STANDARD RULES
for the
VICTORY IN THE WEST
Game System
including
PATTON'S 3RD ARMY

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[1.0] INTRODUCTION

Victory in the West is a set of regiment/battalion level simulations of critical campaigns that occurred on the western German frontier in the fall and winter of 1944-1945. Each of the games in this set simulates an engagement between the Allied and German forces in a period that was to mark the beginning of the end for Hitler's Third Reich.

[2.0] GAME EQUIPMENT

CASES:
[2.1] THE GAME MAPS AND CHARTS
Each Game-Map is a 22" x 34" representation of the battlefields over which the simulated campaigns were fought. A hexagonal grid is printed on the maps to regulate movement and placement of playing pieces. Also printed on the map or in the rules are charts and various visual aids.

[2.2] THE PLAYING PIECES
The cardboard pieces represent the actual military units that took part in the simulated engagements. Each “counter” contains certain information that is vital to the play of the game.

[2.21] HOW TO READ THE COUNTERS
Each game’s countermix includes forces from various nationalities and armies. Each nationality is portrayed by a color unique to that force.

[2.22] SAMPLE UNITS

INANTRY REGIMENT (US)

REMOMING THE RULES FROM THIS ISSUE:
Open the magazine to the center, bend the staples with a penknife or screwdriver; lift out the rules and close staples.
A Note on Unit Designations and Types:
1. In all games, a unit's designation plays an important role. Thus, it is absolutely necessary that Players familiarize themselves with the reading of unit designations. For the most part, a unit's regimental number (or, in the case of some smaller formations, its battalion number) is printed on the left-hand side of the counter opposite the unit's type classification. The numbers across the top of each counter are given in the sequence division/corps (or, in the case of corps level troops, simply by corps number).
2. In the game Patton's Third Army, a German unit belonging to the Metz garrison has the letter "M" printed on its left hand side, opposite its type symbology.
3. A unit's size plays an important role in combat: II = Battalion; III = Regiment; X = Brigade.

[2.23] Summary of Unit Types

<table>
<thead>
<tr>
<th>Front</th>
<th>Mechanized</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tank</td>
<td>1-12</td>
<td></td>
</tr>
<tr>
<td>Mech Infantry</td>
<td>1-12</td>
<td></td>
</tr>
<tr>
<td>Reconnaissance</td>
<td>1-12</td>
<td></td>
</tr>
<tr>
<td>Self-Propelled Artillery</td>
<td>1-12</td>
<td></td>
</tr>
<tr>
<td>Non-Mechanized</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Infantry</td>
<td>1-12</td>
<td></td>
</tr>
<tr>
<td>Artillery</td>
<td>1-2</td>
<td></td>
</tr>
<tr>
<td>Anti-Tank</td>
<td>2-3</td>
<td></td>
</tr>
</tbody>
</table>

[2.3] PARTS INVENTORY
1. 22" x 34" game-map
2. 200 die-cut counter-sheet
3. 8 page standard rules booklet
4. 4 page exclusive rules booklet
5. 6-sided dice (non-subscription edition only)
6. 1 Game box assembly (non-subscription edition only)

If any of these parts are missing or damaged, please fill out the enclosed Complaint Card and return it to SPI. Note that, although the process used to manufacture the counters sometimes results in minor imperfections, SPI can supply replacement parts only in cases of gross error and illegibility.

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so they can be answered by a simple sentence, word, or phrase. You must enclose a stamped, self-addressed envelope. Write to:

SPI
Rules Questions Editor for Patton's Third Army
237 Park Avenue South
New York, N.Y. 10010

[3.0] GLOSSARY

Combat Class: A letter (A, B, or C) expressing the relative size of a unit in terms of manpower.

Combat Strength: A quantification of a unit's strength in attack and defense.

Morale Level: A quantification of a unit's skill in combat; the higher the number, the greater the chance of the unit being strong.

Movement Allowance: A quantification of a unit's mobility expressed in Movement Points.

Strength Chit: A marker carried under most combat units that determines the Combat Strength of the unit "carrying" the chit. Strength chits are always hidden from the Enemy Player except at the moment of combat.

[4.0] SEQUENCE OF PLAY

CASES:

[4.1] THE GAME-TURN
Each game is played in Game-Turns, each of which consists of two Player-Turns (one Allied and the other German). The Player whose Player-Turn is in progress is termed the Phasing Player.

[4.2] GAME-TURN SEQUENCE OUTLINE
Each Game-Turn must proceed strictly as described in the following Game-Turn outline:

A. ALLIED PLAYER-TURN
1. Mutual Supply Determination Phase
   Both Players determine the supply status of all their units on the map.
2. Movement Phase
   A. Tactical Movement Segment: The Allied Player may move all of his eligible units by employing tactical movement.

B. Strategic Movement Segment: The Allied Player may move all of his eligible units by employing strategic movement. (No unit may move both tactically and strategically in the same Player-Turn.)
3. Combat Phase
   Allied units must attack adjacent German units per the combat rules.
4. GERMAN PLAYER-TURN
   A. Mutual Supply Determination Phase
   As in Allied Player-Turn.
2. Movement Phase
   As in Allied Player-Turn, except German units may move.
3. Combat Phase
   As in Allied Player-Turn, except German units attack.

C. GAME-TURN INDICATION STAGE
The Game-Turn marker is advanced on the Game-Turn Track to indicate the start of a new Game-Turn.

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few units as he desires. Movement is calculated in terms of Movement Points, which are expended in varying amounts as a unit moves from hex to hex depending on terrain. As a unit's Movement Allowance is not exceeded in a single Movement Phase, it may be moved as many or as few hexes as desired. Unused Movement Points may not be accumulated or transferred to another unit. Movement is inhibited by the presence of Enemy units. A unit's movement may also be affected by whether that unit is mechanized or non-mechanized, by its supply status, and by whether it is executing tactical or strategic movement.

PROCEDURE:
During the Movement Phase, the Phasing Player may move his units in any order he wishes. Eligible units are moved individually, tracing a path of contiguous hexes through the hexgrid. Once a Player begins moving a particular unit, he must complete its movement before any other unit is moved. Units expend Movement Points from their Movement Allowance for each hex entered (or hexside crossed) according to the type of terrain in the hex.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During a Movement Phase, all, some or none of the Phasing Player's units may be moved. Movement Cost points are summarized on the Terrain Effects Chart (5.62).
[5.12] Combat may never occur during the Movement Phase.
[5.13] During his Movement Phase, the Phasing Player must decide if each of his units will move tactically or strategically, if they move at all (see 5.4 and 5.5).

[5.2] MOVEMENT INHIBITIONS

[5.21] A unit may never enter a hex occupied by an Enemy unit.
[5.22] A unit must stop immediately upon entering an Enemy-controlled hex (see 6.0) and may not move further during that Movement Phase. However, a unit may leave an Enemy-controlled
hex at the beginning of its Movement Phase by expending one-half of its Movement Allowance (round fractions down) in addition to the cost of the terrain in the hex entered. Such a movement may only be accomplished if the unit moves directly into a hex that is not Enemy-controlled. Furthermore, a unit may never enter another Enemy Zone of Control in the Phase in which it exits an Enemy-controlled hex.

[5.22] A unit may expend all, some, or none of its Movement Points in a single Movement Phase.

[5.24] Advances or retreats due to combat are not movement and do not expend Movement Points.

[5.25] As long as it does not move from one Enemy Zone of Control to another, a non-mechanized unit may always move at least one hex per Friendly Movement Phase, even if it does not possess enough Movement Points to accomplish this movement.

[5.3] UNIT MOVEMENT CLASSES

[5.31] Each unit belongs to one of two movement classes: mechanized or non-mechanized. Mechanized units are tank, mechanized infantry, self-propelled artillery, or reconnaissance. Non-mechanized units are others.

[5.32] Mechanized and non-mechanized units pay different Movement Point costs for each hex entered or hexside crossed (see 5.62).

[5.4] TACTICAL MOVEMENT

[5.41] In a Friendly Movement Phase, a given unit may employ either tactical or strategic movement, but never both. When using tactical movement, a unit may enter Enemy Zones of Control and perform combat in the ensuing Combat Phase.

