to identify an attacking unit, a THUNDERBOLT to indicate a unit being attacked, and a FIGURE ON ITS KNEES to indicate a unit that encountered too much opposition to continue to attack. They also include a RUNNING FIGURE to mark a unit forced to retreat, an



CODE DAY CARD	
DAY	CODE RESPONSE
5	MARKET



EXCLAMATION POINT to indicate a unit which has come into contact with an enemy unit, and a QUESTION MARK to indicate that a unit has arrived at its objective and is awaiting further orders. Furthermore, ARROWS or WALKING FIGURE indicate the objective of a unit whose status is being displayed, a TRUCK identifies a unit that has run out of supplies, and a TRUCK icon is also used to show the line of supply being traced to each unit during the supply phase. Finally, a HAPPY FACE appears whenever your units capture an enemy held town.



BRITISH
FIELD-MARSHAL

1. UNIT STATUS MESSAGES

Whenever you move the cursor over a unit and press the joystick trigger or "SPACE" bar, all available information about it will be displayed in the text display area. If it is a friendly unit, the information will be complete and accurate. If it is an enemy unit, the amount and accuracy of the information will depend on how recent and extensive its contact with your units has been.

The following is an example of a friendly unit's status message:

- (1) 1ST INFANTRY DIVISION
- (2) 14,800 MEN, 72 TANKS,
- (3) 3 DAYS SUPPLY.
- (4) FORM:DEPLOYED EXP:VETERAN EFF:90
- (5) ORDR:ATTACK (LOCAL COMMAND)



BRITISH
GENERAL

This sample status message provides the following information:

(1) The unit under the cursor is the 1st Infantry Division.
 (2) The 1st Infantry Division currently contains 14,800 men and 72 tanks. This number may decrease as the result of combat or attrition. Replacements may augment these numbers (see Section III Part I).

(3) The unit currently has supplies for 3 days of normal operations. Supplies are consumed at a faster rate if the unit moves frequently or engages in combat. A unit will obtain resupply each night from a headquarters or a supply depot if the shortest route to it (by movement time) is unblocked by enemy units. For more information about supplies see Section III, Part H.

(4) The unit is in DEPLOYED formation. A unit ordered to perform a particular action will automatically enter the appropriate formation, although it will take some time to do so.

For more detail about the various formations, see Section III, Part G.

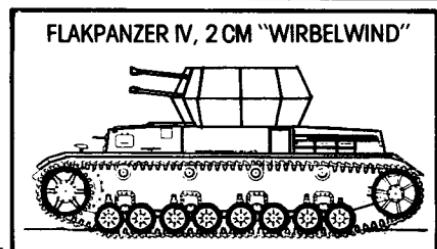
The experience level of this unit is VETERAN. This reflects the unit's prior history. Units gradually gain experience as they engage in combat. For a full discussion of experience levels see Section III, Part D.

The unit's current effectiveness rating is 90%. The effectiveness level decreases rapidly as a unit is engaged in combat. Units recover their effectiveness if they are allowed to rest. See Section III, Part E.

(5) The most recent order issued to this unit was to ATTACK. Furthermore, the display indicates that the local commander is in charge of selecting his own objectives (no specific location has been assigned as its objective).

IMPORTANT NOTE: In addition to the information contained in the text display, whenever a unit's status is displayed, an arrow or walking figure will appear over the unit's objective if it is visible on the map.

CODE DAY CARD	
DAY	CODE RESPONSE
6	FRANKLIN



2. ACTIVITY REPORTS

As the battle proceeds, you will receive periodic messages from your units reporting important developments on the battlefield.

"WE ARE IN CONTACT WITH ENEMY FORCES."

A unit which was previously not in contact with the enemy has detected an enemy unit.



U.S. 9TH INFANTRY DIVISION

"WE HAVE REACHED OUR OBJECTIVE, AWAITING FURTHER ORDERS."

The unit has reached the objective which you assigned. Units in Offensive Mode will revert to local command and attack nearby units. Units in Movement, Defensive, and Reserve modes will rest and await further orders.

"WE ARE ATTACKING, OUR LOSSES ARE HEAVY (MODERATE, LIGHT, VERY LIGHT)."

A unit is attacking the enemy. The commander reports how well the attack is going.

"ENEMY RESISTANCE TOO STRONG, HEAVY LOSSES, ATTACK MUST BE HALTED."

An attacking unit has encountered such heavy resistance the attack cannot proceed.

"WE HAVE CAPTURED (PARIS)."

A unit has occupied a significant city or location.

"WE ARE RETREATING."

A unit has been attacked and forced to retreat one hex.



U.S. 75TH INFANTRY DIVISION

"WE HAVE BEEN OVERRUN."

A unit has been attacked and forced to disperse. The unit is temporarily eliminated but will return later in the game.

"MUST SURRENDER."

A unit has been eliminated.

3. STATUS REPORT

Once each afternoon, and whenever you press "?", you will receive a status report on the game in the text display area. This displays a chart showing the losses of men and tanks (or other heavy equipment) suffered by each side and the number of victory points for capturing territory each has gained. It will state which side is currently ahead, and by roughly how much.

VICTORY CONDITIONS

Each scenario and variant has its own victory conditions, which are detailed in Section V. In general, your performance will be evaluated on the basis of your ability to capture or defend territorial objectives and to inflict losses on the opposing army.

1. Major cities and other strategic locations are assigned certain Victory Point values. They are shown on the maps in Section V, and can be learned during play by using the "C" command. The Victory Points for each location are assigned to the last side to have a unit in it, or the side which controlled it at the beginning of the game if neither enters it.

In each scenario, certain locations are designated "critical locations." Their names are underlined on the scenario maps. Capture of a number of these locations specified in the variant results in an automatic decisive victory.

3. Each man and tank lost benefits the opposing player slightly. These individual losses are only significant if the Victory Point totals are equal, or if one side has lost substantially greater numbers than the other.

4. Victory and defeat are graded according to their severity. The degrees of severity are determined by the ratio of VP between the winner and the loser. The degrees of severity (with the point ratios) are:

(1) SLIGHT — This level of victory means that the winning side has less than one third more Victory Points than the loser. The game is very close.

(2) MARGINAL — The winning side has between one third and two thirds more Victory Points than the loser. Somewhat better, but still close.

(3) TACTICAL — the winning side has between two thirds more and twice as many Victory Points as the loser. A substantial victory.

(4) DECISIVE — The winner has between twice as many and two and a third times as many Victory Points as the loser.

(5) TOTAL — The victor has more than two and a third times as many Victory Points as the loser. An overwhelming victory.

5. During the course of play the game status report will include an assessment and who is currently ahead, which will be indicated by which side has the advantage. The gradations of advantage are the same as the grades of victory and defeat. However, please note that the side that needs to gain Victory Points to win will almost assuredly be behind for a considerable portion of the game. Players commanding this side should therefore not be discouraged by this assessment, but instead should concentrate on slowly reducing the opposition's margin of victory.

6. At 6 p.m. on the last day of the scenario, the GAME OVER message will appear in the TIME/WEATHER strip and the game will be frozen. You may still examine the map and units and use the overview and flashback commands. When you have finished examining the final game situation, press "?" and you will proceed to the awards ceremony. Be sure you have the game disk in the disk drive at this point.

7. At the end of the game, you will be told the final level of victory and awarded a rank based on your performance. The ranks, from lowest to highest are:

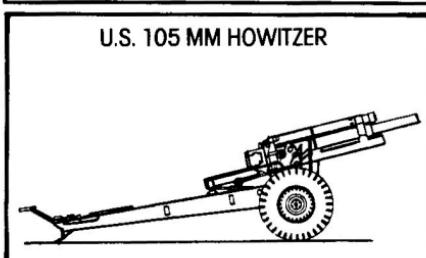
Private
Sergeant
Lieutenant
Captain
Major
Lieutenant-Colonel

Colonel
Brigadier-General
Major-General
Field Marshal
Supreme Commander.



BREITISH 7TH ARMORED DIVISION

CODE DAY CARD	
DAY	CODE RESPONSE
7	OMAHA



Section III – HOW TO PLAY WELL

In order to become a credible commanding officer, you must become familiar with the capabilities of your units, the effects of weather and terrain, and the significance of various formations. In general, these relationships are fairly intuitive: it is easier to move in good weather than in bad, for example, and attacks are more likely to be successful over clear terrain than in mountains.



BRITISH 15TH INFANTRY DIVISION "Scots"

A. BEFORE YOU BEGIN

When the game first appears, the units are programmed to attack or defend, depending on their historical disposition, and if the game is left alone they will begin to move and fight. However, before you begin to play, it is a good idea to freeze the action (press "F"), take a moment to survey the situation, and, if you are playing for the first time, familiarize yourself with the commands (Section II, Part C), the effects of terrain (below, Part I), and the capabilities and limitation of the units (below, Part C).

1. Look over the map, scrolling around if it takes up more than one screen. Referring to the terrain key (in the color center spread of this manual), look for patterns of terrain favorable to the offense and defense. You may want to use the "T" command to remove the units from view so you can see the terrain clearly. Locate the objectives given in the Scenario's Victory Conditions, and note how they relate to the other terrain: which areas protect them from attack, and which offer easy access.

2. Survey the units, your own and the enemy's. Use the Unit Table on the Command Card to identify the types of units that will be involved in the coming battle, and use the unit status display on the screen to determine their strengths. Look also at the pattern of deployment, how the unit's locations relate to each other, to the terrain, and to the objectives.

3. Formulate at least a vague plan of action, taking into account the forces under your command, those of your enemy, the terrain, and the objectives. If you are on the offensive, how can you best get your units from where they are now to where they need to go, given the enemy's forces and the lay of the land? If you are defending, try to anticipate the enemy's most likely routes of advance, and think of how best to counter them. If either you or the enemy is expecting reinforcements, consider where and when they are likely to appear, and take this into account in your plans. Do not lock yourself into an inflexible approach, but do not allow yourself to play only from moment to moment.

4. If you know what you want some units to do to begin with, issue them their orders before you press "F" to begin play.

B. GAME SCALE

Each hex represents an area of about six miles square. The simulation proceeds in accelerated real-time; each unit receives a movement opportunity approximately every eight hours. Units are generally division sized (8,000-20,000 men) although smaller units are also represented.

C. UNIT TYPES

Each army is made up of an assortment of units of various types. Each unit type has its own particular strengths and weaknesses. A good commander learns to use his units in the roles for which they are best suited.

1. ALLIED COMBAT UNITS

Like ice cream, Allied divisions came in three basic flavors: chocolate (armored), vanilla (motorized infantry), and strawberry (airborne). In addition, there were a

number of smaller independent formations that played a significant role in certain situations. Finally, each Allied army had a wing (or group in British parlance) of fighter-bombers which provided close support for the ground units.

(1) Infantry: Because of America's vast industrial resources, Allied infantry divisions were the first fully motorized infantry in history. Furthermore, they were well supported by attached armored units. However, they still fought the old fashioned way: on foot. There are many things that dismounted infantry can do better than anyone else. Infantry is at its best when defending terrain that offers concealment and protection: towns, fortifications, forests, mountains, swamps, polder, and hedgerow. Infantry are also especially useful when attacking from these sorts of terrain. Infantry is at its worst in open country, particularly when attacking armored units.

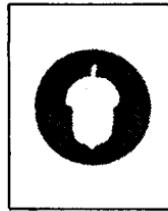
(2) Armored: Armored units complement the infantry. Armor is handicapped in terrain that restricts movement and visibility, and comes into its own out in the open. While their organic infantry give them some effectiveness in rough terrain, armored divisions and brigades should be employed whenever possible in clear terrain.

(3) Airborne: Airborne divisions were elite units specially trained for the difficult task of landing by parachute and glider and securing key positions behind enemy lines. Paratroopers were specially selected and highly trained in individual and small unit tactics, and airborne units were skilled at coordinating airborne resupply. However, airborne divisions had fewer men than regular divisions, and much less of the heavy equipment necessary to defeat armored attacks. In addition to their main role of vertical envelopment, they are ideal for defense of isolated strong points and assaults over difficult terrain. Because they are so expensive to train, they are especially costly to lose, and therefore must be used wisely. In most scenarios they are assumed to have dropped before the start of play, and therefore move like regular ground troops. In certain scenarios, however, they may be moved by air, using the special "jump move" procedure explained in Section II, Part B, and below, Part I. Special details are given in the individual scenario descriptions in Part V.

(4) Air Wings: Each allied army has attached an air wing containing several hundred fighter-bombers. These do not represent the full complement of allied aircraft in the theatre, but only approximate those available for direct support of ground combat (the other uses of air power—destruction of industry and transportation lines, harrassment of enemy units travelling behind the lines, etc., are factored into the game indirectly). The air wings are extremely potent, and can attack enemy units up to 90 miles away (if a target farther away is assigned, the air unit will move toward it until it is in range). Air wings should be used to supplement ground attacks against important targets. Air units are easy to over-use though, and they will rapidly lose power if they are not allowed to rest periodically. Their main limitation is that they cannot be used at night or in bad weather (fog, rain, snow, or sleet). If you take care of them, air wings will be one of your best friends; if you use them carelessly, you will soon find them useless.

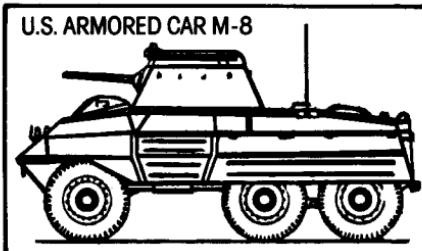
2. GERMAN COMBAT UNITS

In contrast to the standardization of the allied forces, the German army contained a potpourri of unit types, many of which served basically the same



U.S. 87TH
INFANTRY DIVISION

CODE DAY CARD	
DAY	CODE RESPONSE
8	COBRA



purpose. To compound the confusion, different elements of the ground forces were answerable to three separate branches of the armed forces: the regular army, the air force, and the SS. German air units are not represented in the game, since by 1944 they played a negligible part in the ground fighting.

(1) Infantry: Unlike Allied infantry, German infantry still moved as well as fought on foot, and its supplies and artillery were drawn by horses. About the only motorized elements were the reconnaissance unit and a platoon of assault guns. Because of the tremendous losses suffered in Russia, German infantry divisions were reorganized in 1944 and reduced in manpower from around 18,000 men to about 12,000. Still, the regular infantry divisions usually had a cadre of veterans, and could be counted on to put up a good fight. Use them basically like allied infantry, but remember that they will take longer to get where they're going, and if things go bad they will be hard put to get away.

(2) Static Infantry: These infantry divisions were originally formed to occupy France, and when the Allies began to build up for the invasion, they were stationed along the coast as a first line of defense. They contained fewer men than regular infantry divisions (around 10,000), and the troops were generally old, unfit, and uninspired. Some divisions even included contingents of Russian POWs, whose main goal was to surrender to the Allies. Many static divisions were supported by modern artillery set in concrete emplacements, but these guns were only useful if the enemy came from the sea. What assault guns a division might possess were usually outmoded. Static divisions are good for what they were made for: holding good defensive terrain until something more powerful can get there. Unfortunately, the German will often find that they must serve in the place of regular infantry, of which there are never enough.

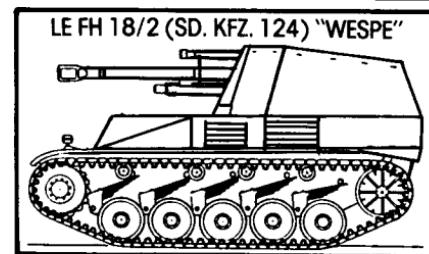
(3) Volksgrenadier Infantry: After crushing defeats in the summer of 1944, the Germans once again reorganized their infantry divisions, again reducing the number of men in them. This time it dropped to 10,000, although the proportion of automatic weapons was higher than in earlier divisions. These units should be used like regular infantry, but don't expect as much from them.

