



Toppling the Reich

THE BATTLES FOR THE WESTWALL

1.0 INTRODUCTION

2.0 COMPONENT DESCRIPTION

- 2.1 Combat Units
- 2.2 Counter Abbreviations
- 2.3 Game Markers
- 2.4 Game Scale

3.0 IMPORTANT CONCEPTS

- 3.1 Stacking
- 3.2 Zones of Control
- 3.3 Supply
- 3.4 Leaders
- 3.5 Command Control
- 3.6 Out of Command Control
- 3.7 Out of Command and Supply Summary

4.0 GAME TURN

- 4.1 Command Segment
- 4.2 Movement Segment
- 4.3 Combat Segment
- 4.4 Exploitation Segment
- 4.5 Final Reorganization Segment

5.0 COMMAND SEGMENT

- 5.1 Weather
- 5.2 Army Group Boundaries

6.0 MOVEMENT

- 6.1 Major Rivers
- 6.2 Strategic Movement
- 6.3 Overruns
- 6.4 Railroad Movement
- 6.5 Replacements and Reinforcements

7.0 COMBAT

- 7.1 Regular Combat
- 7.2 Statement of Attack Strength
- 7.3 Defensive Intervention
- 7.4 Combat Modifiers
- 7.5 Final Resolution
- 7.6 Step Loss Result
- 7.7 Stalemate Result
- 7.8 Retreat Result
- 7.9 Hot Pursuit

- 7.10 Breakthroughs

- 7.11 Attrition Combat

8.0 EXPLOITATION

9.0 FINAL REORGANIZATION

10.0 SPECIAL UNITS

- 10.1 Commandos
- 10.2 Armored Assets
- 10.3 German 150th Panzer Brigade
- 10.4 Engineers
- 10.5 Paratroops

11.0 AIRPOWER

- 11.1 Airpower Status
- 11.2 Counter-air
- 11.3 Aerial Interdiction
- 11.4 Combat Air Patrol (CAP)
- 11.5 Aerial Re-supply
- 11.6 Close Air Support
- 11.7 Offensive Patrol
- 11.8 Paratroop Drops

12.0 OPTIONAL RULES

- 12.1 Allied Corps Reorganization
- 12.2 German Panzer Corps Reorganization
- 12.3 German Infantry Corps Breakdown

13.0 INTELLIGENCE AND DECEPTION

- 13.1 ULTRA Intelligence
- 13.2 Concealed Units
- 13.3 Unknown Units
- 13.4 "Herbstnebel" Option

14.0 VICTORY CONDITIONS

15.0 SCENARIO SET-UP

- 15.1 Situation
- 15.2 Victory Conditions
- 15.3 At-Start Orders of Battle
- 15.4 Deployment Limitations
- 15.5 Reinforcements and Replacements
- 15.6 Withdrawals
- 15.7 Special Rules
- 15.8 Start-Line

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LPS PART # GA2006R
PRINTED IN THE USA

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Headquarters, Engineer and Commando units, along with Leaders and game markers, do not count for stacking and may stack without regard to these limits.

3.1.1 Penalties A player may not stack in excess of the permitted stacking limits. Units in excess of the overall stacking limits in a hex at the end of a player's turn are eliminated. Units eliminated to meet stacking limits are chosen by the owning player.

3.2 Zones of Control

All corps-size units, Armor, and Panzer Grenadier/Motorized (see Unit ID Chart) type units of any size project a Zone of Control (ZOC) into the six hexes immediately surrounding the piece itself. Zones of Control never extend across Major Rivers (whether bridged or not), or into Sea hexes or other impassable terrain. The presence of a friendly unit in a hex controlled by the opponent's ZOC cancels the ZOC for purposes of tracing Lines of Supply, an HQ's dispatching of Reserves, and retreat after combat.