[5.42] A unit using tactical movement employs its printed Movement Allowance and the Movement Point cost for each type of hex entered (or hexside crossed) as summarized on the Terrain Effects Chart.

[5.43] Any unit which enters a hex through a hexside crossed by a road while employing tactical movement may ignore the normal Movement Point cost of that hex (and hexside, if applicable) and pay one Movement Point only to enter the hex.

[5.44] The Tactical Movement Segment in a Player's Movement Phase. However, Players are not obligated to adhere rigidly to the sequence of moving units first tactically and then strategically. The sequence is structured in this fashion simply to help Players remember how units have been moved. Units may be moved by either method in any order the Phasing Player desires.

[5.5] STRATEGIC MOVEMENT

[5.51] In a Friendly Movement Phase, a given unit may employ either tactical or strategic movement, but never both. A unit may only employ strategic movement if it remains at least three hexes away from Enemy units at all times during the Movement Segment (including at the start and at the end of the Segment). In order to count the distance from an Enemy unit to a moving unit, count from the Enemy unit's hex (exclusive) to the moving unit's hex (inclusive).

The example at right represents a permissible execution of strategic movement. Note that if the moving unit began the Segment in hex A (or moved into hex A during the course of the Segment), strategic movement would not be permitted.

[5.52] A unit using strategic movement employs its printed Movement Allowance and the Movement Point cost for each type of hex entered (or hexside crossed) as summarized on the Terrain Effects Chart. However, units employing strategic movement may use the Movement Point bonuses provided by roads. For example, a mechanized unit moving along a road would only spend ½ of a Movement Point per hex entered when employing this type of movement. However, note that a road benefit is only provided if a unit enters a hex through a hexside containing a road feature.

[5.6] EFFECTS OF TERRAIN ON MOVEMENT

[5.61] Mechanized units may not cross river hexes unless these hexes are traversed by roads. This movement may be accomplished either tactically or strategically.

[5.62] Terrain Effects Chart (see charts and tables)

[5.7] EFFECTS OF OTHER FREINDLY UNITS ON MOVEMENT

[5.71] A Friendly unit may move through hexes occupied by other Friendly units at no additional Movement Point cost. There is no limit to the number of Friendly units that may be moved through a particular hex during a Movement Phase. However, there are limitations with regard to the number of Friendly units that may end the Movement Phase "stacked" in the same hex (see 7.1).

[5.72] Friendly-controlled hexes never interfere with the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexes immediately surrounding a unit (or stack) constitute that unit's Zone of Control. Zones of Control affect movement, combat, and supply. Hexes upon which units exert Zones of Control are called "controlled hexes."

CASES:

[6.1] WHICH UNITS EXERT ZONES OF CONTROL

All units exert Zones of Control except cadre, artillery, and battalion-size units.

[6.2] EFFECTIVENESS OF ZONES OF CONTROL

[6.21] Any unit that exerts a Zone of Control exerts it at all times during the Game-Turn (Exception: See Case 9.97)*.

[6.22] A unit never pays an additional cost to enter an Enemy-controlled hex. However, units do pay a Movement Point penalty to leave an Enemy-controlled hex (see 6.32).

[6.23] No terrain ever affects Zones of Control. There is no additional effect in having more than one unit exert its Zone of Control into a given hex.

[6.3] ZONES OF CONTROL AND MOVEMENT

[6.31] All units must cease movement immediately upon entering an Enemy Zone of Control. Such units may move no further during the Movement Phase.

[6.32] A unit occupying an Enemy-controlled hex at the beginning of its Movement Phase may leave that hex, but only if it moves directly into a hex that is not Enemy-controlled. Units may not move directly from one Enemy-controlled hex to another, except as a result of combat. When a unit exits an Enemy-controlled hex at the beginning of the Movement Phase, it must expend one-half of its Movement Allowance (round fractions down) plus the terrain cost of the hex entered. If a unit's Movement Allowance has been reduced due to supply, this Movement Point penalty is equal to one-half the unit's modified (not printed) Movement Allowance. Remember that if a unit exits an Enemy Zone of Control in the Movement Phase, it may not enter another Enemy-controlled hex for the duration of this Phase.

[6.33] A unit may move without penalty into and through hexes that are adjacent to units that do not exert Zones of Control.

[6.34] Friendly units do not negate Enemy Zones of Control in the hexes they occupy for the purposes of movement.

[6.4] ZONES OF CONTROL AND COMBAT

Friendly units do not negate Enemy Zones of Control in the hexes they occupy for the purposes of combat.

[6.5] ZONES OF CONTROL AND SUPPLY

[6.51] An Enemy-controlled or Enemy-occupied hex blocks the tracing of Friendly supply through that hex. (Exception: See Case 6.52)

[6.52] Friendly units (not Friendly Zones of Control) negate the presence of Enemy Zones of Control in the hexes they occupy for the purposes of tracing supply.

[7.0] STACKING

GENERAL RULE:
A maximum of three units may end the Friendly Movement Phase stacked in the same hex.

CASES:

[7.1] STACKING RESTRICTIONS

[7.11] Stacking restrictions apply only at the end of a Friendly Movement Phase. During a Movement Phase, Friendly units may freely enter and pass through stacks to an unlimited degree. If stacks of units exceed stacking restrictions at the end of a Friendly Movement Phase, the excess must be eliminated by the owning Player.

[7.12] There is no Movement Point cost to stack or unstack.

[7.13] A cadre unit counts as a battalion-size unit, regardless of its original size.

[7.2] STACKING AND COMBAT

[7.21] No more than one regiment or brigade-sized unit may attack from or be attacked in any
single hex during a given Combat Phase. 

8.2 MORALE RATINGS

Regimental and brigade-sized combat units possess an individual morale rating. A morale rating is a number which appears on a combat unit counter indicating in very general terms the capabilities of the unit in question. Both Players possess units with morale ratings of 1 (worst), 2, and 3 (best).

8.3 STRENGTH CHITS

A strength chit is simply a counter with a set of numbers and letters on both sides. One of these numbers will represent the Combat Strength of a regimental or brigade-size combat unit that is about to engage in combat for the first time in the game. The letters represent the combat classes of the potential "parent" unit which "owns" the strength chit when chosen. From the moment a strength chit is picked, it must remain underneath its parent combat unit until this unit is eliminated or reduced to cadre status due to combat. Once a unit has had a strength chit picked for it, it may not own another for the remainder of the game.

8.3.1 A strength chit is simply a counter with a set of numbers and letters on both sides. One of these numbers will represent the Combat Strength of a regimental or brigade-size combat unit that is about to engage in combat for the first time in the game. The letters represent the combat classes of the potential "parent" unit which "owns" the strength chit when chosen. From the moment a strength chit is picked, it must remain underneath its parent combat unit until this unit is eliminated or reduced to cadre status due to combat. Once a unit has had a strength chit picked for it, it may not own another for the remainder of the game.

[8.4] LIMITED INTELLIGENCE

8.4.1 The German infantry regiment 126/48/13 is performing combat for the first time. The unit's morale level 1, so the German Player picks a chit from the morale pool. The chit is immediately placed underneath the parent combat unit. The owning Player determines the unit's combat class and morale rating of the unit in question. The chosen strength chit should be immediately placed underneath the parent combat unit.

8.4.2 In order to determine the Combat Strength of a unit that possesses a strength chit, it is necessary to compare the unit's combat class (see 8.1) with the corresponding letter on the unit's strength chit. The number adjacent to this letter on the chit is the Combat Strength of the unit in question.

8.4.3 Note that each strength chit is front and back-printed in a different color. One side is the "stronger" side and the other side is the "weaker" side. When a strength chit is first chosen for a combat unit, it is always placed with its stronger (front) side showing. The weaker (reverse) side is used if the unit is "reduced" due to combat.

8.4.4 The owning Player may never examine an owning Player's chit unless the owning Player's unit is about to perform combat.