(4) Parachute Infantry: Originally German parachute troops were what they purported to be: airborne infantry. By 1944 Germany had lost control of the sky, and so the paratroopers travelled as well as fought on the ground. However, they remained an elite force, and they were generally supplied with motor transport. In an army full of leg infantry, motorized infantry are a valuable asset, and elite motorized infantry are an invaluable asset. Keep them in reserve as long as possible, and when you commit them, whether for offense or defense, try to commit them in terrain that favors infantry. If things look bad, try to get them out: remember, unlike your regular infantry, these units can run away fast enough to live to fight another day.

• (5) Panzergrenadier: The name means "armored infantry," and suggests that these infantry rode into battle in armored half-tracks. Unfortunately, Germany did not have the productive capacity to equip all the infantry in its armored divisions with half-tracks, so the panzergrenadier divisions were essentially motorized infantry divisions, transported by trucks to the battle area but then fighting on foot. They did, however, have a battalion of assault guns that gave them considerably more punch.



CODE DAY CARD	
DAY	CODE RESPONSE
9	DAVID



than other infantry divisions, particularly in open country. Use them like parachute infantry in general, but remember that they are more suitable for employment in clear terrain.

(6) Panzer Divisions: Originally organized as masses of tanks, German panzer divisions had evolved into balanced combined arms teams by 1944. While their forte was still the attack across open country, their mobility and fire power made them useful in just about any situation. Unfortunately, there were never enough of them, so you must take care to use them where they are most needed and keep them mobile enough to withdraw before they are lost.

(7) Panzer Brigades: The panzer brigades were formed in the summer of 1944 as a cheap substitute for divisions, and they performed like cheap substitutes. Hitler threw them away in a series of offensives they were not really powerful enough to conduct; you would be wiser to use them defensively.

(8) SS Panzer Divisions: These were essentially the same as the regular army panzer divisions, except that they had more of everything: more tanks, more infantry, more artillery. They are your most powerful pieces, and should be at the cutting edge of any attack or at the most critical point of any defense.

3. SUPPLY UNITS

In both the Allied and the German armies the combat units were but the tip of an iceberg of logistical, administrative, and other support units that stretched all the way from the battle zone to the home front. While it would be impractical to present this dimension of the war in all its complexity, CRUSADE IN EUROPE does include two types of headquarters that simulate the tremendous logistical tails that wagged each of these armies.

(1) Headquarters: These units represent the administrative and supply services that supported the units in the field. Their combat value is limited, and their main function is to act as conduits for supplies from more distant bases. They should thus be as well protected as possible, while being positioned to supply as many friendly pieces as they can.

(2) Supply Depots: These units represent the more distant bases even further back from the front than the army headquarters. They have only limited ability to defend themselves, and move only very slowly. Yet, because they are the ultimate source of supply for all the other units, without them, the rest of the army will soon wither and die. Protect them at all costs, particularly if you have only one.

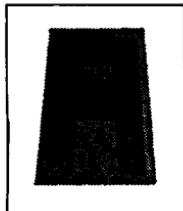
D. EXPERIENCE

A unit's EXPERIENCE rating reflects the extent to which it has been trained for and involved in combat. During the game, particularly during the longer scenarios, units will advance in status as they gain combat experience.

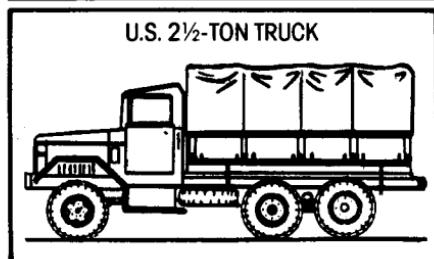
1. RAW: The unit has had no combat training and no combat experience. Don't expect much from it.

2. GREEN: The unit has been trained, but has no prior experience. Green units will perform adequately under normal conditions, but cannot be expected to hold up under extreme pressure.

3. VETERAN: The unit has had prior experience in combat, and can be expected to perform well in all situations.



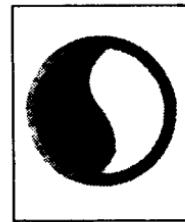
CODE DAY CARD	
DAY	CODE RESPONSE
10	TANGO



U.S. 2½-TON TRUCK

4. CRACK: The unit has had extensive combat experience, and has proved to be highly motivated and skilled in the techniques of war. A good unit to have in a tough situation.

5. ELITE: The unit has extensive combat experience, specialized training, and high esprit de corps. Expect it to perform far beyond its numbers.



E. EFFECTIVENESS

A unit's EFFECTIVENESS rating reflects the extent to which the wear and tear of combat have reduced its ability to carry out its orders. Men, machines, and organization all lose effectiveness in combat, and must be given periods of inactivity to rest, repair, and reorganize. Units out of contact with the enemy will recover most rapidly. The levels of effectiveness are:

1. 100%: The unit is at its prime.
2. 90%: The unit has suffered a bit from the effects of combat, but is still in good shape.
3. 80%: The unit is beginning to feel the effects of prolonged combat.
4. 60-70%: The unit is definitely suffering from the effects of combat. It should be withdrawn if possible.
5. 40-50%: The unit is overstrained. It can be expected to deteriorate rapidly under pressure. It should be withdrawn as soon as possible.
6. 30% and less: The unit will offer little resistance to enemy attacks, and may disintegrate on its own. Withdraw it immediately.

F. COMMANDS AND MODES

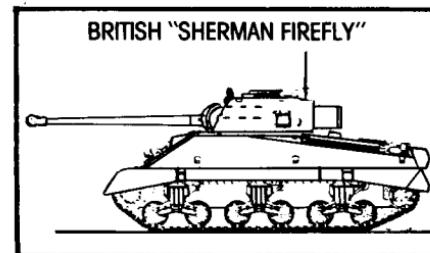
1. "MOVE": A unit ordered to move will enter the movement mode in order to move rapidly to the objective assigned. It will select a formation which is best for rapid movement (note that this may leave it vulnerable to enemy attacks). When the unit reaches its objective, it will remain in formation prepared for further movement. A unit may be ordered into movement mode without assigning an objective in order to prepare it for rapid movement in case it is required to move.

2. "ATTACK": A unit ordered to attack will enter the offensive mode and deploy itself for an attack. If an objective has been assigned, the unit will move in a direct path to that objective, attacking any enemy units encountered along the way. Once the unit reaches its objective, or if no objective has been assigned, the unit will attack on its own initiative. A unit attacking on its own will attack the weakest enemy unit in its vicinity, support another unit's attack, or attempt to capture an enemy held objective. Attacks by ground units can only be made against adjacent enemy units; attacks by air units can be made against any enemy unit within range (90 miles).

3. "DEFEND": A unit ordered to defend will enter the defensive mode in order to protect itself and to defend its objective. To accomplish this, it will select the most suitable terrain for defense, align itself with supporting units, and assume a strong defensive formation. A unit may also be assigned to defend a specific location.

4. "RESERVE": A unit ordered into reserve will enter the reserve mode, a general purpose rest formation in which it will most quickly absorb replacements and recover from fatigue. If the unit is not given an objective it will simply remain in place; if it is assigned one it will move in transport formation, which is the quickest but also the most vulnerable to attack.

CODE DAY CARD	
DAY	CODE RESPONSE
11	ANVIL



G. FORMATIONS

Units will automatically change formation based on their current mode and tactical situation. The possible formations are:

1. TRANSPORT: This formation is best for long-distance movement ("strategic movement"). Infantry, tanks, and equipment are loaded into road transport or trains. This formation is very vulnerable to attack.

2. MOBILE: This is the most common formation for rapid movement. Tanks and mechanized vehicles are formed into road columns, infantry and artillery are mounted on their transport. This formation is poorly suited to attack or defense.

3. DEPLOYED: This is the standard offensive tactical formation. Tanks and infantry are formed into combined arms teams, artillery batteries are sited and prepared for fire. This formation is suitable for attack, defense, or movement.

4. DEFENSE: This formation represents one level of defensive preparation. It is similar to "deployed" but infantry has begun digging in, artillery batteries have been ranged on the most likely avenues of attack, and tanks have taken up concealed positions.

5. ENTRENCHED/FORTIFIED: These formations represent the second and third levels of defensive preparation. Deeper entrenchments have been dug, barbed wire and obstacles have been placed, and secondary defensive positions have been prepared. No movement is possible in these formations.

6. GARRISON: This formation is the same as FORTIFIED, except that it takes even longer to prepare to move. Units in this formation will take between two days and a week to begin movement.

IMPORTANT NOTE! In some scenarios units in Garrison formation cannot move at all until they are released. These units are indicated in the reinforcement schedule or the scenario's special rules.

H. SUPPLY

Supply is an essential consideration in both strategy and tactics. Many effective attacks involve destroying the enemy's source of supply or isolating his units. Each unit carries a limited amount of supplies with it, but deplete these rapidly if not resupplied. Each day at midnight the computer will automatically conduct the resupply routine, in which units may receive fresh supplies from a friendly supply source. Supply sources will distribute supplies to all units to which a line of supply can be traced, within the limit set by the side's overall supply total.

1. OVERALL SUPPLY TOTALS: Each side begins the game with a store of supplies set by the scenario. In addition, each side's total will be increased regularly to reflect the inflow of supplies into the theatre. On the other side of the balance sheet, supplies will be withdrawn daily from this total to resupply friendly units that are not isolated. The level of supplies in the overall supply totals are reported (on the status display at the end of the resupply routine). The possible levels are:

(1) AMPLE: Enough for several days of normal activity.

(2) SUFFICIENT: Enough for more than a day of normal activity.

(3) CRITICAL: Less than one day's reserve. Units will begin running out of supplies. This can only be rectified by husbanding your supplies to build up a surplus, basically by restricting your army's activities.

2. SUPPLY SOURCES: Two types of units serve as supply sources for combat units: headquarters and supply depots.

(1) Depots: Supply depots act as the points or origin for supplies, the places where they enter the map. Each depot can act as the source of an unlimited amount of supply. Depots can supply any other units. Depots can never become isolated.



U.S. 30TH INFANTRY DIVISION "Old Hickory"

(2) Headquarters: Headquarters can serve as a supply source for any unit except other headquarters. Headquarters can contain only a limited amount of supply, and must themselves trace a line of supply to a depot in order to receive additional supplies. A headquarters that is in supply, however, may supply any number of units within the limit set by the amount of supply available to the depot. A headquarters that is out of supply will continue to supply other units until it has used up its store of supplies.

3. LINES OF SUPPLY: In order to be resupplied, a unit must be able to trace a line of supply to a friendly headquarters or depot unit.

Supply lines are traced by the most direct and easily traveled route. If a supply line can be traced, the unit receives supplies; if this path is blocked by an enemy unit, the supply line is interdicted. The computer will attempt to trace a line of supply for each unit from each supply source until one is found that is unblocked and within range (about 125 miles under normal conditions). If no such line of supply can be traced, the unit is isolated and cannot receive additional supplies.

4. SUPPLY REQUIREMENTS: Each combat unit requires a certain amount of supply simply to exist. In addition, movement, defense, and attack consume twice that amount, while movement and attack consumes three times as much.

5. EFFECTS OF ISOLATION: If a unit does not have sufficient supply its ability to attack, move, and defend itself is reduced. If a unit cannot meet its minimum daily requirement, it will lose effectiveness until it finally surrenders. Re-establishment of a supply line will gradually restore the unit's effectiveness.

I. REINFORCEMENTS AND REPLACEMENTS

Each side will receive new units during the course of play as reinforcements.

In addition, units already in play will receive additional men and material as replacements for losses.

1. REINFORCEMENTS: Reinforcements will appear periodically during the course of play. Whenever reinforcements appear, a message will appear on the text display. Once they appear, reinforcements move and fight like any other units. Note that reinforcements will not appear as long as their entry space is occupied by another unit, whether friendly or enemy.

2. REPLACEMENTS: In the longer scenarios, units already in play will receive replacements periodically. The frequency and extent of these replacements varies greatly from scenario to scenario. Units not in contact with the enemy will receive replacements most easily.

J. TERRAIN

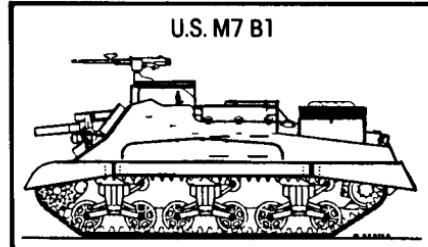
Each hex on the map contains a terrain symbol which describes the dominant type of terrain in that area. Terrain affects movement, combat, and supply. The symbols are identified on the center color insert.

1. CLEAR: represents an area with no notable features. Good attack country for tank equipped units.

2. ROAD and ROAD JUNCTION: represents an area traversed by a major road. Road terrain speeds movement, especially for mechanized and motorized units. Good attack country for tank equipped units.



CODE DAY CARD	
DAY	CODE RESPONSE
12	TIGER



3. CITY: represents a major town or city. Cities are not too difficult to move through. Infantry units are quite effective in cities — both attacking and defending — while armor is at a disadvantage. Note that many cities are also Victory Point locations.

4. RIVER: rivers impede movement for all units. Units on a river benefit when defending, but are penalized when attacking.

5. BRIDGE: units can move through bridges relatively quickly, and benefit when defending on them.

6. FOREST: heavily wooded areas. Difficult for mechanized and motorized units to move through. Good defensive locations, especially for infantry.

7. HEDGEROW: hedgerows were peculiar to the Normandy "Bocage" country. Small fields surrounded by thick hedges made mechanized movement difficult and aided defending units.

8. POLDER: The Dutch "Polder" consisted of low-lying fields criss-crossed by numerous canals. A nightmare for mechanized movement and combat.

9. MOUNTAIN: very difficult movement and attack, particularly by mechanized units; excellent for defense, particularly by infantry units.

10. SWAMP: swamps are difficult to move into, especially for mechanized units. Swamps provide excellent defensive locations.

11. FORTIFICATION and FORTIFIED CITY: Fortified areas are strong defensive positions, yet unlike much defensive terrain they can be moved through easily.

12. COASTAL: These areas are of two very different types. Those that are primarily land are treated as clear terrain; those that are primarily water are treated as sea.

13. SEA and ESTUARY: These areas are impassible to all units, except in the Normandy scenario. In this scenario alone, Allied units generally start in sea or coastal areas. Most units may move only onto adjacent land areas. Air units and the supply depot are placed at sea for convenience (they were actually based in England), and may be moved onto land as the beachhead expands. Units on the sea are very vulnerable to attack.

K. WEATHER

Good weather speeds movement and makes attacks easier. Poor weather slows movement and favors the defender. Air units are particularly affected by bad weather; they cannot fly in weather more severe than rain. Possible weather conditions in order of severity are Clear, Overcast, Fog, Rain, Snow, Sleet. Movement and combat are also more difficult at night.

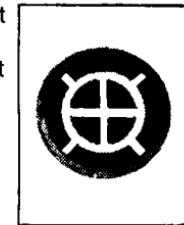
L. MOVEMENT

1. EXECUTION OF MOVEMENT ORDERS

Whenever a unit is assigned an objective, it will commence moving towards that location. There are no restrictions on the distance between the unit and its objective. Units will select their own route to the objective, avoiding difficult terrain and moving around blocking units.