3.2.1 ZOC and Movement Units must stop their movement upon entering a hex covered by an enemy ZOC and may move no further in that player-turn. A unit may only move directly from one enemy ZOC-controlled hex to another, expending all of its movement points to do so, if it begins the turn in the enemy unit's ZOC and the hex entered is already occupied by a friendly unit. A few units (Commandos in Section 10.1, the German 150th Panzer Brigade in Section 10.3) have the special ability to move through enemy ZOC (and, in the case of the 150th Panzer Brigade, to continue moving additional hexes if movement points remain) at an additional movement point cost. Other units, even if they first exited a ZOC, would have to halt movement on entering a new enemy ZOC-controlled hex.

3.2.2 Other ZOC Effects Zones of Control generally block the further tracing of lines of Supply for General Supply (Case 3.3.1), further movement of opposing Reserves during Combat (Module 7.0), and retreat after combat (Section 7.8) by the opponent's units.

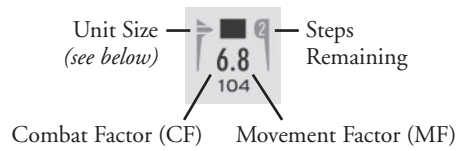
3.3 Supply

Supply is important to all aspects of Movement and Combat. Supply status is judged at the beginning of the Movement Segment for Movement and at the instant of Combat for Combat. There are two types of Supply: General Supply and Attack Supply. Each is detailed below.

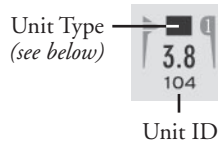
3.3.1 General Supply A unit is in General Supply if it is within Command Control

SAMPLE COMBAT UNIT

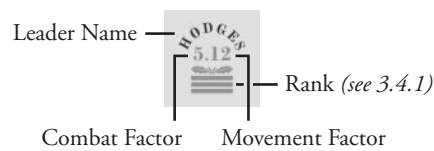
Front Full Strength



Back Reduced Strength



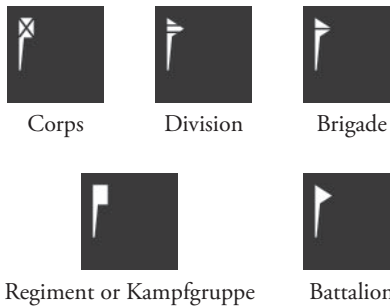
SAMPLE LEADER



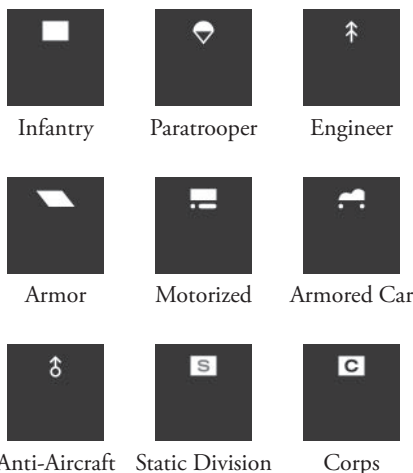
SAMPLE HEADQUARTERS



UNIT RANKS



UNIT TYPES



Allied Unit Abbreviations

ALG *Algerian*
 AP *Alpine*
 AT *Anti-tank*
 BGN *Belgian*
 CCA/B/C *Combat Command A/B/C*
 CDN *Canadian*
 CDO *Commando*
 CMP A/B *Composite A/B*
 COL *Colonial*
 CZEC *Czech*
 GDS *Guards*
 LOCU *Locust tanks*
 MOR *Moroccan*
 RCP *Regiment Chasseurs de Parachute*
 R DCH *Royal Dutch*
 SHAEF *Supreme Headquarters Allied Expeditionary Force*
 SSF *Special Services Forces*
 TETR *Tetrarch tanks*

German Unit Abbreviations

AG *Armee Gruppe*
 ERDM *Erdemarke*
 FE *Fuhrer Escort*
 FJ *Fallschirmjager*
 HEYD *Von der Heydte*
 KOEN *Koenig*
 KMRN *Kriegsmarine*
 LW *Luftwaffe*
 NEDER *Nederland*
 OB W *Obercommando West*
 PZ *Panzer*
 PZA *Panzer Armee*
 SS *SchutzStaffeln*
 VOLKS *Volkssturm*