PROCEDURE:

At the moment in which a regiment or brigade-sized combat unit is first performing combat (either attacking or defending), the owning Player must pick a strength chit for this unit. The owning Player determines the unit's combat class and morale rating of the unit in question. The chosen strength chit should be immediately placed underneath the parent combat unit. The owning Player determines the unit's combat class and morale rating of the unit in question. The chosen strength chit should be immediately placed underneath the parent combat unit.

8.4.5 Note that each strength chit is front and back-printed in a different color. One side is the "stronger" side and the other side is the "weaker" side. When a strength chit is first chosen for a combat unit, it is always placed with its stronger (front) side showing. The weaker (reverse) side is used if the unit is "reduced" due to combat.

8.4.6 Due to certain stacking-combat restrictions (see 7.2), some units may be adjacent to Enemy units but are unable to attack or defend them. Such units would not have strength chips picked for them.

8.4.7 The German infantry regiment 126/48/13 is performing combat for the first time. The unit's morale level 1, so the German Player picks a chit from the morale pool. The chit is immediately placed underneath 126/48/13 with the front side facing up. Since 126/48/13 is combat class C, the combat strength of this unit is 3.

8.5 STACKING AND STRENGTH CHITS

Many combat units do not have Combat Strengths printed on their counters. Rather, these units are of indeterminate strength until they have participated in combat for the first time during a game. This is a function of a unit's Combat Class and Combat Strength of the unit in question. The chosen strength chit should be immediately placed underneath the parent combat unit.

GENERAL RULE:

Many combat units do not have Combat Strengths printed on their counters. Rather, these units are of indeterminate strength until they have participated in combat for the first time during a game. This strength is a function of a unit's Combat Class and Combat Strength of the unit in question. The chosen strength chit should be immediately placed underneath the parent combat unit.

8.5.1 Strength chits never count for stacking purposes. A combat unit and its companion strength chit are considered a single unit in themselves.

The stacking-combat restrictions of Case 7.2, Friendly units which are adjacent to Enemy units during the Combat Phase must attack those Enemy units. A given unit possesses a Combat Strength which is used when attacking and defending. This strength may not be divided among different combatants. The Phasing Player is termed the attacker and the Non-Phasing Player is termed the defender regardless of the overall strategic situation. The outcome of any given attack may be affected by terrain, whether the attacking and/or defending units have divisional integrity, whether the attacker is eligible for a combined arms bonus, whether either Player allocates artillery support or air support, and by the supply status of the attacking and defending units. Combat results include losses to involved units (listed in terms of "steps" see 9.3) and/or retreats.

PROCEDURE:

8.5.2 Due to certain stacking-combat restrictions (see 7.2), some units may be adjacent to Enemy units but are unable to attack or defend them. Such units would not have strength chips picked for them.

8.5.3 To determine the Combat Strength of a unit that possesses a strength chit, it is necessary to compare the unit's combat class (see 8.1) with the corresponding letter on the unit's strength chit. The number adjacent to this letter on the chit is the Combat Strength of the unit in question.

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8.5.12 Due to certain stacking-combat restrictions (see 7.2), some units may be adjacent to Enemy units but are unable to attack or defend them. Such units would not have strength chips picked for them.
[15.0] INTRODUCTION

Patton's Third Army: A simulation of the U.S. Third Army's November 1944 offensive in the Lorraine area of France. Each Game-Turn represents one day of real time and each hex represents approximately 2.6 miles from side to side.

[16.0] SETTING UP THE GAME

GENERAL RULE:
After Players have chosen sides, they must deploy their forces on the map. The German Player sets up first, followed by the American Player.

CASES:

[16.1] GERMAN SET-UP

1629: 951/36/89, 43/13
1528: 952/36/89, 111/13
1426: 953/36/89
1423: 1125/55/9/13
1325: 1126/55/9/13
1425: 1127/55/9/13
1022: 126/48/13, 1431/13
1223: 127/48/13
1322: 128/48/13
1618: 110/11P/13, 15/11P/13
1518: 111/11P/13, 15/11P/13
1020: 37/17/13
1021: 38/17/13
1212: 59/19/82
1011: 73/19/82
1010: 483/82
1209: 74/19/82
0916: 1215/462/82, M/48F/82
1013: 1216/462/82
0817: 1217/462/82, M/53/82, M/811/82
1602: 712/416/82
1307: 713/416/82
1404: 774/416/82, 44/82
0919: M/1010/82, M/55/82
0816: M/22/13, M/45/82
0818: M/25/82, M/SS/82
1118: 43F/82
1412: 486/82
1521: 1/401/13, 2/401/13
1408: 1/318/82
1114: 2/318/82

[16.2] U.S. SET-UP

0812: 377/95/20
0715: 378/95/20
0617: 379/95/20
0708: 357/90/20, 358/90/20, 359/90/20
0822: 2/5/20
0821: 10/5/20
0720: 11/5/20
0615: A/10A/20, B/10A/20, R/10A/20
1008: 3Cav/20
1402: 329/83/20
1203: 330/83/20
1106: 331/83/20
1226: 134/35/12
1226: 137/35/12
1227: 320/35/12
0924: 317/80/12
1024: 318/80/12
1125: 319/80/12
1329: 101/26/12
1328: 104/26/12
1429: 328/26/12
1129: A/4A/12, B/4A/12, R/4A/12
1027: A/64/12, B/6A/12, R/6A/12
1336: 2Cav/12

All remaining U.S. tank, anti-tank, and artillery units: Either stacked with or adjacent to any regimental-sized unit belonging to the same corps, but never in a German Zone of Control.

[17.0] MOVEMENT RESTRICTIONS

GENERAL RULE:
Both Players may be restricted in the manner in which they may move their available forces during the opening turns of the game.

CASES:

[17.1] U.S. MOVEMENT RESTRICTIONS

On Game-Turn One, the U.S. Player may not move any of the six units that comprise the 4th and 6th Armored Divisions.

[17.2] GERMAN MOVEMENT RESTRICTIONS

[17.21] On Game-Turn One, the German Player may not move any of the four units that comprise the 11th Panzer Division. These four units may move without restriction on Game-Turn Two.

[17.22] Except as a result of combat, no German unit that is part of the Metz garrison (those units with an "M" in their unit designations) may ever leave the three hexes of Metz or the nine entrenched hexes that surround the city. If such a unit leaves a Metz hex or an entrenched hex due to combat, it is no longer under any movement restrictions for the remainder of the game.

[17.23] During the German Movement Phase of Game-Turn One, no German unit belonging to the 82nd Corps may move. However, if an 82nd Corps unit was attacked in the immediately preceding U.S. Combat Phase, that unit may move without restriction during Game-Turn One.

[18.0] U.S. SUPPORT AND SUPPLY RESTRICTIONS

GENERAL RULE:
The U.S. Player is subject to some restrictions with regard to the number of attacks he may make without penalty during the course of the game. Before the start of play, the U.S. Player is assigned
Supp or i Marker is incr e a se d by Turn l ndil 'a tion Stage, th e U .S. Pla yer rolls a 
down, wilh a m inimum resu.lt of one .

2. I f any element of the d ivision is within 
g ame .

[18.2.) Each division Ihal fu lfi lls the reo 

[18.31] I f. due to cominu e d attack s , a l'orps Sup · 

3. T hey mU .11 no t have allack ed or d e fended dur ­ 

[15.0.] I MPROVED POSITIONS

GE NERAL RULE:
Certain hexes on the map are designated as im pr oved positions hexas. All improved positions hexes are considered normal entrenchment hexes with one exception: German units defending in im pr oved positions are not doubled. Instead, each stack defending in such a hex is increased in Com bat Strength by two (this addition is made after the stack's Strength is doubled due to an attack across a river hexside. Like entrencheds, improved positions may only benefit the German Player.

[20.0.] WEATHER AND MUD

GEN ERAL RULE: 
The state of the weather influences air operations as well as the condition of the ground.

CAS E S:

[20.1] WEATHER

[20.11] At the beginning of every Game-Turn starting with Game-Turn Two, the U.S. Player should roll a single die and consult the Weather Table (see map) in order to determine the state of the weather for the rest of the Game-Turn.

[20.12] If the weather is clear, both players may use all of their assigned Air Points during the current Game-Turn (see 22.0). If the weather is light overcast, only one-half of each Player's Air Points may be used (round fractions down). If the weather is heavy overcast, neither Player may use Air Points for the duration of the Game-Turn.