In general, you will find that this "built-in" intelligence greatly simplifies the entry of movement instructions. However, the longer the distance to be covered, the greater the likelihood that the unit will choose a route that, while initially attractive to it, turns out to require it to move through difficult terrain. To avoid this possibility, you should order a unit moving a long distance to move through a series of specific objectives by assigning these individually.

For example, if you want a unit to go to Vire from Laval by road rather than through the difficult hedgerow country, you should first assign Avranches as the objective. When the unit reaches Avranches, then you can assign Vire as the objective.



2. EFFECTS ON MOVEMENT RATES

A unit's rate of movement is affected by a number of factors.

(1) UNIT TYPE: Motorized units move significantly faster than other units, particularly in clear terrain and along roads. For specific unit types, see above, Part C.

(2) FORMATION: Units in transport and mobile formations move quickly. Units in deployed and defense formations move slowly. Units in other formations cannot move at all. See above, Part G.

(3) TERRAIN: In general, the more open the terrain, the quicker units can move. For details, see above, Part J.

(4) WEATHER: The worse the weather, the slower the Allies move. Weather does not affect the Germans. They travel slowly in good weather because of Allied air attacks; bad weather was often a relief.

(5) LEADERSHIP: Certain generals are better than others at moving their units. This effect is built in to the units.

(6) OTHER UNITS: A unit can never enter a hex occupied by another unit. In addition, units inhibit the movement of enemy units in adjacent hexes.

3. "JUMP" MOVES

In the Race for the Rhine and Campaign scenarios, Allied airborne units have the ability to utilize a special form of movement called a "jump" move. On certain dates specified in the scenario information in Section V, Allied airborne units can be ordered to move to any hex on the map. Their next move will be to that hex, regardless of intervening distances, terrain, or enemy units.

At all other times, Allied airborne units move on the ground, like any other unit. German parachute units can never use jump moves (they lacked the training and transport aircraft).

L. COMBAT

1. EXECUTION OF ATTACK ORDERS

Whenever a unit is ordered to attack, it will attempt to engage an enemy unit, either one assigned by an objective order or one it chooses itself. Most units can only attack adjacent units. Units containing aircraft can attack any unit within 90 miles. Combat can result in a number of effects on attacker and defender.

2. COMBAT EFFECTS

(1) LOSSES: Most combat causes both units to lose combat effectiveness and take casualties.

(2) RETREATS: If the attacking units are substantially stronger than the defending units, the defenders may be forced to retreat. Defenders whose routes of retreat contain other units or are adjacent to enemy units cannot retreat, and will suffer higher casualties instead.

(3) ADVANCE AFTER COMBAT: If the attackers are very strong, they may advance into a defeated defender's location.

(4) OVERRUNS: An overwhelming attack may "overrun" the defender, which causes it to be temporarily removed from the game.

(5) ATTACKS CANCELLED OR CONTINUED: If the defenders are too strong, the attacking unit will generally call off the attack. Otherwise, if the first attack does not achieve a decisive result, the attack will continue.



U.S. GENERAL

CODE DAY CARD	
DAY	CODE RESPONSE
13	TOTALIZE
GERMAN SPZ. HAUB. 18/1 (SD. KFZ. 165) "HUMMEL"	

3. TACTICS

There are a number of techniques for performing a successful attack.

The simplest is to concentrate overwhelming forces against the defender; the more units are attacking, the weaker the defender will be against each attack. Unfortunately this tactic will frequently leave you vulnerable in other areas, and it is often impossible to get enough units close enough anyway. Furthermore, this sort of frontal attack will usually just push the defender back, rather than eliminating it altogether.

A second technique is to move one or more units around behind the enemy to surround it, or to find a weak spot in the enemy defenses and begin your attack there. A weak spot might be an isolated enemy unit, poor defensive terrain, or newly arrived units which have not yet dug in. Whether you get units behind the enemy by finding an open flank or punching a hole in the line, once there your units can attack the enemy from behind while other friendly units attack from the front. This approach enables you to get more units against each enemy unit, blocks in the retreat of defeated enemy units, and may cut their supply lines. In the last case, they will be easier to attack when they run out of supply or maneuver to restore their supply lines.

Defensively, five general principles apply. First, select an area with good defensive terrain and a secure supply line. Second, anchor your flanks on impassable terrain or a strong defensive position. Third, keep your units close enough together that enemy units cannot move between them, preferably close enough that an enemy unit that attempts to do so will come into contact with two units. Fourth, give your units time to enter a good defensive formation. Fifth, keep a couple strong, mobile units behind the lines, available to plug any holes in it. Simple, eh?

M. EXAMPLE OF PLAY: D-DAY

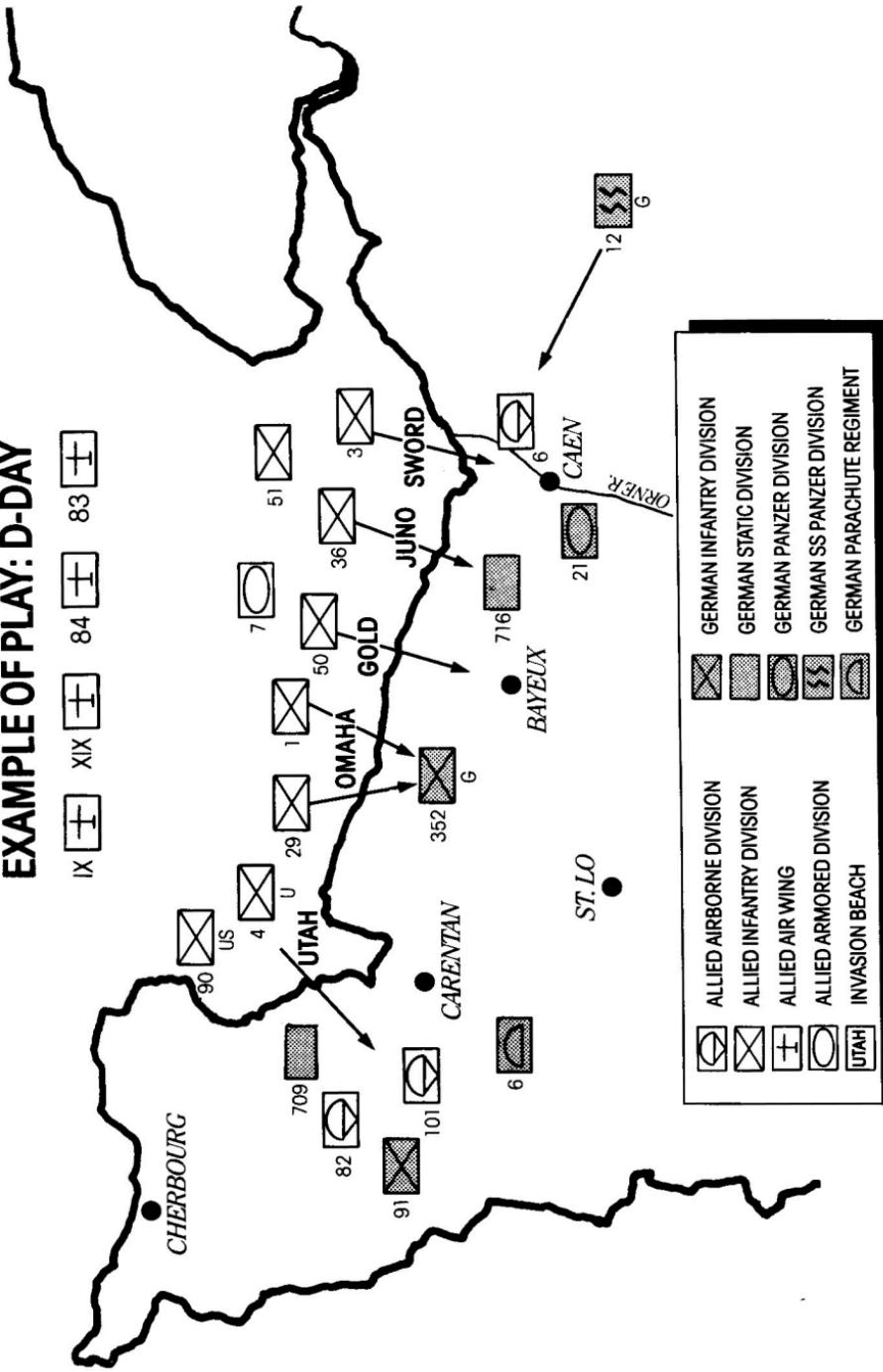
As the Normandy scenario opens, three Allied airborne divisions are already on the ground, and five Allied infantry divisions are assaulting the beaches. The airborne divisions begin the game in defensive formation, since their job, once they had made their air assault, was to guard the flanks of the invasion. The infantry divisions begin the game in deployed formation and with orders to ATTACK. Those adjacent to an enemy unit will begin to attack it; those which are not will move on shore. Similarly, the Allied air units begin the game ready to ATTACK, and will choose their own targets unless the Allied player assigns them some. To do so, place the cursor over the unit, press the joystick trigger twice to call up the command menu, move it to ATTACK, press the trigger again, move the cursor to the desired target, and press the trigger twice more.

As unopposed Allied units move ashore, they will come into contact with Germans resisting their comrades and will automatically join in the attack. As the Germans are slowly beaten back, the Allied player must begin making choices about whether to use all available units to continue to ATTACK the beaten foe, to order some units to MOVE through gaps that may open in the enemy lines (that is, through areas not adjacent to any enemy units), or to prepare to DEFEND against a possible counter-attack by the powerful German panzer divisions moving up from inland.

In general, players will find that the two American airborne divisions will be too weak to attack the German 91st Infantry Division since it occupies swampy terrain, and that the 4th Infantry Division makes only slow progress against the dug-in 709th Static Division. The American 1st and 29th Divisions will have an even harder time against the veteran 352nd Infantry Division, and will probably have to attack for several days before they can begin to advance inland. Because units are particularly vulnerable when defending on sea hexes, the Allied player should put



EXAMPLE OF PLAY: D-DAY



maximum effort into getting them ashore quickly, which means using at least two air wings to support them.

The British are likely to make better progress in the initial stages of the landing, because their three divisions are opposed only by the weak 716th Static Division defending on unfavorable open ground. It is so weak that the Allied player may wish to avoid wasting all three divisions' efforts on it, and order the 3rd and 50th Divisions to MOVE inland, and let the 3rd Canadian Division take care of it alone. But the British must be careful, especially the 3rd Division on the left flank. Their easy advance will soon be halted by the 21st Panzer Division defending Caen, and they may find themselves counterattacked by the crack 12th SS Panzer Division moving up from the east. Consequently, the 3rd should probably be told to DEFEND behind the river north of Caen, and wait for reinforcements before taking on the panzers.

Unfortunately, reinforcements are likely to be slow to arrive. The 3rd Canadian division's efficiency will probably be somewhat reduced and the unit low on supplies after its series of assaults against the German static division. The 50th Division will be freer, but will actually have more opportunities than it can handle. Should it be used to ATTACK the 716th Division along with the Canadians, MOVE adjacent to the 352nd where it can then be ordered to ATTACK to help the Americans struggling off Omaha beach, or MOVED into the gap between the two to stake out a claim to as much territory as possible before the German reinforcements arrive? The decision you make will affect the course of the rest of the campaign. There is no right answer; it all depends on how aggressive you want to be. A bold advance might save weeks of fighting through the hedgerows, but it also might lead to disaster.

On the other flank, the 4th Infantry Division, reinforced by 90th Division, will push back the 709th, and you must then decide whether to use both to press north toward Cherbourg quickly or use the 4th to go for the easy Victory Points of Carentan. The choice you make here will affect your options for the next few weeks, for the 4th will likely be drawn into the hedgerows in fighting the German 6th Parachute Regiment.

In the center, the 1st and 29th Divisions will eventually crack the 352nd, although the speed with which they do so will be affected by the weather, and hence the availability of air support. You may find it necessary to divert the newly arrived British 7th Armored Division to their aid. While this will speed the American's advance, it will cost you in the British sector, for your Infantry Divisions, even reinforced by the 51st Infantry Division, are unlikely to make much progress against the panzers defending the difficult terrain in and around Caen.

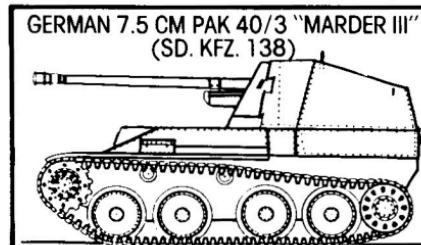
Once you do defeat the 352nd, your path will be open, because the area behind it is the most difficult for the Germans to reach. Don't expect miracles, though, because the Americans will undoubtedly be very low on supplies, while the British Armored Division will take a long time to advance into the hedgerows. If you can make it to St. Lo before encountering serious resistance, count yourself lucky, and get ready for a costly slugging match all along the line as German reinforcements begin to arrive.

At this point, the Allies are safely ashore and beginning to push inland. Be careful not to push too hard, though, for your supplies are limited, and you will need a few days to consolidate your foothold. Then, as reinforcements come ashore and your supply situation improves, you will be in a position to renew your advance.



U.S. EXPERT INFANTRYMAN BADGE

CODE DAY CARD	
DAY	CODE RESPONSE
14	OVERLORD



Section IV - NOTES

A. HISTORICAL NOTES

1. D-DAY AND THE NORMANDY CAMPAIGN

In 1944, the war in Europe hung in the balance. In the East, the disaster of Stalingrad and the defeat at Kursk had spelled the end of the blitzkrieg, and the Germans were struggling to hold back the Soviet juggernaut. In the South, the Western Allies had conquered North Africa and Sicily, and their armies were slowly



advancing up the Italian peninsula. In the crucial Western theatre, however, no blow had yet been struck. England had become a vast staging ground for the industrial might of America, and mighty fleets of bombers soared from the island to the heart of Germany day and night. But until the Allied armies crossed the English Channel and defeated the Germans in France, the outcome of the war could not be guaranteed. Without such an attack, at worst the Germans might turn back the Russian tide and resume their campaign of conquest, at best the Russians would vanquish the Germans and establish themselves as masters of the European continent. Upon a cross-channel attack, then, rested the fate of the Free World.