Marker Abbreviations

BRG-HD *Bridgehead*
 C-A-P *Combat Air Patrol*
 CHEM-W *Chemical Weapons*
 CRPT-B *Carpet Bombing*
 DAM-BL *Dam Blown*
 INTRDCT *Interdiction*
 OP *Operation*
 RAIL-HD *Railhead*
 RPLCMT/REPLAC *Replacement*
 RR-MOV *Railroad movement*
 STLMT *Stalemate*
 ST-MOV *Strategic movement*
 U *Ultra Deception*
 V *Victory*
 WTHR *Weather*
 W-WALL *Westwall*

Table 1: Command Control Ranges







Headquarters Level	Command Control	Supply	Reserve
 German Army	4 hexes	4 hexes	3 hexes
 German Army Group	Army Group boundaries	NA	8 hexes to Army HQ only
 German Front Command (OB West)	Entire map	NA	8 hexes to Army HQ only
 Allied Army	5 hexes	5 hexes	3 hexes
 Allied Army Group	Army Group boundaries	NA	6 hexes to Army HQ only
 Allied Front Command (SHAEF)	Entire map	NA	8 hexes to Army HQ only

Chart) and Weather. This net result modifies the combat resolution die roll.

Each Leader may be used once in a game turn to support combat during either Combat Segment. Turn a Leader unit over to indicate that he has been committed for the game turn (i.e., if a Leader is used to support an attack he cannot be used later in the turn to support a defense or another attack). **Exception** *If the player-turn extends into an Exploitation Segment, Leaders used in the attack on the first round of combat that caused the Exploitation may be used again (but no others).*

A Leader may not stack with an HQ having a greater command status than the rank he himself possesses. No Leader may add more to the combat value of the units involved in the combat than the value of the units themselves. For example, if all of the friendly units' CF in a combat total 5 and all of the Leaders that are committed to support have a combined CF of 7, only 5 of the Leaders' CF can be applied to the combat (the excess 2 CF are ignored). Leader values do not count in Attrition Combat (Section 7.11). Leaders are not themselves Headquarters units and cannot be used to dispatch Reserves (Cases 3.5.3 and 3.5.4). Leader contributions to combat strength and DRM are not affected in any manner by lack of Supply, terrain modifications, Weather or Command Control. They are added in after all these modifications have taken place.

A Leader is eliminated when the last friendly unit he is stacked with is eliminated, or if caught alone in a hex that is entered by an enemy combat unit. An eliminated Leader cannot be returned to play or otherwise replaced.

3.5 Command Control

The presence of Headquarters (HQ) units has a direct effect on the ability of units to move and fight. To move at their full MP allowance units must be able to trace com-

mand to an eligible Headquarters unit that is within Command Control range. HQs are vital in Combat in order to give Command Control to engaged units and to provide them with Attack Supply Points. Army Group and Front HQ communications facilities also enable Higher Commanders to intervene in battles within their areas, while Army HQs may dispatch Reserves in defense.

Headquarters act in their various capacities by means of ranges within which they may exercise functions. HQs are provided with a range for Supply, a range for Command Control, and a Reserve range. This range is the maximum number of hexes away from the HQ unit itself at which an activity may be carried out. See example on Campaign Insert.

3.5.1 Command Control Ranges See Table 1, above.

3.5.2 Tracing Command Control Combat units trace Command Control to an Army HQ if the unit is within the requisite Command Control range of the HQ. The Army HQ to which command is traced must be within an Army Group HQ's Boundaries (see below). Tracing Command Control range to an Army HQ and an Army Group HQ is not affected by the presence of the opponent's units or ZOC (Note, however, that tracing Supply is affected by enemy ZOC).

Units that cannot trace Command Control to an Army HQ cannot participate in an attack. Army HQs coordinate both the provision of General Supply and of ASP for units in their sectors. Units cannot receive ASP unless within the Command Control and Supply range of an Army HQ. Defending units that cannot trace Supply at the instant Combat is declared are marked as Out of Supply.