[20.13] Some results on the Weather Table may call for rain. If it rains, mud is created (see 20.2).

[20.14] If the weather in the immediately preceding Game-Turn was clear, the U.S. Player should subtract one from his weather die roll. If the weather in the immediately preceding Game-Turn was heavy overcast, the U.S. Player should add one to his weather die roll.

[20.15] Weather Table

[see map]

[20.2] MUD

[20.21] Mud is in effect during each Game-Turn in which rain takes place, as well as the following three Game-Turns. Place the Mud Marker on the Game-Turn Track three spaces ahead of the Game-Turn in which rain occurs. Example: It rains on Game-Turn Two. Mud is in effect during Game-Turns Two, Three, Four, and Five. If it also rains on Game-Turn Three, mud would be in ef fect on Game-Turn Six, but no further.

[20.22] During mud Game-Turns, the following special rules are in effect:
1. All stream hexes are considered river hex ­ sides;
2. All mechanized units pay increased Movement Point costs for certain types of terrain (4 in clear, 6 in woods, 8 in hilltop). In addition, non-mechanized units pay two Movement Points to enter a woods hex;
3. In all combats, the combat ratio on the CRT is shifted one column to the left (in favor of the defender).

[20.3] GAME-TURN ONE WEATHER

The weather on Game-Turn One is automatically heavy overcast accompanied by rain. Thus, mud is in effect on Game-Turns One, Two, Three, and Four. In addition, no Air Points may be used on Game-Turn One. Note that on Game-Turn Two, the U.S. Player must add one to his weather die roll (see 20.14).

[21.0] U.S. BRIDGES

GENERAL RULE: 
Due to the proficienc y of American forces in constructing bridges at short notice, U.S. mechanized units have a limited capability to cross river hexes. If any U.S. mechanized unit begins the U.S. Movement Phase adjacent to a river hexside, not in an Enemy Zone of Control, that unit may expend its entire Movement Allowance to move across that hexside. However, such a maneuver is only possible if the unit does not enter an Enemy Zone of Control upon crossing the hexside. This movement may be accomplished even if a unit is out of supply or isolated.

[22.0] AIR POINT AVAILABILITY

CAS E S:

[22.1] U.S. AND GERMAN AIR POINTS

[22.11] During Game-Turns One through Seven, the U.S. Player has eight Air Points available per Game-Turn. From Game-Turn Eight to the end of the game, the U.S. Player has six Air Points available per Game-Turn.

[22.12] During Game-Turns One through Nine, the German Player has no Air Points available. During Game-Turns Ten through Thirteen, the German Player has one Air Point available per Game-Turn. From Game-Turn Fourteen to the end of the game, the German Player has two Air Points available per Game-Turn.

[22.2] HEAVY BOMBER ATTACKS

[22.21] During any clear or light overcast Game- 

T urn prior to Game-Turn Eight, the U.S. Player may make two heavy bombers attacks against Ger­ man units or tanks that occupy a hex or an en­ ter r ence ment (non-improved position) hex. Both attacks must take place in the same Game-Turn, although they may not be made against the same
stack. The German target hexes may be in a U.S. Zone of Control. After the Game-Turn in which they occur, heavy bomber attacks may not take place again for the remainder of the game.

[22.22] Heavy bomber attacks take place at the beginning of the U.S. Player-Turn. The U.S. Player simply points to the two stacks that are to be the subjects of the attacks. He rolls a single die for each attack. If the weather is clear, a die roll of 6 or 2 indicates "no effect." A die roll of 3 through 6 indicates "success." If the weather is light overcast, a die roll of 3 through 6 indicates "no effect," while a die roll of 4 through 6 indicates "success."

[22.23] If a heavy bomber attack is successful, the German Player must choose one of two options:
(a) He may eliminate any individual unit in the hex. Or...
(b) He may reduce any regiment to cadre status that has not already been reduced to this state (even if it does not possess a Strength Chit).

[23.0] VARIABLE GERMAN REINFORCEMENTS

GENERAL RULE:

Starting with Game-Turn Eight, the German Player must roll a single die at the beginning of each of his Friendly Movement Phases in order to determine if he has the three units of the 15th Panzer Grenadier Division available to him as reinforcements. On a die roll of 1, these units may enter the map during the current Movement Phase from Entry Hex A. On a die roll of 2 through 6 the 15th Panzer Grenadier Division is not available for use during the current Game-Turn. If the German Player has rolled a 1, he no longer undertakes this die roll for the remainder of the game. If he does not roll a 1 during a particular Movement Phase, he continues to undertake this die roll in each succeeding Game-Turn until he obtains a 1 or the game ends.

[24.0] SPECIAL RULES

CASES:

[24.1] THE GERMAN 347TH DIVISION

The German 347th Volksgrenadier Division was composed of only two regiments. Thus, it may receive a divisional integrity combat bonus when attacking, even though only two regiments are adjacent to the Enemy unit(s) which is the subject of the attack.

[24.2] STRENGTH CHITS

Due to counter limitations, there are a smaller number of strength chits provided in the game than combat units requiring them. On certain rare occasions, there may be no strength chits available for a unit when it is first performing combat. In this instance, such a unit is automatically considered to possess an imaginary strength chit of the following type:

1. If the unit is Morale Level 1, A:6/B:6/C:2 (front) and A:3/B:2/C:0 (back).
2. If the unit is Morale Level 2, A:9/B:6/C:4 (front) and A:4/B:3/C:2 (back).
3. If the unit is Morale Level 3, A:12/B:8/C:7 (front) and A:6/B:4/C:3 (back).

[25.0] VICTORY CONDITIONS

GENERAL RULE:

There are two versions of Patton's Third Army. The first is a simulation of the first twelve days of the American offensive (November 8-19). The second is simply an extension of the first game, which carries the offensive into the beginning of December (November 8 - December 1). At the end of the Game-Turns 8, the chosen game, both Players must evaluate their performances and declare a victory.

CASES:

[25.1] THE BATTLE FOR METZ

8-19 November 1944

(Game-Turns 1 through 12)

U.S. Marginal Victory: At the end of the game, a hypothetical German unit in hex 1017 must not be considered in supply. In addition, the U.S. Player must occupy or have the last to pass through hexes: Morhange (2222), Chateauris-Salins (1527), Falguermont (1819), Dieuez (2125), and Koegnigsecker (1206).

U.S. Substantive Victory: Same as U.S. Marginal, but a U.S. unit must occupy or have the last to pass through hexes 0917, 0918, and 1017 at game's end. In addition, no more than three of the nine hexes surrounding Metz may be occupied by German units.

U.S. Decisive Victory: Same as U.S. Substantive, except the U.S. Player must occupy or have the last to pass through hexes 0917, 0918, and 1017 at game's end. A U.S. unit must occupy or have been the last to pass through hexes 0917, 0918, and 1017 at time of victory. Even if the weather is clear, a die roll of 1 through 3 indicates "no effect.

German Marginal Victory: A hypothetical German unit in hex 1017 is in supply at game's end.

German Substantive Victory: Same as German Marginal, except the U.S. Player occupies or was the last to pass through less than five of the ten hexes listed under U.S. Decisive Victory.

German Decisive Victory: Same as German Substantive, except the U.S. Player occupies or was the last to pass through less than three of the ten hexes listed under U.S. Decisive Victory.

Draw: None of the above victory conditions are fulfilled at game's end.

Modifiers:

1. Shift the Level of Victory one step in the U.S. Player's favor if, at the end of the game, non-cadre regiment or brigade-size U.S. units are east of the Saar River, but north of all hexes ending with the number 6 (i.e., a German Marginal Victory would become a Draw).

2. Shift the Level of Victory one step in the German Player's favor if, at the end of the game, any three German combat units are west of the Moselle River (but do not occupy any entrenched or Metz hexes).