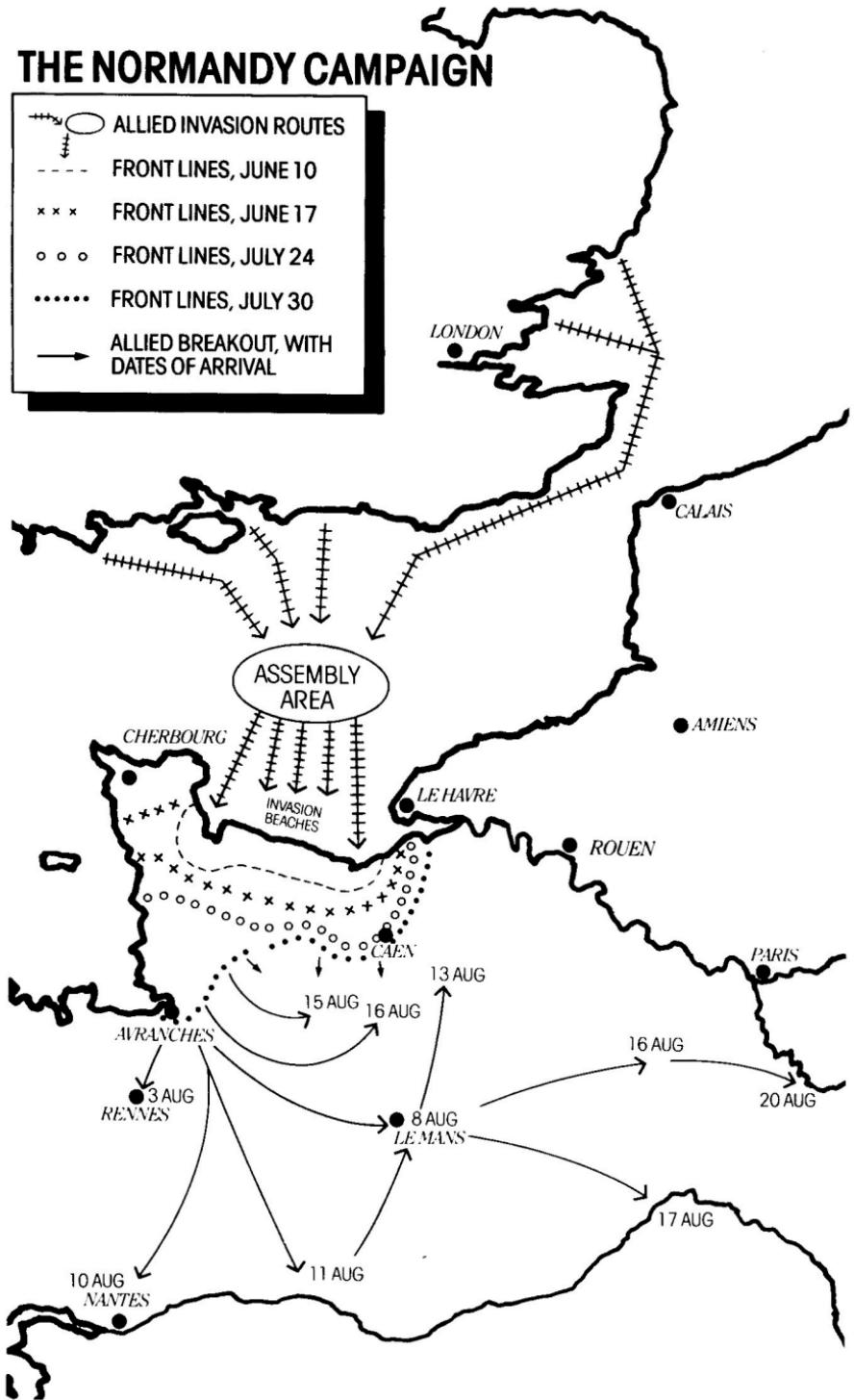
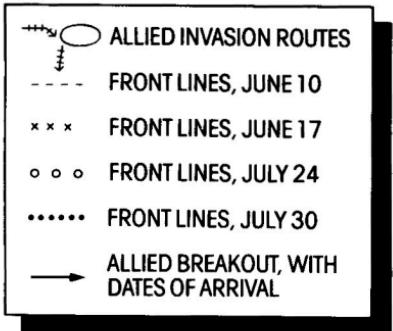
On the morning of June 6, German sentries manning the hastily constructed fortifications of the "Atlantic Wall" gaped in awe as the greatest armada ever assembled appeared through the morning mists. Already during the night three Allied airborne divisions had been dropped to secure key points and sow confusion, and as night turned to morning the first wave of assault boats approached the beaches. Behind them, ships ranging from patrol boats to battleships belched fire and steel, and overhead bombers and fighter-bombers roared in to drop their deadly loads. Nothing, it seemed, could survive such punishment, and the wet, fearful misery of the first wave of infantry was mitigated by this tremendous display of mechanical might.

On four of the five beaches, the German defenders quickly gave way before the amphibious onslaught. On one American beach, however, code-named Omaha, the defenders were not demoralized reservists, but battle-hardened veterans, and they gave the Allies their first taste of the tenacity and skill with which the Germans would resist the invaders. The Americans, British, and Canadians had far more men and material than the Germans, but they needed room to deploy their superior resources. Unfortunately, the Germans' resistance was aided by the terrain in Normandy, which was dominated by innumerable small fields separated by hedgerows atop ridges of earth that could be as high as six feet. Tanks and airplanes were of little use in such country, and so for two months the Allies' progress was measured in yards. Their build-up continued as the beachhead slowly expanded, and they did manage to take the important port of Cherbourg, but they fell further and further behind schedule, and the press back home began to question the leadership at the top.

Fortunately, Hitler believed that the Allies' main landing would come closer to Germany, at the Pas de Calais, and so insisted that the bulk of the German infantry remain there. Gradually, the Allies were able to wear the Germans in Normandy down. Eventually, the Americans in the west broke through the German line to the open country to the south, and swept into Brittany and around behind the remaining defenders. The Germans counterattacked desperately, trying to cut through the narrow corridor, but they failed to break the American defenses, and were themselves cut off and destroyed. While some German units were able to escape this encirclement, the German army in the West had been effectively destroyed. Paris was soon liberated, and the Allies prepared to drive on Germany.

While the Allies' material superiority made their victory probable, better German leadership at the top might have enabled them to frustrate the Allies' advance,

THE NORMANDY CAMPAIGN



or at least avoid disaster. Furthermore, two alternates for the Germans have been proposed that might have changed the course of history. The first was a strategy advocated by Field Marshal Erwin Rommel before the invasion. Most of the German commanders advocated a conventional deployment in which infantry divisions were stationed along the coast and the panzer divisions were held in reserve in order to deliver a massive counter-attack once the invaders were ashore. Rommel, with bitter experience of Allied air power in North Africa behind him, believed that such a counter-blow would never work without air superiority, and so insisted that the invasion would have to be defeated on the beaches, in the first twenty-four hours. He therefore wanted the panzers to be stationed on or just behind the coast, ready to attack the moment the allies started landing. The trade-off of this strategy was that other reserves would be slower to arrive, since they would also be deployed along the coast instead of in central locations. The "Rommel's Strategy" variant allows you to test out this idea yourself.

The second chance the Germans had was to have seen through the Allies' deception called Operation Fortitude. This was an elaborate scheme in which an entire fake army was created using a skeleton staff, dummy tanks, and false radio traffic. By these and other similar measures the Germans were duped into believing that the Normandy invasion was a feint and that the main blow would fall at Calais. Consequently, numerous divisions were kept uselessly along the coast until it was too late for them to make a difference. Had they been released immediately, they might have changed the course of the battle. The "Quick German Reaction" variant of the "Battle for Normandy" scenario allows you to decide for yourself how much difference they might have made.

2. THE RACE FOR THE RHINE AND THE BATTLE OF ARNHEM

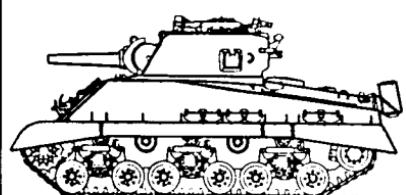
After breaking out of Normandy and liberating Paris, the Allied armies raced across France toward the German border. The shattered enemy could offer little resistance to this pell-mell advance, which was hindered more by the difficulty of transporting supplies over the ever-greater distances. In the three weeks from August 26 to September 14, the Americans advanced 150 miles from Paris to the Moselle River and the Ardennes Forest, while the British and Canadians exploded across the Seine, rolled across northern France and Belgium, and halted only at the Dutch and German borders, 200 miles from their starting point.

As the Allied armies advanced, disagreements arose among their commanders. On the one side, Field Marshal Montgomery advocated an advance on a narrow front in the north, a knife thrust by his British and Canadian armies and the American 1st Army into the industrial Ruhr valley and then on to Berlin. Only a concentrated effort, he argued, could possibly bring the war to an end before the onset of winter. On the other side, General Eisenhower, an American and the supreme Allied commander, feared both that a single spearhead might be cut off and that the American public would not stand for the popular General Patton's 3rd Army being sidelined. Therefore he favored an advance on a broad front, with the American 12th Army Group advancing in line with the British and Canadians to the north. At best this flurry of blows might batter Germany to its knees; at worst it would leave the Allies in position to deliver the coup de grace in the spring.

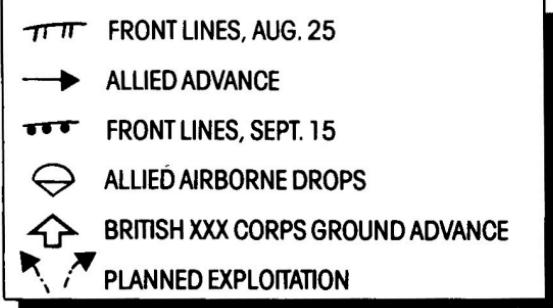
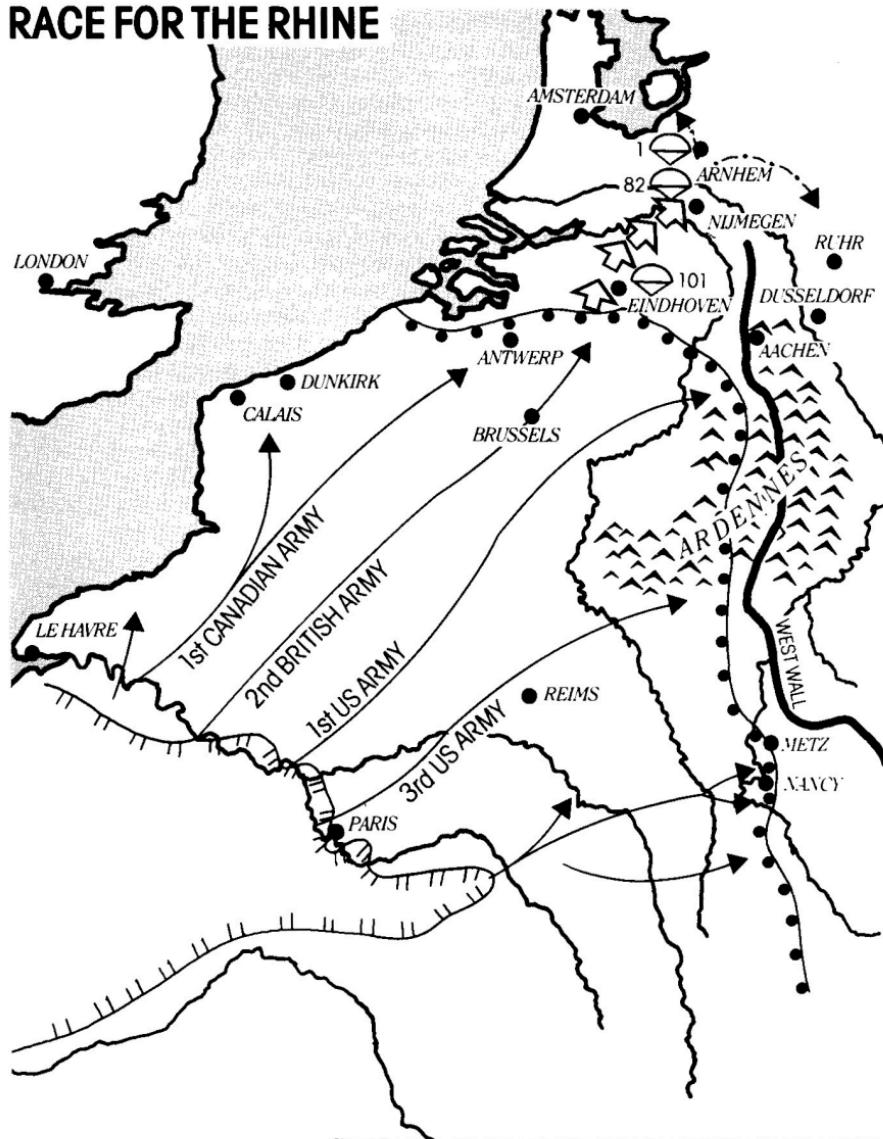


U.S. 28TH INFANTRY DIVISION "Keystone"

CODE DAY CARD	
DAY	CODE RESPONSE
15	SHERMAN
U.S. SHERMAN IBY	



RACE FOR THE RHINE



As Montgomery's superior and representative of the senior Allied partner, Eisenhower could have been expected to have had his way, but he was faced with one unavoidable problem: supplies. There were simply not enough supplies reaching the front to support an advance by all the armies at once. The supreme commander had to set priorities, and for both political and strategic reasons he chose to favor the British. He did not concentrate the armies as Montgomery advocated, but he gave the British forces priority in getting fuel and ammunition. He also accepted a plan to commit his strategic reserve in support of an ambitious offensive by Montgomery's 21st Army Group.

Eisenhower's strategic reserve was the 1st Allied Airborne Army, comprising three American and two British airborne divisions and a Polish airborne brigade. Montgomery proposed to drop three of these divisions along a narrow corridor leading from the Dutch-Belgian border south of Eindhoven to the Rhine River at Arnhem. These elite troops were to secure a series of eight bridges, enabling the three armored and five motorized infantry divisions of the British Second Army to advance rapidly across what would otherwise have been a formidable series of obstacles. Once across the Rhine, some British forces could move north to cut off the Germans remaining in Holland, while the main force would wheel southeast toward the Ruhr. With this bold maneuver, Montgomery would outflank the fortifications along the German border known as the West Wall, strike a crippling blow to the German economy, and open the road to Berlin.

In Holland, as elsewhere, the Germans could muster only the disorganized remnants of divisions smashed during the summer's disasters, a few new units hastily formed to replace those that had been completely destroyed, and a miscellany of garrison troops, administrative personnel, and half-trained recruits. At the beginning of September, there were not enough units to form a coherent front line, and two weeks later, when the British offensive began, the newly formed 1st Parachute Army had only just scraped enough together to maintain a continuous front. The only formations of real power in Holland were the 9th and 10th SS panzer divisions, which had limped back from France to begin recovering from the mauling they had suffered. Little more than brigades in strength, they did have both tanks and seasoned grenadiers. Furthermore, they happened to be stationed just north of Arnhem, perfectly positioned against the most exposed of the Allied divisions.

September 17, D-Day for the combined airborne and ground offensive code named "Market-Garden," dawned clear and sunny. All morning the Allied airforces pounded German flank positions and airfields. At 1 p.m. an armada of transports carrying paratroopers and towing gliders appeared above the peaceful Dutch countryside. The two American and one British airborne divisions landed perfectly, with only light casualties and a minimum of confusion. The Americans, who landed in the southernmost and central zones, quickly captured their initial objectives, although the Germans did manage to blow one bridge near Eindhoven, and the Americans were not strong enough to seize the crucial bridge at Nijmegen immediately. The British, in the northernmost area, were dropped more than five miles from their objective, the bridge over the Rhine at Arnhem, and they encountered stiffening resistance as they slowly made their way toward it.

Meanwhile, the ground offensive got under way, spearheaded by the Guards armored division. Despite a massive airstrike against the German front line, however, the lead tanks soon ran into heavy opposition. The terrain strongly favored the defenders, with thick woods and orchards that obscured visibility and numerous streams and canals that hindered mobility off the roads. The Guards advanced only slowly, and fell further and further behind schedule. They were able to link up with the two American divisions, but found themselves stalled at Nijmegen, a few crucial miles short of their comrades near Arnhem.



U.S. 8TH INFANTRY
DIVISION "Pathfinder"

The Germans, who had concentrated all available resources against the narrow corridor, were unable to break the American and British ground troops' defenses, but they were able to surround the exposed British paratroopers and place powerful armored reinforcements between them and the Allies to the south. Even after the Guards crossed the Maas at Nijmegen, they were unable to advance against this opposition across the marshy terrain. Eventually some units were able to reach the south bank of the Rhine opposite the beleaguered paratroopers, but were unable to cross in sufficient numbers to make any difference. With supplies all but gone, the airborne troops could not hold out much longer, so on September 25th the Allied high command reluctantly ordered them to retreat across the river. About 2,500 men managed to escape by assault boat under the cover of darkness, but the rest were killed or captured, and the division was destroyed as a fighting force.