Army Group Headquarters use a somewhat different method of tracing Command Control by using Army Group Boundary markers (Section 5.2). An Army Group HQ exercises Command Control over all units

located within its Boundary markers and the map edges, provided the Army Group HQ can trace command to the Front HQ. Army Group Boundary frontages are a matter of choice for the player and may be set during the Command Segment as narrowly or broadly as desired.

Front Command Headquarters cover the entire map. Front and Army Group HQs cannot be used to provide Attack Supply (Case 3.3.2) directly for units in combats; Attack Supply coordination must come from Army HQs.

Front and Army Group HQ Leaders (Section 3.4) may intervene in battles only if the Leader counter is stacked directly with its respective HQ unit. Army Leaders can influence only the hex they occupy.

3.5.3 Army HQ Reserves Army HQ Reserves are those combat units that are stacked with Army HQs at the time of battle. The defender may use these units to support hexes that the opposing player has attacked. Reserves may proceed to any hex within the Reserve Range of the dispatching Army HQ unit. Reserves may reinforce the hex under attack and/or backstop the front line to limit the consequences of the opposing player's potential Breakthroughs (Section 7.10). Army HQs (only) can also dispatch Reserves during the Exploitation Segment (see Module 8.0). See example on Campaign Insert.

Non-exploitation Reserve units do not pay MP costs for terrain they enter, but they may cross Major Rivers only at Bridges or Bridgeheads, and they may enter and even pass through enemy ZOC only if those hexes are already occupied by friendly units. Reserve units may not exceed stacking limits in any of the hexes they enter. Any type of Headquarters unit that is in an opponent's ZOC cannot dispatch Reserves. Exploitation Reserve units must pay terrain costs for hexes entered (Module 8.0) and are not limited to the HQ's Reserve Range while moving. The dispatched reserve unit(s) may enter and pass

Command Control (Section 3.5) in order to attack. Attacking is voluntary. However, the number of large attacks that may be made is limited by the available Attack Supply (Case 3.3.2). Both players may support the combat with Close Air Support (Section 11.6), and Leaders (Section 3.4). The attacking player (only) can commit Paratroop units (Section 10.5). The defending player (only) may aid attacked units with Reserves (Case 3.5.3) and move Reserves dispatched by Higher Command HQs to hexes occupied by eligible in-Command Army HQs (Case 3.5.4). Individual battles are resolved in the order desired by the attacking player. The Attacker may also elect to engage in Attrition Combat (Section 7.11). All Combat is resolved by a DR and the appropriate Combat Results Table (CRT). All Attrition Combat, and all regular combats above a certain size, require the expenditure of Attack Supply (Case 3.3.2). Oversupplied Attacks (Case 3.3.3) require the expenditure of additional Attack Supply. An attack cannot be made if the player does not have the requisite Attack Supply Points.

4.4 Exploitation Segment

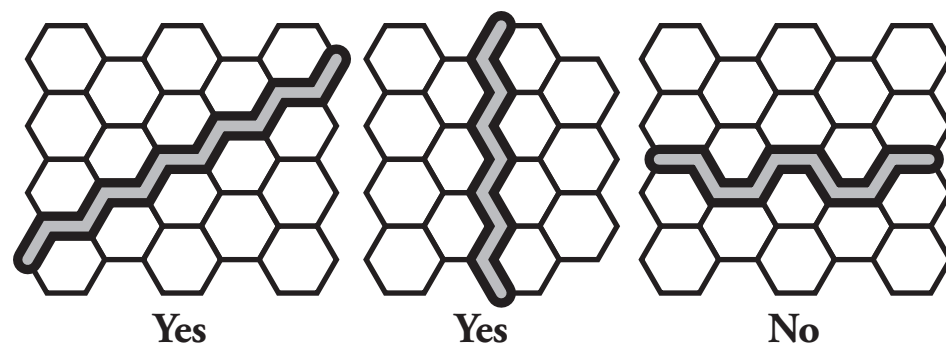
The length of the player-turn is conditional on the outcomes of the player's individual attacks. If the player's attacking ground units achieve any "Breakthrough" results on the CRT, then certain of the units involved in the attack, as well as certain of the attacker's units previously designated as Reserves, may be eligible for a special Movement-Combat sequence called Exploitation (Module 8.0). Movement and Combat during the Exploitation Segment generally follow, all regular rules for these purposes, including Supply, Reserves, Leaders, Airpower, etc.