[25.2] THE BATTLE FOR METZ (EXTENDED)

8 November to 1 December 1944

(Game-Turns 1 through 24)

If the Players decide to continue the game until Game-Turn 24, the victory conditions are the same as in Case 25.3, except they are shifted two levels in the German Player's favor (i.e., a U.S. Decisive Victory would become a U.S. Marginal Victory, and a U.S. Substantive Victory would become a Draw). In addition, the following are the requirements for U.S. Substantive and Decisive Victories in this version of Patton's Third Army:

[26.0] U.S. Substantial Victory: Same as U.S. Decisive in Case 25.1, except the U.S. Player must occupy or have the last to pass through three of the following four town hexes: Trier (1901), Merzig (1909), and Saarbruecken (2174, 2175).

U.S. Decisive Victory: Same as U.S. Substantive above, except the U.S. Player must occupy or have the last to pass through both Neunkirchen (2010) and Nohfelden (2004).

Note: Ignore victory modification (1) in Case 25.1, but use modification (2).

PLAYER'S NOTES

U.S.: The U.S. Player must "strike while the iron is hot"! At the beginning of the game, he is at his strongest while the German is at his weakest. Initially, the weather and lack of air support limit the U.S. Player's ability to attack with force. As the game progresses, the U.S. gains in strength slightly, but then his situation begins to decline as supply points are consumed and divisions are weakened by combat losses. Since at least the first four turns will be muddy, the U.S. Player must proceed with caution, picking a few key points in the German line for strong attacks. Where possible, hilltop defenses should be avoided. Once mud disappears, the U.S. Player must move fast, as it can rain at almost any time. Once a defensive position has been penetrated, it must be reinforced and held, lest the U.S. Player finds himself fighting for the same terrain twice. The U.S. Player should save his armor for attacks where the combined arms bonus may be utilized. By turn 5, the U.S. Player should plan to rest at least one weakened division from each corps.

German: For the most part, the Germans are on the defense. Ground must be given grudgingly, and maximum use must be made of favorable terrain. As quickly as possible, the German Player must adjust his defenses to take advantage not only of strong defensive positions, but also to regroup his regiments and artillery units. If the initial river lines can be held through some lucky chit draws, some bad weather, and a little bailing wire, the Germans may buy enough time to reinforce their defenses, at which point they become very difficult to crack. Also, during the first five days, the German Player can take advantage of an overambitious U.S. Player and selectively counterattack. Finally, the German Player must make maximum contact with U.S. units from entrenched and improved positions to force the U.S. Player to either withdraw or counterattack, using up precious support points.

John W. Leggatt III

PATTON'S THIRD ARMY DESIGN CREDITS

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GARY McGATH
The counter images for this game have been provided here to aid players in reproducing damaged or lost counters.

**Patton's Third Army Counter Section Nr. 1 (200 pieces): Front**

**Patton's Third Army Counter Section Nr. 1 (200 pieces): Back**
ratio. Apply the result immediately before resolving any other attacks. Separate combats may be resolved in any order the Phasing Player desires, so long as all of his necessary combats are resolved at some time during the Combat Phase.

CASES:

[9.1] **WHICH UNITS MAY ATTACK**

[9.11] Every non-Phasing unit adjacent to a Phasing unit may attack by some Phasing unit during that Combat Phase (Exception: see 7.2 and 9.13).

[9.12] All the Phasing Player’s units ending their Movement Phase adjacent to Enemy units must attack some unit during the ensuing Combat Phase (Except: see 7.2 and 9.13). The Phasing Player may choose which Friendly units will attack each adjacent Enemy unit (not to stacking restrictions). Enemy-occupied hexes are attacked.

[9.13] Any units occupying town or entrenchment hexes (German units only — see 12.0) are not obligated to attack adjacent Enemy units during the Friendly Combat Phase. If the Phasing Player chooses to attack adjacent Enemy units, they are only obligated to attack one adjacent stack, although they may attack more if the Phasing Player desires. Enemy units adjacent to Friendly units in towns or entrenchments are still obligated to attack those Friendly units during the Enemy Combat Phase (unless of course, the Enemy units also occupy a town or entrenchment hex).

[9.14] No unit may attack more than once per Combat Phase, and no unit may be attacked more than once per Combat Phase.

[9.2] **MULTIPLE UNIT AND MULTI-HEX COMBAT**

[9.21] If a Phasing Player’s unit is adjacent to more than one Enemy unit, it must attack each of those adjacent Enemy units (subject to stacking restrictions) that are not engaged by other attacking units (Exception: see 7.2 and 9.13).

[9.22] Units in two or more different hexes may combine their Combat Strengths to attack a single, adjacent hex.

[9.23] All units in a given hex must be attacked as a single, combined Combat Strength. The defender may not withhold a unit in a hex under attack except due to stacking restrictions (see 7.2).

[9.24] When a single hex contains more than one unit, each of those units may attack a different hex at the owning Player’s discretion subject to the restrictions of Case 7.2.

[9.25] A single attack may involve numerous attacking and defending units. However, for an attack to be resolved as a single combat, all attacking units must be adjacent to all defending units.

[9.26] If several units subject to a single attack are defending in more than one hex, use the terrain line on the CPT most favorable to the defender.

[9.3] **EFFECTS OF TERRAIN ON COMBAT**

[9.31] Except in one instance (see 9.32), there are no modifications to a unit’s Combat Strength due to terrain. Instead, terrain effects are “integrated” into the CPT. After determining the combat ratio, simply determine the terrain type occupied by the defending units and locate the corresponding line on the CPT.

[9.32] If a unit is attacked entirely across river hexes, its Combat Strength is doubled. If such a unit also occupies an entrenchment hex (see 12.0), it is triplicated in strength.

[9.33] If, at the instant a combat is being resolved, a Player has a unit occupying a hilltop hex that is within two hexes of a unit defending in the combat, the Player receives a hilltop combat bonus. When determining the distance between the hilltop and the defending hex, count from the hilltop (exclusive) to the defending hex (inclusive). Note: The hilltop combat bonus is available to both the attacker and defender; however, see 9.35.

[9.34] Each occupied hilltop may provide as many hilltop combat bonuses as there are defending stacks within two hexes. An occupied hilltop hex may provide a hilltop combat bonus even if it is in an Enemy Zone of Control (not in possession) or stacked with a defensive player. Thus, an occupied hilltop hex may never provide a hilltop bonus for itself if it is being attacked.

[9.35] A Player who is permitted a hilltop combat bonus may “shift” the combat ratio one column in his favor. (If a Friendly unit is defending within two hexes of an occupied hilltop, shift the ratio one column to the left; if an Enemy unit is defending within two hexes of an occupied hilltop, shift the ratio one column to the right.) A maximum of one hilltop combat bonus per combat is allowed. If both the attacking and the defending Player are eligible for a hilltop combat bonus, only the defending Player receives it.

[9.4] **DIVISIONAL INTEGRITY**

Both Players may receive a divisional integrity combat bonus in the attack or defense.

[9.41] If, at the moment of resolution of an attack, the Phasing Player has all the regiments of a particular division adjacent to the Enemy units that are the subject of the attack, the Player receives a divisional integrity combat bonus. It is not required that all these regiments actually participate in the attack (although at least one must participate); it is only necessary for them to be adjacent to the Enemy units at the moment of combat resolution. Regiments fulfilling this requirement may be stacked in the same hex.

[9.42] If a regiment of the non-Phasing Player is being attacked and, at the moment of resolution of this combat, it is adjacent to or stacked with another regiment of the same division, the non-Phasing Player receives a divisional integrity combat bonus.

[9.43] When a divisional integrity combat bonus is applied to an attack, shift the final ratio column one to the right on the CPT for each participating division fulfilling the requirements of Case 9.41. When a divisional integrity combat bonus is applied to a defense, shift the final ratio column one to the left on the CPT. (Note that these shifts are in addition to any other shifts that may be applied to a combat.)

[9.44] The maximum number of shifts that may be awarded in an attack due to divisional integrity is two. The maximum number of shifts that may be awarded to a defense due to divisional integrity is one.