US 3RD ARMY

Montgomery claimed that Market-Garden was 90% successful, but the 10% failure outweighed the rest. The offensive's failure proved that while the Germans were down, they were not out, and that the heady optimism that prevailed among the Allies in late summer was premature. The same lesson was being learned all along the line, as the American 1st Army battered against tenacious German defenders in the West Wall around Aachen and Patton's 3rd Army slogged its way forward around the fortified city of Metz. The terrain, the weather, the length of the Allies' supply lines, and the redoubled efforts of the Germans, who were now defending their own borders, combined to bring the breathtaking advance to a halt. Only the 6th Army Group, which was advancing up the Rhone valley from its separate landing area in the south of France, was to make significant progress in the next months, and it was here that the Germans could most afford to give ground. The race for the Rhine was over, and the Allies had lost. Long months of bloody attrition would gradually wear down the Germans' power of resistance, but before it collapsed they would launch one last desperate surprise offensive that came perilously close to reversing the course of the war.

There are no "what-if" variants to the "Race to the Rhine" scenario, because the situation was so fluid that the historical set-up allows the player to test the alternative strategies available to the Allied high commanders. Would a single thrust have brought the Allies into the heart of Germany a half a year sooner, or would it have led to a fiasco? By maneuvering the armies in different ways, you can try out the possibilities, and come to your own conclusions.

The "Market-Garden" scenario includes one "what-if" variant which allows you to explore a possible direct "Drive on the Ruhr." Before the operation was undertaken, the Allied commanders considered the possibility of a direct advance on the ultimate objective, instead of Montgomery's round-about approach. In the end they decided against it because of the probable losses of transports and paratroopers to the greater concentrations of flak that guarded this industrial center. This variant allows you to adopt the direct approach, but reduces the strength of the Allied airborne divisions to reflect the greater losses they probably would have suffered.

CODE DAY CARD	
DAY	CODE RESPONSE
16	BLUE COAT
GERMAN 8.8 CM PAK 43/1 (L/7) AUF FGST. PZ. KPFW. III/IV (SF) "NASHORN"	

C. THE BATTLE OF THE BULGE

Even as the Allies were chasing the broken remnants of the German army across France, Hitler began to concoct a scheme to recoup his fortunes. Despite the pressing need for new units at the front, all fall he held some back, and gradually withdrew others to rest and refit. Gradually he built up a powerful reserve of panzer and volksgrenadier infantry divisions, with which he planned to deliver a hammer blow that would reverse the tide of war.

The Eastern Front, he calculated, was hopeless; even his maximum effort would be but a stone tossed into the sea. A victory on the Southern Front could not be decisive, even if the units could be transported in secret on the region's inadequate rails. Therefore, he resolved to make his move on the Western Front, to smash through the British and American armies, force the Western Allies to the bargaining table, and then shift all his forces to block the oncoming Russians.

Once resolved to attack in the West, Hitler knew exactly where to attack: the scene of his greatest victory, the Ardennes Forest, which his panzer divisions had traversed on the way to their stunning victory over France and Britain in 1940. Once again, despite this historical lesson, the Ardennes front was lightly held by the Americans, who regarded it as a quiet zone in which to rest divisions burned out in offensives elsewhere and give green units their first experience at the front. Calling the deployments a "calculated risk," the American high command stationed a mere six divisions along the fifty mile stretch of front, relying on the steep hills, thick forests, and many swift rivers for security. Most Americans did not believe the Germans were capable of an offensive anyway, and few of those who did worried that they would strike in such unfavorable terrain.

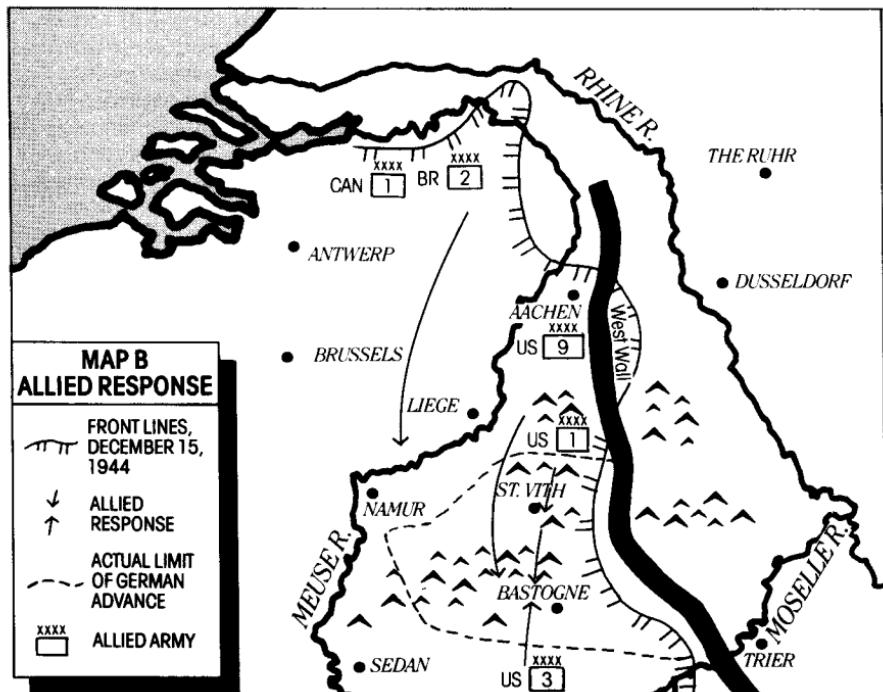
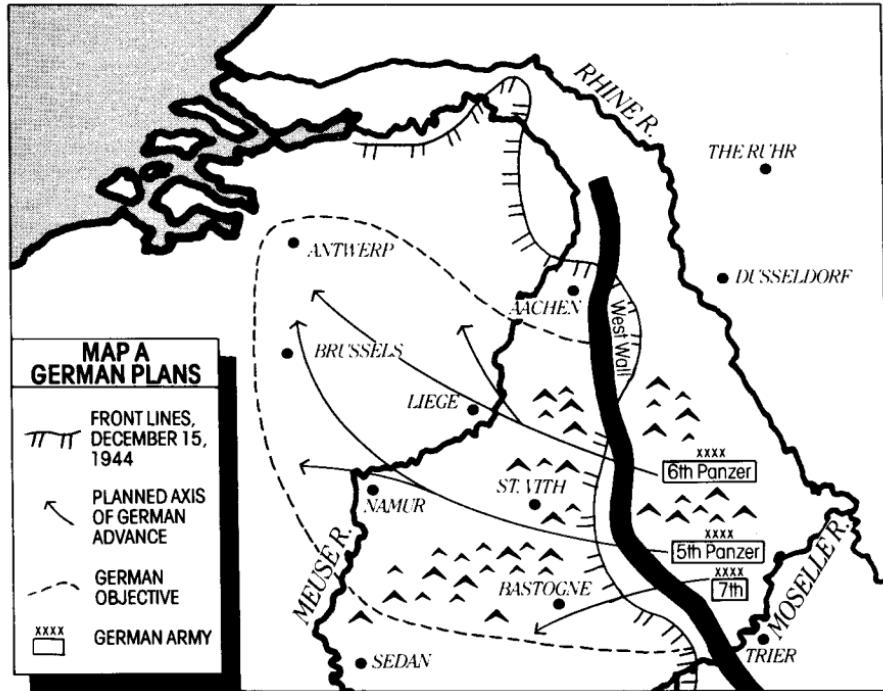
Against this thinly held stretch of the front, the Germans massed two panzer armies, supported on either flank by two regular armies. The initial assault wave contained two SS panzer divisions, three regular panzer divisions, two parachute divisions, and nine volksgrenadier infantry divisions. Behind them were a further two SS panzer divisions, another regular panzer division, two panzergrenadier divisions, two independent elite brigades, and several more volksgrenadier divisions. A parachute detachment was to drop behind the lines, and a special brigade made up of English speaking troops armed with American equipment was to infiltrate through American lines and capture the vital bridges over the Meuse river, which runs along the northern and western edge of the Ardennes. The panzers were to follow shortly and, crossing the river, drive on to the Allies' major port, Antwerp. With a single blow, Hitler hoped to split his enemy's forces and seize their most valuable source of supply.

While the two panzer armies were to drive west side by side, Hitler gave the honor of the main effort to the Sixth Panzer Army, which contained the four SS panzer divisions and was commanded by his old crony Sepp Dietrich. Deployed in the northern sector of the attack zone, it had the most direct route to the Meuse crossings of Liege and Namur. Unfortunately, it also had some of the most difficult terrain to cross, and it faced two of the American divisions. Almost from the first barrage on the morning of December 16, its attack went badly, as the green 99th and veteran 2nd American divisions held their ground along Elsenborn Ridge. A battlegroup of the 1st SS panzer division under Colonel Joachim Peiper, a hardened veteran of the bitter struggle on the Eastern front, did manage to break through to the American rear, where it massacred over 100 POWs near the town of Malmedy. However, within a few days this narrow penetration had been blunted, and ultimately boxed in. Most of the SS troopers managed to escape encirclement, but only by abandoning their tanks and other vehicles. With their withdrawal, the 6th Panzer Army's drive came to an ignominious end.



ALLIED
AIRBORNE

THE BATTLE OF THE BULGE: DREAMS VS. REALITY





U.S. GENERAL

In Hitler's plan the 5th Panzer Army was to advance to the south of the 6th and play a supporting role. In the event, the regular panzer divisions achieved the breakthrough that the SS divisions could not. Their success was due to both the thinness of the American line in their sector and the intelligence of the army's commander, Baron Hasso von Manteuffel. Advancing without a preparatory artillery barrage, which Manteuffel felt would only alert the defenders, the infantry divisions led the assault, again because Manteuffel felt that the noise of tanks would only put the Americans on their guard. The volksgrenadiers quickly isolated two regiments of the green 106th infantry division that had been deployed in an exposed salient, and drove back the veterans of the 28th division further south. Once the front had been broken, the German panzers charged through the gaps, and pushed ever deeper toward the Meuse.

The Americans responded to this sudden onslaught at first with disbelief, then terror, and finally grim resolve. While the forward positions were over-run and some units broke shamefully, the divisions on the northern flank and the veteran 4th infantry on the southern flank, which faced a supporting attack by the German Seventh Army, held firm. In the middle, the American line was ruptured, but individual units fought desperate delaying actions, which bought the high command time to react. At first the American commanders refused to believe that the Germans were gambling all on one last throw of the dice, but even before they appreciated the full magnitude of the German offensive they made precautionary moves that brought additional divisions rushing from the north and south. These units, particularly the 7th armored division at St. Vith, formed stopgap defenses that played a decisive role in slowing the 5th Panzer Army's advance.

Once the Allied commanders realized the true situation, their response was magnificent. Eisenhower released his strategic reserves, the 82nd and 101st Airborne divisions, and the 101st arrived in the crucial crossroads town of Bastogne just before the Germans. Although cut off and attacked from all sides, the division held out, answering a German call for surrender with the insolent response: "Nuts!" The 1st and 9th Armies called off their offensive around Aachen in order to release divisions to defend the northern shoulder of the bulge, and Patton executed one of the most remarkable maneuvers in military history, halting his own offensive against the Saar, wheeling his army 90 degrees, and moving it 100 miles to the north to attack into the other flank of the German advance, all within the space of a few days.

Just to play it safe, Montgomery moved his XXX Corps into reserve on the west side of the Meuse river, but it was never really needed. The German advance toward the river continued until after Christmas, but it was confined to a narrower and narrower channel until the spearhead, the 2nd panzer division, was defeated by the American 2nd armored division just short of the Meuse. Once the German offensive was halted, the Allies moved to cut off the Germans in the bulge, a move which was facilitated by Hitler's standard "no retreats" order. This operation was to last well into January, but by the new year Hitler's gamble had clearly failed. The tide of war was too strong for him to reverse, and all but the most fanatical Nazi could see what the final outcome must be. Germany continued to resist until March, when the Russians entered Berlin, Hitler committed suicide, and the Nazi government collapsed.

Hitler's last gamble was a long shot by any calculation, except possibly his own. The forces at his disposal were simply not great enough to accomplish his objective, unless the Allies had fallen apart at the seams. Given their manifest material superiority and their collective resolve, this was very unlikely, to say the least. Most accounts and games on the Ardennes offensive concentrate on the German effort to reach the Meuse river, but this feat in and of itself would have accomplished little. For the offensive to have succeeded, the Germans would have had to reach Antwerp, and thereby shatter the Western Allies trust in each other and in their ability to prevail. Napoleon said that, "In war, the moral is to the physical as three is to one," and in the first days of the battle the Americans' confidence was indeed shaken, so the gamble

was not doomed to failure. But most players taking the German side will be advised to shoot for a more limited, and historically ultimately meaningless, success.

When faced with formidable obstacles, one can do one of two things: think in terms of limited goals or try by sheer force of will to overcome them. The German generals charged with the offensive chose the former approach when first told of their task. The variant to the "Battle of the Bulge" scenario entitled "Small Slam" presents an alternative based on a plan formulated by Baron Hasso von Manteuffel and favored by most of the other field commanders involved. Instead of a single thrust to Antwerp, Manteuffel proposed a double thrust from the north and south of Aachen aimed at cutting off the numerous American divisions in the area. The result would hardly have been decisive, but would have set the Allies back, perhaps setting the stage for some negotiated settlement.

Hitler, of course, chose the other course, to trust in his star while reaching for the unattainable. The second variant, "Hitler's Dream," presents the situation as Hitler would have liked it to develop. Instead of the swift change of plans and the rapid redeployment of forces that actually occurred, the Allied high command is assumed to react sluggishly, and has been forced to contend with subsidiary attacks to the north and south of the main effort. Furthermore, the German Air Force is assumed to have made a massive strike that temporarily nullifies Allied air power, and several panzer divisions that were tied down defensively are assumed to have been freed up.

In actuality, not all of these assumptions were so far fetched, at least from Hitler's perspective. In particular, he could not imagine that Eisenhower, a mere theatre commander, could have the authority to cancel two major offensives and redeploy the armies without extensive consultations with his political masters, whom Hitler presumed would find themselves at cross purposes. The reason Hitler expected the Allies to be hindered in this way was that this was precisely how his own high command worked. It was inconceivable to him, a man who abused the trust of everyone who bestowed it in him, and who maintained his power by sowing and manipulating mistrust, that Churchill and Roosevelt could have such trust in each other, and that both could have such trust in Eisenhower. If the Allies' crusade in Europe proved anything, it proved that, having come to power because he understood that trust in others could be a source of weakness, Hitler ultimately lost power because he could not understand how it could be a source of strength.

B. RECOMMENDED READINGS

World War II is one of the most popular topics for works of history. Literally thousands of volumes covering subjects ranging from the entire course of the war to the histories of small units and individual battles have been written, and hundreds more appear each year. The bibliography that follows is divided between works that provide a good introduction to the battles and campaigns covered by this game and works that provide detailed information for those who wish to delve more deeply. Neither of these lists is meant to be exhaustive; they are offered rather as an introduction for the interested gamer who would like to learn more about the events simulated in CRUSADE IN EUROPE.

1. GENERAL READING

B.H. Liddell Hart, *History of the Second World War*; a one volume history of the entire war recounted by one of the early theorists of armored warfare, critical and authoritative, entertaining and enlightening.

Atlas of the Second World War, ed. Peter Young; contains numerous maps and photographs, with a fairly extensive text.

Chester Wilmont, *The Struggle for Europe*; a relatively old history of the last year of the war, full of insights and information, and with a distinctly British bias.