**DIVISIONAL INTEGRITY REQUIREMENTS**

<table>
<thead>
<tr>
<th>Infantry Division</th>
<th>III</th>
<th>II or III</th>
<th>II or III</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armored Division (U.S.)</td>
<td>III</td>
<td>III</td>
<td>III</td>
</tr>
<tr>
<td>Panzer or Panzergruppe Division (German)</td>
<td>III</td>
<td>III</td>
<td>III</td>
</tr>
</tbody>
</table>

Note: In order to fulfill divisional integrity, it is not necessary for German panzer or panzergrenadier divisions to employ their component tank battalions.

[9.5] **COMBINED ARMS**

[9.51] Both Players are eligible to receive a combined arms combat bonus when attacking. In order to receive such a bonus, the attacking Player must possess a stack of units containing both a tank unit and a non-tank unit (Exception: see 9.52).

[9.52] Any unit whose combat class identification letter is parenthesized automatically receives a combined arms bonus if it participates in an attack (Exception: see 9.54). Such a unit does not have to have a tank unit stacked with it in order to receive the bonus. However, the combined arms combat class is parenthesized does not automatically receive the combined arms bonus.

[9.53] For each attacking stack that meets the requirements of Case 9.51, the attacking Player may shift the ratio column one to the right on the CPT.

[9.54] If a stack of defending units possesses at least one non-tank and one tank (or anti-tank) unit, then the attacking Player may receive any combined arms bonuses against this stack. This is known as combined arms defense, although no shifts are awarded on the CPT — it simply negates combined arms attacks. Similarly, no combined arms shifts may ever be awarded against German units defending in an entrenchment hex (see 12.22) or a stack that contains a unit with a parenthesized combat class (see 9.52).

[9.55] If an attack is being made entirely across river hexes, the maximum number of combined arms bonuses that may be awarded for this attack is one.

**Combined Arms Example:**

<table>
<thead>
<tr>
<th>A34</th>
<th>13</th>
</tr>
</thead>
</table>
| 10/50/20 and 737/12 are eligible for a combined arms bonus because one is a tank unit and the other is a non-tank unit.

[9.6] **ARTILLERY UNITS**

Artillery units may be used in combat in two ways: either normally (using their printed Combat Strengths) or “in support” (providing more advantageous combat ratios to units within range).

[9.61] An artillery unit that is adjacent to Enemy units in either Player’s Combat Phase must employ its printed Combat Strength in combat (be it an attack or defense). It may not employ a “support bonus” (see 9.62).

[9.62] If, at the beginning of any Combat Phase, an artillery unit is not adjacent to any Enemy units, but is within three hexes of an Enemy or Friendly unit that is defending in a combat, the owning Player may apply a support bonus to that combat. Each support bonus applied indicates that the subsequent combat is resolved one column to the left on the owning Player’s favor on the CPT (to the left if a Friendly unit is defending or to the right if an Enemy unit is defending).

[9.63] In order to provide a support bonus, an artillery unit must be part of the same corps formation as at least one unit in the Friendly attacking or defending stack.

[9.64] Each artillery unit may provide a maximum of one support bonus per Combat Phase. After it is used, the artillery unit should be flipped over to remind the Players that it may not be used in a support role again for the remainder of the Phase. The total number of support bonuses that may be ap-
plied per combat by a Player is two if an Enemy stack is defending or one if a Friendly stack is defending. It is possible for both Players to apply support against the same unit. (In all combat, the defending Player's units are considered to be applying any support, and then the defending Player. This announcement is made before the revelation of strength chips — if any.)

9.65] If, due to advances or retreats after combat, an artillery unit that began the Combat Phase not adjacent to an Enemy unit finds itself adjacent to such units, the artillery unit may apply support bonuses to units within range for the remainder of the Combat Phase.

9.7] COMBAT AT HIGH AND LOW RATIOS

Any attacks made at ratios lower or higher than those printed on the CRT use the lowest or highest ratio columns provided by this Table. Any shifts in the ratio column are made from the lowest or highest ratio column. No ratio may ever be reduced voluntarily.

9.8] COMBAT RESOLUTION

9.81] Each unit consists of a number of "steps" of strength, indicating the amount of losses that the unit may take before being eliminated from play. A single step will reduce the unit's Combat Strength (or, in some cases, eliminate it from play). Most units consist of three steps of strength. Some smaller units may consist of only two steps. All artillery, cadre, and battalion-size units consist of a single step only.

9.82] The following is a summary of the number of steps possessed by each unit-type:

1. Each combat unit whose original strength chit possesses a Combat Strength of three or more has three steps of strength. When such a unit takes a one-step loss, its strength chit is flipped over to its reduced side. Of course, its new Combat Strength will be smaller than the original. When the unit takes a two-step loss (or it takes a one-step loss after having previously taken a one-step loss), the strength chit is removed from play entirely (see 8.52) and the parent combat unit is flipped to its cadre side (see 10.0). When a unit worth three steps loses three steps in combat, its strength chit is removed from play and the parent combat unit is eliminated.

2. Each combat unit whose original strength chit has a Combat Strength of two or less has two steps of strength. When such a unit takes a step loss, its strength chit is flipped over from play and the parent combat unit is flipped over to its cadre side. (Note that when flipped over, such a unit's strength chit will indicate zero strength — this is not considered a step.) When a unit worth two steps takes two step losses in combat, its strength chit is removed from play and the parent combat unit is eliminated.

3. All artillery, cadre, and battalion-size units consist of a single step of strength only. If any of these units are taken for removal in combat, they are immediately eliminated from play. They never possess strength chips.

9.83] All combat results are expressed in terms of steps lost and/or hexes retreated. The letters "A" and "D" on the CRT stand for attacker and defender, respectively.

9.84] All combat results are expressed in terms of a number(s) preceded by the letters "A" or "D."

9.85] All numbers in the combat result which are parenthesized indicate mandatory step losses for the affected Player's units. Those numbers which are not parenthesized signify that the affected unit(s) must retreat the indicated number of hexes and/or take a step loss equal to the unparenthesized number result. All attacking units are subject to any "A" result. All defending units are subject to any "D" result. Thus, if a Player elects to retreat, all of his units involved in a combat must retreat. If a Player elects to (or must) incur step losses for any of his units involved in a combat, the combat may be reduced as long as the total number of steps lost equals the requirement.

Example: A German stack receives a D22(2) result. Immediately, the German Player reduces two units in the stack by one step each. (Alternatively, he could have chosen to reduce one unit by two steps instead.) Next, the German Player must choose one of the following options:

1. He may take two more step losses and not retreat (only, of course, if he has these steps available to him in the stack).
2. He may retreat two hexes (see 9.9).
3. He may lose one step of strength and retreat one hex (or vice versa).

9.86] If the owning Player is required to take step losses, he must first take these losses from those units that actually participated in the combat. If there are not enough steps available among these units, he may take losses from units that are stacked on the same hex but did not participate in the combat.

9.87] If the owning Player is required to take step losses due to his own attack, he must first take these losses from any of his tank units that participated in the attack. If the attacking Player possessed no tank units, he is under no further restrictions with regard to the manner in which these losses shall be applied.

9.88] Combat Results Table (see map)

9.9] RETREATS AND ADVANCES

9.91] A Player may retreat his units due to an unparenthesized combat result (see 9.85). All retreats are expressed in hexes, not Movement Points. Retreats are always conducted by the owning Player. When a retreat is called for, move the stack as a whole (not each unit individually) according to the following priorities:

1. To a hex that is the maximum possible distance from any Enemy unit.
2. To a non-Enemy-controlled hex.
3. In accordance with these priorities, the owning Player may retreat his units in any way he sees fit as long as no retreating stack enters the same hex more than once.

9.92] A unit may retreat through Enemy Zones of Control (see 6.4). However, for each Enemy-controlled hex entered, the owning Player must lose one step of strength from any one unit in the retreating stack.

9.93] A unit may retreat in violation of stacking limitations so long as this situation is corrected by the end of the next Friendly Movement Phase. However, if a unit retreats onto a Friendly occupied hex and that hex then undergoes an attack in the same Phase, the retreated unit may never add its Combat Strength to those of the units already in the hex. If units in that hex then suffer an adverse combat result, the previously retreated unit is eliminated from play (its step losses do not count in the determination of step losses in the new combat).