U.S. 2ND INFANTRY DIVISION "Indian Head"

Cornelius Ryan, *The Longest Day*; a journalistic account of the D-Day invasion, with emphasis on the human experience of various participants, from privates to generals; the basis for a popular movie.

Paul Carell, *Invasion — They're Coming*; an account of D-Day similar to Ryan's, but from the German perspective, by Germany's foremost practitioner of this sort of personalized history.

Cornelius Ryan, *A Bridge Too Far*; a book similar to The Longest Day, only on the Arnhem operation; the basis for a less popular movie.

John Toland, *Battle: The Story of the Bulge*; another history-as-experienced-by-numerous-participants, well written and informative.



2. TECHNICAL REFERENCES

While the above list contains works appropriate for the casual reader, the following are more specialized works for gamers interested in detailed information and technical data.

(1) The Department of the Army's series on the European Theatre of Operations in its larger series on the U.S. Army in World War II, in particular the volumes:

Cross-Channel Attack, G.A. Harrison;

Breakout and Pursuit, Martin Blumenson;

The Lorraine Campaign, Hugh M. Cole;

The Siegfried Line Campaign, Charles MacDonald;

The Ardennes: The Battle of the Bulge, Hugh M. Cole;

Logistical Support of the Armies, 2 vol., Roland Ruppenthal

The Organization of Ground Combat Troops, Kent Roberts Greenfield, et. al.;

The Supreme Command, Forrest Pogue.

(2) The British Official History *Victory in the West*, 2 vol., L.F. Ellis; a work full of superb maps but less full of facts, although the two volumes have some very useful appendices.

(3) German units history can be found in Burkhart Muller-Hillebrand, *Das Heer 1933-1945, Band III, Der Zweifrontenkrieg*, which has an appendix listing every German division activated, with theatres and dates of service. Georg Tessin's *Verbande und Truppen der deutschen Wehrmacht und Waffen SS in Zweiten Weltkrieg* spans many more volumes, but was found to contain little more information of use to the game designer.

(4) The very useful work on the Allied air forces in the campaign is Christopher Shores, *Ground Attack Aircraft of World War II*. Other pertinent works are *2nd TAF* by the same author on the air units supporting the British and Canadians, and Kenn C. Rust *The 9th Air Force in World War II* on the air forces assigned to the American armies.

(5) In addition to these books, *Strategy and Tactics* magazine is a military-history magazine specifically tailored for wargamers. This excellent magazine can provide hard data on unit strengths and organization seldom detailed even in specialized works on the war. Articles related to subject of this simulation include:

Gay Ferraiolo, "The Organization of the U.S. Army: Europe, 1944-1945," (issue 30).

Stephen B. Patrick, "Westwall: Four Battles to Germany" (issue 54).

John Prados, "Cobra" (issue 65).

Joseph Balkoski, "Patton's Third Army: The Lorraine Campaign" (issue 78).

Phil Kosnett "Highway to the Reich: Operation Market-Garden" (issue 61).

Steven Patrick, "The Ardennes Offensive" (issue 37).

James F. Dunnigan "Campaign Analysis, Eastfront: Organization of German Ground Forces" (issue 25).

Al Nofi, "Overlord: the Normandy Invasion" (special edition 3).

Part V – SCENARIOS



Information on the scenarios is given in the following format:

A. INTRODUCTION: Gives background information about the scenario and variants to set the scene. For the full historical context see the Historical Notes, Section IV, Part A.

B. SCENARIO INFORMATION: Includes starting time and date, ending time and date if all variants end on same day, initial supply levels, overall rates of resupply, and replacements rates. The format for replacements lists the maximum number of men added to each unit each two weeks first, and then the maximum number of tanks (i.e. 3200/64 means that each unit will receive up to 3200 men and 64 tanks every two weeks, within the maximums set for each unit type).

C. VARIANTS: Lists the variants and their ending dates if these vary.

D. REINFORCEMENT SCHEDULES: Gives the dates, times, and locations of arrival for units which enter the game during the course of play. Note that some units' arrival date is not definite, but only probable, starting on the date given. Units will not enter play as long as their hex of entry is occupied by another unit. All units are divisions unless otherwise indicated.

E. VICTORY CONDITIONS: Gives the Victory Point totals needed for the side on the offensive to gain a marginal victory and specifies the number of "critical locations" necessary for an automatic decisive victory. Totals greater than the minimum will lead to higher levels of victory; totals less than the goal constitute a victory for the defending side. This section includes a map showing the geographical sources of victory points in the scenario (note that Victory Points may also be gained for inflicting losses on the enemy).

F. SPECIAL RULES: Gives details on any features of play specific to the scenario.

1. THE BATTLE FOR NORMANDY

A. INTRODUCTION

On June 6, 1944, D-Day, the Western Allies stormed across the beaches of Normandy and broke through the Germans' coastal defenses. This beachhead was the first step in their drive to liberate France and strike directly at the heart of Nazi Germany. Before them lay Normandy's tough bocage countryside, farmland divided by innumerable hedgerows into tiny plots. Each hedgerow formed a natural fortification; each field a no-man's land that a few brave Allied soldiers would have to cross. The Allies had to get through this area in order to reach the open country beyond where their motorized armies could operate to full effect. Once they broke out, their objective would be to encircle the largely un-mechanized German army and liberate the city of Paris.

THE BATTLE FOR NORMANDY scenario includes five variants: three historical and two hypothetical. The shortest of the historical scenarios, "Clearing to Beaches," offers a quick game in which the Allies' objective is to secure the landing area, while the German's objective is to drive them into the sea at best, and to pin them to a narrow strip along the beaches at worst. Because of the Allies' superior resources, they have the advantage in this variant, so the first of the hypothetical variants, "Rommel's Strategy", explores the possibility that different German deployments might have given them the edge.

The historical variant "Breakout from the Beachhead" and the hypothetical variant "Quick German Reaction" are of intermediate length. They cover the weeks following the invasion, during which the Allies struggled to expand their foothold on the continent. In both variants, the Allied objective is to capture significant towns in Normandy. The historical variant measures the Allies' progress against their actual progress. The hypothetical variant posits the failure of the Fortitude deception plan that kept the bulk of the German infantry tied to the Pas de Calais

waiting for the "real" invasion. In this variant, the Germans receive some of these divisions as reinforcements early on, and so the Allies will have a much tougher time getting through. Consequently, the Allies are given more time in which to make their advance.

"The Liberation of Paris", the last of the NORMANDY variants, allows you to play the entire campaign from the D-Day landings to the Allies' triumphant entry into the French capital. In the real campaign, the Allies broke through at Avranches, swept south to the Loire, hooked north to encircle much of the German army in Normandy, and raced east to Paris, entering the city on the last day of the scenario. Could you have done better?



U.S. 90TH
INFANTRY DIVISION
"Tough Ombres"

B. SCENARIO INFORMATION

Start: 6 a.m., June 6, 1944 End: Depends on Variant

Initial Supply:

ALLIED: Critical
GERMAN: Sufficient

Resupply Rates:

ALLIED: Sufficient
GERMAN: Sufficient

Replacement Rates:

ALLIED: 3200/128
GERMAN: 800/4

C. VARIANTS

1. D-Day: Clearing the Beaches; ends 6 p.m. June 11, 1944
2. D-Day: Rommel's Strategy; ends 6 p.m. June 11, 1944
3. Breakout from the Beachhead; ends 6 p.m. June 27, 1944
4. German Quick Reaction, ends 6 p.m. July 6, 1944
5. Liberation of Paris; ends 6 p.m. August 25, 1944

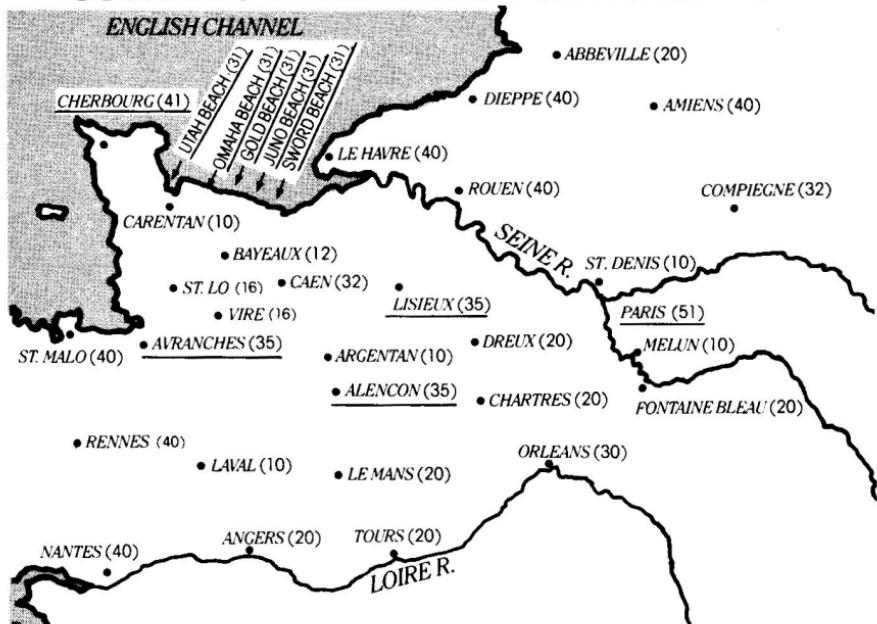
D. REINFORCEMENT SCHEDULE

ALLIED: See Campaign Schedule GERMAN: See Chart

DATE	TIME	UNIT	LOCATION	PROBABILITY	VARIANT
6/6	M	17SS PANZER GRENADIER	SW	50	1, 3, 4, 5
		116 PANZER	NE	50	4
		LEHR PANZER	NE	50	1
6/7	M	346 INFANTRY	LE HAVRE	50	ALL
6/8	M	17SS PANZER GRENADIER	SW	33	2
6/9	N	2 PANZER	NE	50	ALL
6/10	M	3 PARACHUTE	W	33	ALL
6/11	M	85 INFANTRY	NE	25	4
6/13	N	326 STATIC INFANTRY	NE	25	4
	M	331 INFANTRY	NE	25	4
	M	353 INFANTRY	W	50	ALL
	M	344 STATIC INFANTRY	NE	25	4
6/14	M	182 INFANTRY	NE	20	4
6/15	M	2SS PANZER	SW	33	ALL
6/16	N	1SS PANZER	NE	33	4
6/25	N	9SS PANZER	E	100	ALL
	M	10SS PANZER	E	100	ALL
6/25	M	5 PARACHUTE	W	20	1, 3, 4, 5
6/29	N	277 INFANTRY	SW	25	ALL
7/6	N	16LUFTWAFFE INFANTRY	NE	20	ALL
7/7	N	272 INFANTRY	SE	25	ALL
	M	6 PARACHUTE	E	20	ALL
7/8	M	1SS PANZER	NE	33	1, 2, 3, 5
7/11	N	5 PARACHUTE	W	20	2
		326 STATIC INFANTRY	NE	25	1, 2, 3, 5
7/13	M	271 INFANTRY	SE	25	ALL
7/16	*	84 INFANTRY	LE HAVRE	50	ALL
		116 PANZER	NE	33	1, 2, 3, 5
7/24	M	276 INFANTRY	SW	25	ALL
		84 INFANTRY	LE HAVRE	50	ALL
7/25	M	363 INFANTRY	NE	25	ALL
		89 INFANTRY	NE	25	ALL

M = MIDNIGHT N = NOON * = UNITS ON MAP RELEASED FOR MOVEMENT.

SCENARIO 1: THE BATTLE FOR NORMANDY



BOUNDARY OF SCENARIO

↓
INVASION BEACH,
JUNE 6, 1944

(#) VICTORY POINT
VALUE



DATE	TIME	UNIT	LOCATION	PROBABILITY	VARIANT
8/2	N	9 PANZER	S	25	ALL
8/4	N	708 INFANTRY 331 INFANTRY	SW NE	100 25	ALL 1, 2, 4
8/5	M	85 INFANTRY	NE	25	1, 2, 3
8/6	M	275 STATIC INFANTRY	SE	20	ALL
8/9	M	344 STATIC INFANTRY 1 HEADQUARTERS	NE SE	25 100	1, 2, 4 ALL
8/10	-	348 STATIC INFANTRY 17 LUFTWAFFE, STATIC INFANTRY 245 STATIC INFANTRY	LE HAVRE LE HAVRE LE HAVRE	50 33 50	ALL ALL ALL
8/14	M	49 STATIC INFANTRY	NE	25	ALL
8/15	M	48 STATIC INFANTRY	NE	20	ALL
8/16	N	18 LUFTWAFFE, STATIC INFANTRY	NE	25	ALL

* = UNITS ON MAP RELEASED FOR MOVEMENT.

E. VICTORY CONDITIONS

Variant 1: The Allies' goals are simply to secure the five invasion beaches and capture the two nearest towns, Bayeaux and Carentan. They must thus gain at least 150 Victory Points. They win an automatic victory if they capture any critical location in addition to the beaches (good luck). The Germans win automatically if they capture three beaches.

Variant 2: The Allies' goals are the same as in variant 1, but the Germans have stronger forces nearby, so the job will be more difficult. Thus the Allies need gain only one of the two towns, for a total of 170 Victory Points. The Germans should try to push the Allies back, and capture one or more of the invasion beaches. Automatic victory conditions are the same as variant 1.

Variant 3: After securing the landing beaches, the Allies must move fast to capture the important port of Cherbourg, and begin liberating the major towns of Normandy. This means that the Allies must gain at least 140 Victory Points. They win automatically if they can capture two critical locations in addition to the beaches.

Variant 4: The Allies' goals are the same as in variant 3, but because the German forces are greater, they are given more time in which to do so. The Victory Point goal is the same, 140.

Variant 5: In this variant the Allies must secure a beachhead, liberate Normandy and break out towards Paris, either by swinging west through the area north of the Loire or by crossing the Seine River, capturing the Channel ports, taking Paris, isolating and destroying the Germans remaining to the west. Either way, the Allies must gain 365 Victory Points by August 25, the historical date they entered Paris. They can win automatically by securing all critical locations.

F. SPECIAL RULES

1. Carpet Bombings: On several occasions the Allies utilized their massive fleets of heavy bombers in direct support of the ground troops. To reflect this, on the following days all Allied air wings will attack with greatly enhanced power:
 JULY 7, JULY 18, JULY 24-5, JULY 30, AUGUST 7, AUGUST 15.

2. Rhino tanks: The earthen embankments dividing Normandy's innumerable small fields made the area ideal defensive country against the Allies' mechanized armies. However, American ingenuity eventually came up with an answer to the problem: the Rhino tank. This was simply a Sherman tank with several steel prongs welded to the front. Whereas a normal tank had to go up over a hedgerow, exposing its thinly armored underbelly and pointing its weapons at the sky, the Rhino tank could bulldoze straight through a hedgerow, with guns blazing and protected by the earth as well as its strong frontal armor. To reflect this innovation, after JULY 18 Allied units will have a much easier time attacking in the hedgerow country.

3. The Gale: From JUNE 19 to 22 a gale severely disrupted the landing of supplies. Allied resupply will drop sharply.

4. Garrisons: All German units that begin the game in garrison formation are frozen in place until the release date listed in the reinforcement schedule.