9.94] A unit may retreat in violation of stacking limitations so long as this situation is corrected by the end of the next Friendly Movement Phase. However, if a unit retreats onto a Friendly occupied hex and that hex then undergoes an attack in the same Phase, the retreated unit may never add its Combat Strength to those of the units already in the hex. If units in that hex then suffer an adverse combat result, the previously retreated unit is eliminated from play (its step losses do not count in the determination of step losses in the new combat).

9.95] Advances after combat are conducted as follows:

1. Move each victorious unit individually. The first hex entered must be the hex formerly occupied by the withdrawing unit(s).
2. All units except those bearing a tank or mechanized infantry symbol may advance the permitted number of hexes along the path of retreat just conducted by the retreating Player. This move is conducted hex-by-hex and may not deviate from the path of retreat. If an Enemy unit retreats through an Enemy-occupied hex, the advance along the path of retreat would have to cease prior to that hex.
3. Units bearing a tank or mechanized infantry symbol may now advance the permissible number of hexes. These units may deviate from the path of retreat — they are not obligated to strictly follow it (except for the first hex — see 9.93 "1")
4. Regardless of what type the advancing units are, they must halt their advance immediately upon entering an Enemy Zone of Control, exclusive of the first hex entered in this advance. Victorious units are never required to approach. They may halt their advance at any time during the course of the advance.

9.96] Mechanized infantry or tank units may never advance or retreat across river hexes unless those hexes are traversed by a road. Units forced to retreat off the map are eliminated.

9.97] Some combat results on the CRT are in bold face. These are considered particularly successful attacks and are labeled breakthroughs. Breakthrough attacks differ from normal attacks in the following ways:

1. The attacking Player determines the path of retreat.
2. All units advancing into the combat lose their Zones of Control for the duration of the current Combat Phase.
3. The defending Player may not take step losses in lieu of retreating (unless he is completely surrounded by Enemy Zones of Control).
4. The attacking Player may advance all his participating units one extra hex more than the advance normally permitted by this result (if the units are non-tank, non-mechanized infantry, they may deviate from the path of retreat in the last hex advanced into).

10.0] CADRE UNITS

GENERAL RULE:

Every non-artillery or battalion-size combat unit is back-printed with a cadre side. All cadres have a printed Combat Strength and Movement Allowance (they do not employ a combat class or a morale rating). Cadres are formed when units take step losses in combat. If a unit originally consisted of three steps of strength, the cadre side of the parent unit is considered the third step of strength. Similarly, if a unit originally possessed two steps of strength, the cadre side is considered the second step. All cadre units themselves are worth one step of strength. Cadres never exert Zones of Control, and are considered a battalion-size unit for stacking purposes.
[11.0] SUPPLY

GENERAL RULE:
Units must be considered in supply in order to use their Combat Strengths and Movement Allowances without penalty. There are three possible states of supply: in supply, out of supply, and isolated.

PROCEDURE:
Supply determination for all purposes is made by both Players during the Mutual Supply Determination Phase of each Player-Turn. A unit in supply at the beginning of a Player-Turn is considered in supply at all times during that Player-Turn. A unit that is out of supply at the beginning of a Player-Turn is considered out of supply for circumstances of the Turn. A unit that is out of supply at the beginning of their Combat Strengths and Movement Allowances decreased as follows:

1. If the units are attacking, their Combat Strengths are one.
2. If the units are defending, their final Combat Strengths are halved individually (round fractions down).
3. If the units are tank, mechanized infantry, or reconnaissance, their Movement Allowances are three Movement Points.
4. If the units are not tank, mechanized infantry, or reconnaissance, their Movement Allowances are halved (round fractions down).

[11.1] SUPPLY LINES

A supply line is defined as a path of continuous hexes traceable from a combat unit to a road hex, and then in turn from that road hex along a contiguous path of road hexes to a Friendly mapedge hex. None of these hexes may be Enemy-occupied or Enemy-controlled hexes (unless they are occupied by Friendly units). Terrain does not affect the tracing of supply lines.

[11.2] WHEN A UNIT IS "IN SUPPLY"

[11.21] In order for any combat unit to be in supply, the owning Player must be able to trace a supply line (see 11.1) six hexes (not Movement Points) or less in length to a road hex from that unit and, in turn, must be able to trace a supply line of contiguous road hexes of any length from this road hex to a "Friendly" mapedge road hex.

[11.22] Unless otherwise stated, the western mapedge is Friendly to the Allied Player and the eastern mapedge is Friendly to the German Player.

[11.3] WHEN A UNIT IS "OUT OF SUPPLY"

[11.31] A unit is out of supply under the following circumstances:
1. It is able to trace a supply line to a road hex, but this supply line is over six hexes in length, and/or...
2. The road hex to which a supply line is traced is unable to trace a series of continuous road hexes to a Friendly mapedge.

[11.32] Place an Out of Supply marker on all units that are determined to be out of supply during the Mutual Supply Determination Phase.

[11.33] All units that are out of supply have their Combat Strengths and Movement Allowances decreased as follows:
1. If the units are attacking, their individual Combat Strengths are halved (round fractions down).
2. If the units are defending, their Combat Strengths remain the same.
3. If the units are tank, mechanized infantry, or reconnaissance, their Movement Allowances are halved (round fractions down).
4. If the units are not tank, mechanized infantry, or reconnaissance, their Movement Allowances remain the same.

Note: All units have a minimum Combat Strength of one.

[11.4] WHEN A UNIT IS "ISOLATED"

[11.41] A unit is isolated when it is completely unable to trace a supply line to a road hex. Place an Isolated marker on all units that are determined to be isolated during the Mutual Supply Determination Phase.

[11.42] All units that are isolated have their Combat Strengths and Movement Allowances decreased as follows:
1. If the units are attacking, their Combat Strengths are one.
2. If the units are defending, their final Combat Strengths are halved individually (round fractions down).
3. If the units are tank, mechanized infantry, or reconnaissance, their Movement Allowances are three Movement Points.
4. If the units are not tank, mechanized infantry, or reconnaissance, their Movement Allowances are halved (round fractions down).

[11.5] AUTOMATIC SUPPLY

[11.51] All units which enter the map as reinforcements are automatically in supply during the first two Game-Turns in which they have entered the map.

[11.52] All units which occupy a Friendly mapedge hex (see 11.22) or a hex adjacent to a Friendly mapedge hex are automatically in supply.

[11.53] All German units which occupy entrenchment hexes (see 12.0) are automatically in supply.

[12.0] ENTRENCHMENTS

GENERAL RULE:
Some hexes on the map are permanently designated as entrenchments. These hexes can only benefit the German Player.

CASES:

[12.1] ENTERING ENTRENCHMENTS

There is no Movement Point penalty to enter an entrenchment hex. Entrenchment hexes are permanent. They may never be destroyed by either Player.

[12.2] EFFECTS OF ENTRENCHMENTS

[12.21] German units defending in entrenchment hexes have their Combat Strengths doubled (if attacked exclusively across river hexes, they are Combat Strengths are tripped). It makes no difference what direction the attack on the entrenchment hex is coming from.

[12.22] Allied units participating in an attack against German units in entrenchment hexes may never receive a combined arms bonus (see 9.5).

[12.23] German units occupying entrenchment hexes are not obligated to attack adjacent Allied units during the German Combat Phase, although they may do so.

[13.0] AIR POWER

GENERAL RULE:
Each Player possesses a certain number of Air Points. Each Air Point may be used once per Game-Turn in a "ground support" role. During each Game-Turn, the owning Player must keep track of the employment of his Air Points on a separate sheet of paper. Air Points may never be eliminated.

CASES:

[13.1] GROUND SUPPORT

[13.11] Both Players' Air Points may be used for ground support during either Player's Combat Phase. For each Air Point allocated by the Phasing Player to an attack, the combat ratio is shifted one column to the right on the CRT. For each Air Point allocated by the non-Phasing Player to a defense, the combat ratio is shifted one column to the left on the CRT. When using an Air Point, the owning Player need only state this fact aloud while noting its use on a separate piece of paper.

[13.12] A maximum of one Air Point may be allocated by each Player per combat.