2. RACE FOR THE RHINE

A. INTRODUCTION

While the Allies' progress through the bocage country was much slower than anticipated, once they broke out into the open country of central France their advance was spectacular. By the 25th of August, the German army in France had been shattered, Paris liberated, and Patton's Third Army was already far to the east, in Troyes. In the days that followed, the Allies' progress was spectacular; all along the line their motorized units rolled twenty, thirty, and even fifty miles each day. Within two weeks, the Western front shifted about two hundred miles to the east, and if only the tanks could be kept full of fuel the end of the war was in sight. However, as the Allied armies advanced the difficulties of keeping them in supply mounted, and at the same time the Germans, who were falling back on the fortifications along their own frontiers, grew in strength and resolve. Worst of all, the mild summer weather was coming to an end, and the fall rains would ground the Allied air forces and mire their motorized armies.

In the RACE FOR THE RHINE, the Allies' objective is to advance across France and the Low Countries and break through the fortifications and river lines along the German border before the Germans can re-establish a firm, continuous front. The German objective, of course, is to blunt this advance and create a strong defense along the frontiers of the Reich. Both variants of the scenario are historical, and their main difference is the length of time they encompass. Nevertheless, this scenario contains some of the most intriguing what-ifs. What if Eisenhower had backed Montgomery's strategy of a single massive thrust north of the Ardennes? What if he had given Patton the green light to advance south of that forest in early September? What if the Allies had surprised everyone and attacked through the rugged terrain of the Ardennes itself? Starting from the historical deployments you can try out any of these strategies yourself, or develop others on your own, and you can play them out in a short game or give yourself the maximum amount of time the weather might allow, until the end of October.

B. SCENARIO INFORMATION

Start: 12 noon, August 25, 1944

End: Depends on variant

Initial Supplies:

ALLIED: Ample

GERMAN: Ample

Resupply Rates:

ALLIED: Critical

GERMAN: Sufficient

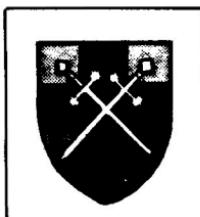
Replacement Rates:

ALLIED: 3200/64

GERMAN: 800/4 until end of August
increasing thereafter



U.S. 6TH
ARMORED DIVISION
"Super Sixth"



BRITISH 21ST
ARMY GROUP

C. VARIANTS

1. Short Game; ends 6 p.m., September 30, 1944.
2. Long Game; ends 6 p.m., October 30, 1944.

D. REINFORCEMENT SCHEDULE

ALLIED: See Campaign Schedule

GERMAN: See Chart

DATE	TIME	UNIT	LOCATION	PROBABILITY	VARIANT
8/28	M	3 PANZER GRENADIER	E	20	
		15 PANZER GRENADIER	E	20	
9/2	N	105 PANZER BRIGADE	NE	25	
		107 PANZER BRIGADE	NE	25	
		108 PANZER BRIGADE	NE	25	
	M	553 VOLKSGRENADIER INFANTRY	E	25	
	M	106 PANZER BRIGADE	E	25	
		36 VOLKSGRENADIER INFANTRY	E	25	
		559 VOLKSGRENADIER INFANTRY	E	25	
9/6	M	7 PARACHUTE	NE	25	
9/9	N	111 PANZER BRIGADE	E	25	
		112 PANZER BRIGADE	E	25	
		113 PANZER BRIGADE	E	25	
9/10	N	19 VOLKSGRENADIER INFANTRY	E	25	
		406 STATIC INFANTRY	NE	25	
		180 INFANTRY	NE	25	
		190 INFANTRY	NE	25	
9/14	M	11 PANZER	SE	20	
9/17	N	12 VOLKSGRENADIER INFANTRY	E	20	
		183 VOLKSGRENADIER INFANTRY	E	25	

E. VICTORY CONDITIONS

Variant 1: The Allies must sweep across France and into Belgium and Holland, liberating all the towns and cities along the way, and capture towns along the Meuse, Rhine, and/or Moselle Rivers. In all, the Allies need to gain 650 Victory Points in order to win. They can win an automatic victory by capturing three of the four critical locations.

Variant 2: The situation is basically the same as variant 1, except that because the game lasts a month longer, the Allies must gain at least 100 more Victory Points than in the shorter version, for a total of 750. To win automatically they must capture all the critical locations.

F. SPECIAL RULES

1. Allied Airborne Units: The Allies had a number of airborne divisions in their strategic reserve, which they dropped in Holland in mid-September in an effort to outflank the West Wall fortifications and cross the formidable Rhine River. These units start the game in England, and may be moved to the Continent by a "jump move" on SEPTEMBER 17.

SCENARIO 2: RACE FOR THE RHINE



|||| FRONT LINES, AUGUST 24, 1944

(#) VICTORY POINT VALUE



SEA

3. OPERATION MARKET-GARDEN: "A BRIDGE TOO FAR"

A. INTRODUCTION

As the Allies raced across France, they had little use for their airborne divisions, since the ground troops were advancing faster than the staffs could come up with plans for airdrops. As they approached the waterlogged countryside of Holland, however, General Montgomery came up with an ambitious plan to leapfrog across the river lines, outflank the West Wall defenses, and strike at the German's industrial heartland in the Ruhr valley. To do so, he wanted to drop three airborne divisions along a fifty mile corridor to secure a succession of bridges over a series of rivers and canals. Thereupon, the bulk of the British army was to advance along this single road until it had crossed the last major obstacle, the Rhine River, and fan out across the firm, open countryside of northwestern Germany. A minor thrust would continue north to isolate the German army in Holland; the major effort would turn southeast toward the Ruhr.

"Operation Market-Garden" puts you in command of this audacious airborne offensive. In the historical variant, the British objective is to seize and defend the bridges from Eindhoven to Arnhem with paratroopers, and move the ground troops north to achieve a breakthrough beyond the Rhine. In the "Drive on the Ruhr" variant you can try out an alternative route proposed before the historical battle, a more direct approach toward the Ruhr itself. In this case, your airborne forces will be somewhat weaker, because of the greater losses inflicted by German air defenses, but you will be supported by a strong corps from the American First Army on the right. In either case, you can try to accomplish what the British failed to in reality: to pierce the German's frontier defenses and set the stage for an early advance by the Western Allies into the heart of Europe.



B. SCENARIO INFORMATION

Start: 1 p.m., September 17, 1944

End: 6 p.m., September 27, 1944

Initial Supplies:

ALLIED: Sufficient

GERMAN: Critical

Resupply Rates:

ALLIED: Sufficient

GERMAN: Sufficient

Replacement Rates:

ALLIED: 3200/64

GERMAN: 2000/10



U.S. 9TH AIR FORCE



U.S. 76TH INFANTRY DIVISION

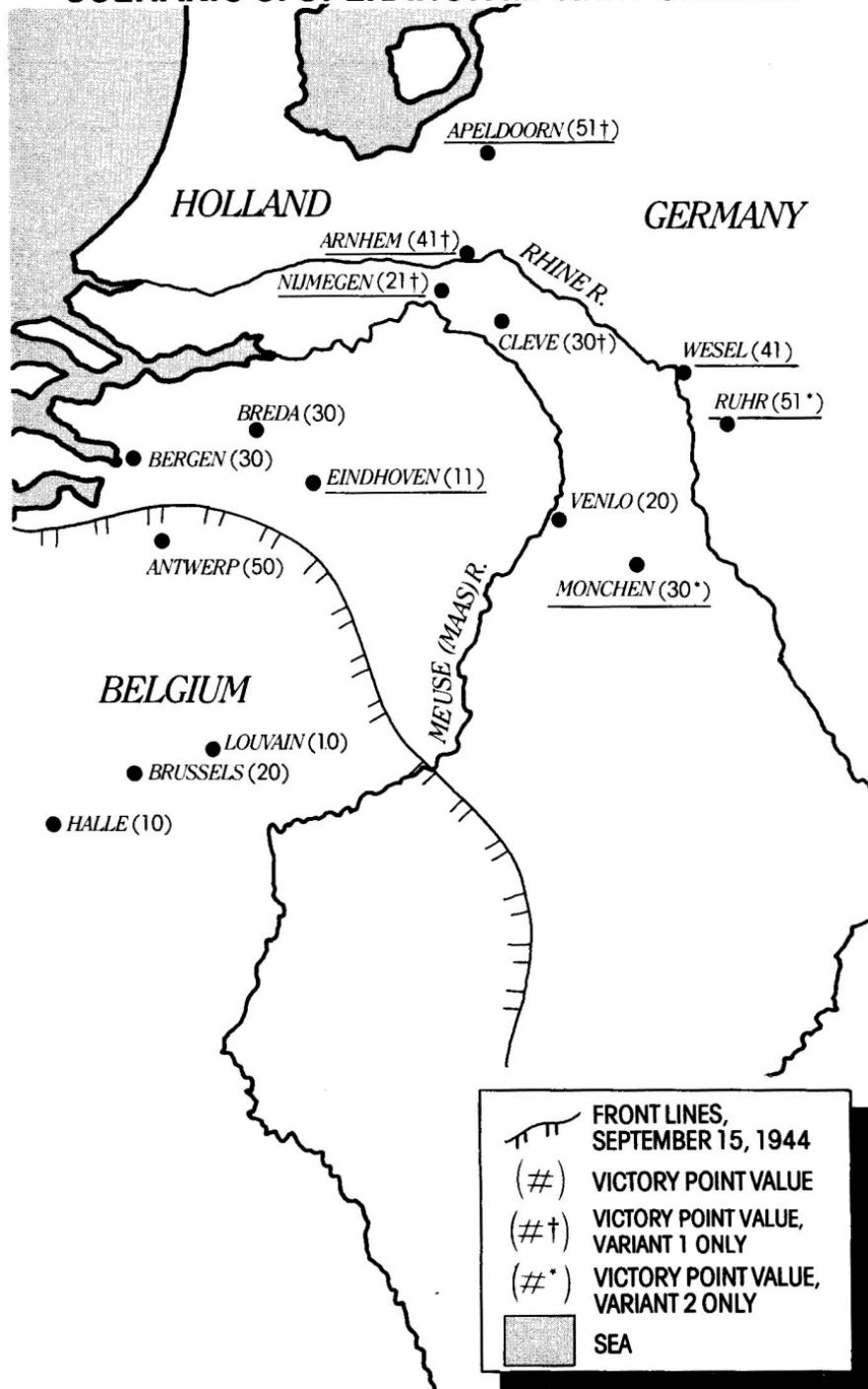
C. VARIANTS

1. Historical Situation
2. "Drive on the Ruhr"

D. REINFORCEMENT SCHEDULE

ALLIED: See Campaign Schedule GERMAN: See Chart

SCENARIO 3: OPERATION MARKET-GARDEN



DATE	TIME	UNIT	LOCATION	PROBABILITY	VARIANT
ALLIED					
9/18	N	3 BRITISH INFANTRY	S	100	ALL
9/19	N	1 POLISH AIRBORNE BRIGADE	SW NIJMEGEN SW WESEL	33 33	1 2
9/21	M	4 BRITISH ARMORED BRIGADE BELGIUM INFANTRY BRIGADE	S S	100 100	BOTH BOTH
9/22	M	49 BRITISH INFANTRY	SE ANTWERP	100	BOTH
9/25	N	52 BRITISH INFANTRY	ARNHEM WESEL	33 33	1 2
GERMAN					
9/17	M	107 PANZER BRIGADE 183 VOLKSGRENADIER INFANTRY	SE SE	100 100	BOTH 2
9/20	N	6 PARACHUTE	RUHR	100	2
9/21	N	6 PARACHUTE	SE KLEVE	100	1
		506 PANZER BRIGADE	NE	100	2
	M	180 INFANTRY	MONCHEN	100	ALL
		6 PARACHUTE	DORDRECHT	100	1
		506 PANZER BRIGADE	NW KLEVE APELDORN	100 100	2 1
9/22	N	190 INFANTRY	NEVENLO E	100 100	1 2

E. VICTORY CONDITIONS

Variant 1: The Allies' goal is to capture the towns of Eindhoven, Nijmegen, and Arnhem, so they will have at least 160 Victory Points at the end of the game (including those they started with). Note that while they can gain VPs for capturing other towns, they will not gain many for a direct attack on the Ruhr. A soldier must learn to obey orders! The Allies win automatically by capturing four critical locations.

Variant 2: In this variant the Allies should advance directly on the Ruhr, for whose capture they will be amply rewarded. Again, they must have at least 160 Victory Points at the end of the game to win. To win automatically they must capture three critical locations.

F. SPECIAL RULES

- In the Historical Variant, the US 2nd Armored division and the German 12th, 49th, 176th, 275th, and 183rd Volksgrenadier Infantry divisions cannot move or attack. They will defend themselves normally.

4. THE BATTLE OF THE BULGE

A. INTRODUCTION

Despite the stalemate that developed in October, the Allies still thought that the war was all but won in 1944. Hitler, however, had other ideas, and all fall held back panzer units to prepare them for a counterstroke that he hoped would turn the tide of the war. After several delays, in mid-December these carefully assembled reserves were ready for a last desperate offensive. Hoping to repeat the success of 1940, Hitler ordered his armies to attack through the Ardennes and drive to the coast, splitting the Allies in two, with the English pinned against the sea. The plan was a longshot, but Hitler had always lived by his star, and he knew that to fight for time was to fight for nothing; only an offensive could reverse the tide that was flowing against him. So, on the dark morning of December 16 the panzers rolled forward once more, smashing against the thinly held American lines. Victory could mean a second chance for the German Reich; defeat would signify its end. Everything rode on the tankers and grenadiers as they advanced through the snowy hills and forests. Their first major objective was the Meuse River, and their ultimate objective was Antwerp and the sea.



U.S. 95TH INFANTRY DIVISION

"The Battle of the Bulge" scenario puts you in command of Hitler's last legions or of the desperate Americans who opposed them. As German commander, your goal is to advance as far to the west as possible, at least to the Meuse in the first variant, and all the way to Antwerp in the second. As the American commander, you must delay the German onslaught until reinforcements arrive, and ultimately force it to a halt. This will be hard enough in the two historical variants, but it will be a real test of your generalship in "Hitler's Dream," in which all the breaks are assumed to go the German's way. Or, by playing the "Small Slam" variant you can try out the alternative offensive proposed by Hitler's generals: a pincer attack against the American units crammed into the area around Aachen. In this variant, you are not aiming at Antwerp, but rather at encircling and annihilating a large chunk of the American army. As American commander, you must balance off the danger of encirclement against the political and military costs of a major retreat from the gates of Germany. Whichever side you play, this variant provides as much tension and challenge as the others, along with a chance to try out a radically different alternative reality.

B. SCENARIO INFORMATION

Start: 5 a.m., December 16, 1944

End: Depends on variant

Initial Supplies:

ALLIES: Sufficient

GERMAN: Ample

Resupply Rates:

ALLIES: Sufficient

GERMAN: Critical

Replacement Rates:

ALLIES: 3200/64

GERMAN: 800/2



ALLIED FORCE

C. VARIANTS

1. Dash for the Meuse; ends 6 p.m., December 27, 1944.
2. The Full Historical Offensive; ends 6 p.m., January 6, 1944.
3. The "Small Slam"; ends 6 p.m., January 6, 1944.
4. Hitler's Dream; ends 6 p.m., January 6, 1944.