[13.13] Air Points must be allocated by both Players to a combat before strength chips (if any) are revealed. The Phasing Player announces his Air Point allocations first, followed by the non-Phasing Player.

[14.0] REINFORCEMENTS

GENERAL RULE:
Both Players may receive reinforcements. These units appear during the owning Player's Movement Phase on the Game-Turn indicated on the particular game's Game-Turn Track. Each listing of reinforcements includes the designation of the reinforcing unit as well as its "entry hex."

CASES:

[14.1] MOVEMENT OF REINFORCEMENTS

[14.11] During his Movement Phase, the owning Player places any scheduled reinforcements near the entry hex on the map called for. If more than one unit is scheduled to appear in the same entry hex during the same Game-Turn, these units are deployed off-map, one behind the other, with the lead unit poised adjacent to the entry hex. As each unit enters the map, it must pay the terrain cost for the type of terrain in the hex plus any additional cost for hypothetical hexes that it would have to traverse in order to enter this entry hex. These hypothetical hexes are considered to be of the same terrain type as the entry hex itself.

[14.12] It is permissible for reinforcements to employ strategic movement in their Game-Turn of entry as long as they remain at least three hexes away from Enemy units at all times during the Movement Phase.

[14.2] RESTRICTIONS

[14.21] If an entry hex is occupied or in the Zone of Control of an Enemy unit, the Phasing Player may bring his reinforcements onto the map within three (or more, if necessary) hexes of the original entry hex without delay.

[14.22] Reinforcements may be purposely delayed by the owning Player for as long as he wishes.
<table>
<thead>
<tr>
<th>Defender’s Terrain</th>
<th>Hilltop</th>
<th>Woods, Town</th>
<th>Clear</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1-3</td>
<td>1-4</td>
<td>1-5</td>
</tr>
<tr>
<td></td>
<td>1-2</td>
<td>1-3</td>
<td>1-4</td>
</tr>
<tr>
<td></td>
<td>1-1</td>
<td>1-2</td>
<td>1-3</td>
</tr>
<tr>
<td>COMBAT RATIOS</td>
<td>2-1</td>
<td>1-1</td>
<td>2-1</td>
</tr>
<tr>
<td>(Attacker to</td>
<td>3-1</td>
<td>2-1</td>
<td>2-1</td>
</tr>
<tr>
<td>Defender)</td>
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<td>3-1</td>
</tr>
<tr>
<td></td>
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<td>9-1</td>
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<tr>
<td></td>
<td>11-1+</td>
<td>10-1+</td>
<td>11-1+</td>
</tr>
</tbody>
</table>

1. Letters preceding results indicate to whom results apply. A = Attacker; D = Defender. Ratios greater than the right-hand column (less than left-hand column) are resolved on the right-hand (left-hand) column.
2. The unparenthesized number indicates the number of hexes the owning Player retreats his units and/or the number of steps lost from the owning Player’s units (see Case 9.85). The number in parentheses is the number of mandatory step losses incurred by the owning Player’s units. These losses must be taken immediately before any retreat result is fulfilled.
3. A result in bold (typeface) indicates a “Breakthrough” (see Case 9.97). All retreating units lose their Zone of Control for the duration of the Combat Phase. In addition, victorious units may advance after combat one hex more than the normal permissible advance.

SUMMARY OF SHIFTS TO RATIO COLUMNS

A. Shift one column to the right (if employed in the attack) or one column to the left (if employed in the defense):
1. Divisional Integrity (see 9.4)
2. Artillery “Support Bonus” (see 9.62)
3. Hilltop Combat Bonus (see 9.3)
4. Ground Support (see 13.1)

B. Shift one column to the right:
1. Combined Arms Combat Bonus (see 9.5)

C. Shift one column to the left:
1. If Mud Game-Turn is in effect (see 20.2)
**Patton's Third Army Counter Section Nr. 1 (200 pieces): Front**

Quantity of Sections of this identical type in game: 1. Quantity of Sections (of all types) in game: 1.

---

**U.S.**

<table>
<thead>
<tr>
<th>20</th>
<th>70</th>
<th>20</th>
<th>70</th>
<th>20</th>
<th>69</th>
<th>20</th>
<th>69</th>
</tr>
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</table>

**GERMAN**

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<th>19/2</th>
<th>18/2</th>
<th>19/2</th>
<th>18/2</th>
<th>19/2</th>
<th>18/2</th>
</tr>
</thead>
</table>

**NEUTRAL MARKERS**

|------------|------------|----------------|----------------|----------------|----------------|----------------|----------------|

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291P41
### Patton's Third Army Counter Section Nr. 1 (200 pieces): Back

| A3 | B2 | C0 | A2 | B1 | C0 | A2 | B1 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 | B0 | C0 | A2 |
2. The unparenthesized number indicates the number of hexes the owning Player retreats his units and/or the number of steps lost from the owning Player's units (see Case 9.85). The number in parentheses is the number of mandatory step losses incurred by the owning Player's units. These losses must be taken immediately before any retreat result is fulfilled.

3. A result in bold (typeface) indicates a “Breakthrough” (see Case 9.97). All retreating units lose their Zone of Control for the duration of the Combat Phase. In addition, victorious units may advance after combat one hex more than the normal permissible advance.
### 9.88 COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Defender's Terrain</th>
<th>COMBAT RATIOS (Attacker to Defender)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1-3</td>
</tr>
<tr>
<td>Hilltop</td>
<td></td>
</tr>
<tr>
<td>Woods, Town</td>
<td>1-4</td>
</tr>
<tr>
<td>Clear</td>
<td>1-5</td>
</tr>
</tbody>
</table>

### Letters preceding results indicate to whom results apply. A = Attacker; D = Defender. Ratios greater than the right-hand column (less than left-hand column) are resolved on the right-hand (left-hand) column.

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### SUMMARY OF SHIFTS TO RATIO COLUMNS

A. Shift one column to the right (if employed in the attack) or one column to the left (if employed in the defense):

1. Divisional Integrity (see 9.4)
2. Artillery "Support Bonus" (see 9.62)
3. Hilltop Combat Bonus (see 9.3)
4. Ground Support (see 13.1)
### 5.62 Terrain Effects Chart

Movement Point Costs to Enter or Cross: Normal (Mud)

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Non-Mech</th>
<th>Mech</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1</td>
<td>2 (4)</td>
</tr>
<tr>
<td>Woods</td>
<td>1 (2)</td>
<td>4 (6)</td>
</tr>
<tr>
<td>Hilltop</td>
<td>2</td>
<td>6 (8)</td>
</tr>
<tr>
<td>Town</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Lake</td>
<td>P</td>
<td>P</td>
</tr>
<tr>
<td>Stream</td>
<td>+1¹</td>
<td>+2¹</td>
</tr>
<tr>
<td>River</td>
<td>+2</td>
<td>P²</td>
</tr>
<tr>
<td>Road (Strategic)</td>
<td>½</td>
<td>½ (⅓)</td>
</tr>
<tr>
<td>Road (Tactical)</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

P = Prohibited

Notes:
1. All Stream hexes are converted to river hexes during mud Game-Turns.
2. Mech units may cross river hexes if the hexside is also crossed by a road (moving either tactically or strategically).

### 20.15 Weather Table

<table>
<thead>
<tr>
<th>DIE</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>Clear</td>
</tr>
<tr>
<td>I</td>
<td>Clear</td>
</tr>
<tr>
<td>2</td>
<td>Clear</td>
</tr>
<tr>
<td>3</td>
<td>Light Overcast</td>
</tr>
<tr>
<td>4</td>
<td>Heavy Overcast</td>
</tr>
<tr>
<td>5</td>
<td>Heavy Overcast (Rain)</td>
</tr>
<tr>
<td>6</td>
<td>Heavy Overcast (Rain)</td>
</tr>
<tr>
<td>7</td>
<td>Heavy Overcast (Rain)</td>
</tr>
</tbody>
</table>

Modifiers: Add one to die roll if previous Game-Turn's weather was Heavy Overcast; subtract one from die roll if previous Game-Turn's weather was Clear.

Explanation: * = Roll die again: 1, 2, 3 = Light Overcast; 4, 5, 6 = Heavy Overcast.