D. REINFORCEMENT SCHEDULE

ALLIED: See Chart GERMAN: See Chart

DATE	TIME	UNIT	LOCATION	PROBABILITY	VARIANT
ALLIED					
12/16	M	10 UNITED STATES ARMORED 7 UNITED STATES ARMORED 9 UNITED STATES INFANTRY	SE AACHEN AACHEN	100 100 100	1, 2 1, 2 ALL
12/17	N	1 UNITED STATES INFANTRY	AACHEN	50	1, 2
	M	101 UNITED STATES AIRBORNE 82 UNITED STATES AIRBORNE 30 UNITED STATES INFANTRY	SW SW AACHEN	100 100 100	1, 2 1, 2 1, 2
12/19	N	82 UNITED STATES AIRBORNE GUARDS BRITISH ARMORED 43 BRITISH INFANTRY 51 BRITISH INFANTRY 53 BRITISH INFANTRY 29 BRITISH ARMORED BRIGADE 33 BRITISH ARMORED BRIGADE 4 UNITED STATES ARMORED 3 UNITED STATES ARMORED	SW N N N N N S AACHEN	50 100 100 100 100 100 100 100	1, 2 1, 2 1, 2 1, 2 1, 2 1, 2 1, 2 ALL
12/20	M	5 UNITED STATES INFANTRY 80 UNITED STATES INFANTRY 26 UNITED STATES INFANTRY 83 BRITISH GROUP 84 UNITED STATES INFANTRY 5 UNITED STATES ARMORED	SW SW SW N AACHEN AACHEN	100 100 100 100 100 100	ALL 1, 2 1, 2 1, 2 ALL 1, 3
12/21	N	3 UNITED STATES HEADQUARTERS	SW	100	ALL
	M	2 UNITED STATES ARMORED	AACHEN	100	1, 3
12/22	N	43 BRITISH INFANTRY	N	50	3
	M	XIX UNITED STATES TACTICAL AIR COMMAND 75 UNITED STATES INFANTRY	SW W	100 100	1, 2 ALL
12/25	M	35 UNITED STATES INFANTRY 83 UNITED STATES INFANTRY	S AACHEN	100 100	ALL 1, 3
12/26	M	34 BRITISH ARMORED BRIGADE 6 UNITED STATES ARMORED	NW S	100 100	ALL ALL
12/28	M	11 UNITED STATES ARMORED	S	100	ALL
12/29	M	87 UNITED STATES INFANTRY	S	100	ALL
12/30	M	50 BRITISH INFANTRY	NW	100	ALL
1/1	M	17 UNITED STATES AIRBORNE	W	100	ALL
GERMAN					
12/18	M	FUHRER BEGLEIT (BRIGADE), PANZER BRIGADE FUHRER BEGLEIT (BRIGADE), PANZER BRIGADE 3 PANZER GRENADIER	SE NE E	100 100 100	1, 3 2 ALL
12/19	M	11 PANZER	E	25	3
12/22	M	FUHRER GRENADIER (BRIGADE), PANZER BRIGADE 79 VOLKSGRENADIER INFANTRY	SE SE	100 100	ALL ALL
12/24	M	167 VOLKSGRENADIER INFANTRY 167 VOLKSGRENADIER INFANTRY	SE NE	100 100	1, 3 2
12/27	N	246 VOLKSGRENADIER INFANTRY	E	100	ALL
12/28	N	9 VOLKSGRENADIER INFANTRY	E	100	ALL

E. VICTORY CONDITIONS

In all variants, the Germans can win automatically by capturing Antwerp.

Variant 1: This variant recreates the German's desperate drive to cross the Meuse River. To win, they should capture all towns east of the River from Bastogne north to St. Vith, and one of the two major crossings, Liege or Namur, for a total of 220 Victory Points (including those controlled at start, Monchen and Trier).

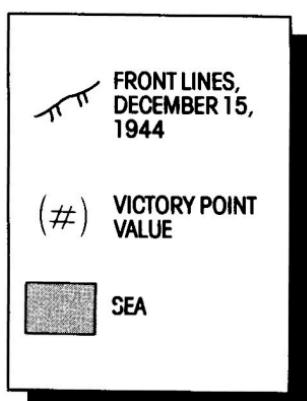
Variant 2: This variant lasts longer than the first, and the Germans must capture significant prizes across the Meuse in order to win, for a total of 280 Victory Points. Good Luck!

Variant 3: In this variant, the German is aiming to cut off a significant number of Allied divisions massed around Aachen. In doing so, he will probably capture Aachen, Liege, and perhaps St. Vith for 120 Victory Points (plus the initial 100 for prior possessions). Much or all of the rest of the 250 Victory Point goal will have to come from the destruction of American units.

Variant 4: In this variant, the Germans get all the breaks. Therefore, they must get across the Meuse in force and advance at least into the Brussels area to win. In all they must have at least 320 Victory Points at game's end.



SCENARIO 4: THE BATTLE OF THE BULGE



5. CRUSADE: THE BATTLE FOR FRANCE

A. INTRODUCTION

"Crusade: The Battle for France" puts you in command of the Allied or German armies for the entire campaign from the D-Day landings to the end of October. As Allied commander you must conduct a relentless offensive to liberate the cities of northeastern France, destroy the fighting power of the German army in the West, and breach the German frontier defenses; as German commander you must try to stem the Allied armies' advance, pushing them into the sea if possible and otherwise maintaining your army intact as you withdraw to defend Germany's borders. In either case, the fate of Europe for generations to come will depend on your generalship.



B. SCENARIO INFORMATION

Start: 6 a.m., June 6, 1944

End: 6 p.m., October 30, 1944

Initial Supplies: Same as in the Normandy scenario.

Resupply Rates: Same as "Normandy" scenario.

Replacement Rates: Same as the "Normandy" scenario late August then the same as the "Race to the Rhine" scenario.

C. VARIANTS

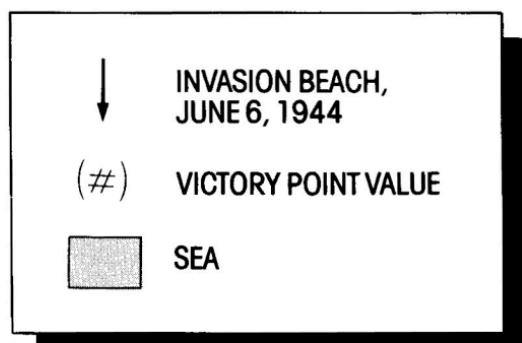
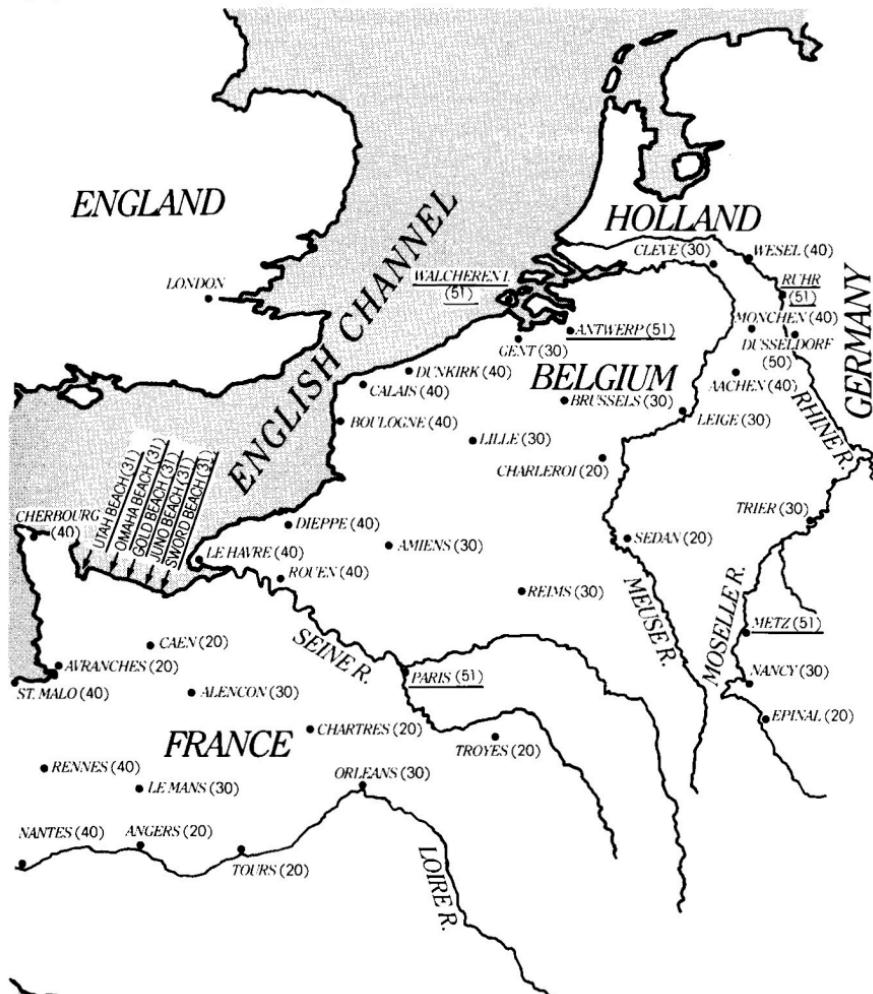
None

D. REINFORCEMENT SCHEDULE

ALLIED: See Chart GERMAN: See Chart

DATE	TIME	UNIT	LOCATION	PROBABILITY	VARIANT	
					ALLIED	
6/7	N	90 UNITED STATES INFANTRY	UTAH BEACH	50		
	M	2 UNITED STATES INFANTRY	OMAHA BEACH	100		
		7 BRITISH ARMORED	GOLD BEACH	50		
		51 BRITISH INFANTRY	JUNO BEACH	50		
6/9	M	9 UNITED STATES INFANTRY	UTAH BEACH	100		
		2 UNITED STATES ARMORED	OMAHA BEACH	100		
6/11	N	49 BRITISH INFANTRY	SWORD BEACH	50		
6/14	N	79 UNITED STATES INFANTRY	UTAH BEACH	50		
		30 UNITED STATES INFANTRY	OMAHA BEACH	100		
		11 BRITISH ARMORED	SWORD BEACH	50		
6/16	M	15 BRITISH INFANTRY	JUNO BEACH	50		
6/23	N	43 BRITISH INFANTRY	GOLD BEACH	50		
		83 UNITED STATES INFANTRY	UTAH BEACH	50		
	M	3 UNITED STATES ARMORED	OMAHA	100		
6/25	N	53 BRITISH INFANTRY	JUNO BEACH	50		
6/27	M	GUARDS BRITISH ARMORED	GOLD BEACH	50		
6/30	N	59 BRITISH INFANTRY	SWORD BEACH	50		
7/4	N	8 UNITED STATES INFANTRY	UTAH BEACH	50		
7/8	N	35 UNITED STATES INFANTRY	OMAHA	50		
7/9	N	2 CANADIAN INFANTRY	JUNO BEACH	50		
7/10	N	5 UNITED STATES INFANTRY	OMAHA BEACH	50		
7/13	N	4 UNITED STATES ARMORED	UTAH BEACH	50		
7/20	N	6 UNITED STATES ARMORED	UTAH BEACH	50		
7/23	N	28 UNITED STATES INFANTRY	OMAHA BEACH	100	NORMANDY ONLY	
		1 CANADIAN HEADQUARTERS	JUNO BEACH	100		
7/25	N	5 UNITED STATES ARMORED	UTAH BEACH	50		
7/26	N	4 CANADIAN ARMORED	SWORD BEACH	50		
7/29	M	2 FRENCH ARMORED	OMAHA BEACH	50		
7/30	M	1 POLISH ARMORED	JUNO BEACH	50		
8/1	N	3 UNITED STATES HEADQUARTERS	UTAH BEACH	100		
8/3	N	80 UNITED STATES INFANTRY	UTAH BEACH	50	NORMANDY ONLY	
8/13	N	7 UNITED STATES ARMORED	OMAHA BEACH	100		
9/9	N	26 UNITED STATES INFANTRY	UTAH BEACH	100		

SCENARIO 5: CRUSADE: THE BATTLE FOR FRANCE



SEA

DATE	TIME	UNIT	LOCATION	PROBABILITY	VARIANT
9/11	N	6 UNITED STATES ARMORED 7 UNITED STATES ARMORED	W W	20 20	RACE ONLY CAMPAIGN ONLY
9/20	N	9 UNITED STATES HEADQUARTERS	W	25	
9/25	N	2 UNITED STATES INFANTRY 80 UNITED STATES INFANTRY	W W	25 25	RACE ONLY CAMPAIGN ONLY
10/3	N	8 UNITED STATES INFANTRY 28 UNITED STATES INFANTRY	W W	20 20	RACE ONLY CAMPAIGN ONLY
	M	29 UNITED STATES INFANTRY 94 UNITED STATES INFANTRY	W W	25 25	RACE ONLY CAMPAIGN ONLY
10/16	M	44 UNITED STATES INFANTRY	OMAHA BEACH	25	
	M	95 UNITED STATES INFANTRY	OMAHA BEACH	25	
GERMAN					
6/6	M	17SS PANZER GRENADIER	SW	50	
6/8	N	2 PANZER	NE	33	
6/10	M	3 PARACHUTE	W	33	
6/13	M	353 INFANTRY	W	50	
6/14	M	2SS PANZER	SW	33	
6/16	N	16LUFTWAFFE STATIC INFANTRY	HOLLAND	50	
6/17	N	9SS PANZER 10SS PANZER	E E	100 100	
6/25	M	5 PARACHUTE	W	20	
6/28	N	1SS PANZER	BELGIUM	50	
6/29	N	277 INFANTRY	SW	10	
7/3	N	6 PARACHUTE	E	20	
7/7	N	272 INFANTRY	S	20	
7/9	M	363 INFANTRY	NE	25	
7/10	M	89 INFANTRY	NE	25	
7/13	M	271 INFANTRY	S	16	
7/24	M	276 INFANTRY	SW	10	
7/26	-	116 PANZER 326 STATIC INFANTRY 84 INFANTRY 85 INFANTRY 331 INFANTRY	ROUEN BOLOGNE LE HAVRE PAS DE CALAIS PAS DE CALAIS	100 100 100 100 100	
8/2	N	9 PANZER	S	10	
8/4	N	708 INFANTRY	SW	100	
8/9	N	1 HEADQUARTERS	S	100	
8/16	-	18LUFTWAFFE STATIC INFANTRY 17LUFTWAFFE STATIC INFANTRY 344 STATIC INFANTRY 348 STATIC INFANTRY 49 STATIC INFANTRY 48 STATIC INFANTRY 245 STATIC INFANTRY 712 STATIC INFANTRY 47 STATIC INFANTRY 182 INFANTRY 70 STATIC INFANTRY 719 STATIC INFANTRY	PAS DE CALAIS LE HAVRE LE HAVRE LE HAVRE BOLOGNE PAS DE CALAIS LE HAVRE BELGIUM PAS DE CALAIS PAS DE CALAIS HOLLAND HOLLAND	100 100 100 100 100 100 100 100 100 100 100	
8/28	M	3 PANZER GRENADIER 15 PANZER GRENADIER	E E	20 20	
9/1	N	105 PANZER BRIGADE 106 PANZER BRIGADE 107 PANZER BRIGADE 108 PANZER BRIGADE	NE E NE NE	25 25 25 25	
9/7	N	111 PANZER BRIGADE 112 PANZER BRIGADE 113 PANZER BRIGADE	E E E	25 25 25	
9/13	M	11 PANZER	SE	20	

* = UNITS ON MAP RELEASED FOR MOVEMENT.

E. VICTORY CONDITIONS

The Allies must secure Normandy and then either liberate the area to the south and move east at least to the line of the Meuse River or drive directly east, capturing the Channel ports, liberating Belgium, and conquering the Ruhr area. However the Allies proceed, they must end the game with 860 Victory Points in order to win.

F. SPECIAL RULES

1. All special rules of the Normandy and Race to the Rhine scenarios apply.
2. In addition, the Allies can make an airdrop on JULY 25.

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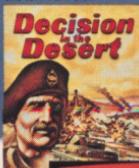


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