4.5 Final Reorganization Segment

The player now removes any units on the map listed as "For Withdrawal" during the current player-turn. Remove any OoS markers from units that can now trace an LOS (Case 3.3.1). Friendly units that remain OoS (Case 3.3.5) are reduced one step. Railheads (Case 6.5.4) that are under construction by Allied Engineers move forward at this time. The German player removes Temporary Bridge(s) during the Second Player's Final Reorganization Segment (Case 10.4.2).

With completion of the first player-turn, play reverts to the opponent. The second player repeats Sections 4.2-4.5 for his own player-turn. When both players have finished their player-turns, the Game Turn marker is moved ahead on the Turn Record Track to denote the passage of a complete game turn. A new game turn begins. This is repeated once for each game turn included in the scenario.

Figure 1: Army Group Boundaries



5.0 COMMAND SEGMENT

In this Segment, the players determine the Weather for the upcoming game turn and may adjust their Army Group Boundary markers.

5.1 Weather



Weather plays an important part in the game by affecting the movement costs for entering the different types of terrain on the map, through the Terrain Effects Chart (TEC), and also by affecting the level of available Airpower (Module 11.0). Weather is checked in the Command Segment of each game turn. The first player rolls one die on the Weather Table. This is cross-indexed with the month of the current game turn to give Weather conditions on the Weather Table. Movement cost modifications due to Weather are stated underneath the Weather Table itself. The map areas affected by the Table are delineated in Case 5.1.1 below. See also Section 11.1 and the Weather Table, as well as the Air Status Chart.

5.1.1 Weather Zones There are three Weather Zones delineated on the map by text labels, white borders and varying textures (see map key). All hexes so indicated are affected by the posited Weather when that condition is rolled on the Weather Table. The Weather Zones are Holland (north of the Rhine), the Ardennes (forest textured zone east of the Meuse) and the Black Forest (forest textured zone east of the Rhine).

5.1.2 Flooded Areas Several different rivers may flood due to Weather. When rivers flood, both the river itself and all its tributaries are affected. Trace tributaries by beginning with the hex side at which the specified river ends and then noting all minor rivers that flow into the river before the latter either flows into a Major River or into the sea. See the TEC or map key for examples of the appearance of floodable rivers. *Note The Meuse and Maas Rivers are one and the same (differing spelling).*



5.1.3 Flooding the Roer River There is one Weather condition that can be deliberately created by the German player. This is flooding the Roer River, a small minor river at the gateway to Germany that would have become a rising torrent if the Germans had blown the dams. The two Roer River dams are located adjacent to hex 3422. Any dam may be blown by any German combat unit that occupies a hex adjacent to the specific Roer dam to be demolished. Demolition occurs during the Final Reorganization Segment of the German player-turn. Demolition of both dams causes the Roer River to be completely impassable for three turns. If only one dam is blown the Roer River is impassable for two turns (four turns maximum in the game if the two dams are blown separately). Use the third DAM-BL marker to indicate the last turn of the Roer River's flooding on the Turn Record Track.

5.2 Army Group Boundaries



Army Group HQ commands determine their Command Control range in part by means of the placement of Army Group Boundary markers. Army Group Boundary markers may be placed along hex sides on the map (Figure 1) during the Command Segment of the game turn. Boundary markers may be placed only on hex side rows and not across the grain of the map hex grid. An Army Group HQ exercises Command Control over all units located within its boundaries and the map edges. Army Group HQ frontages are a matter of choice for the player and may be set as narrowly or broadly as desired but realignment may take place only during the Command Segment of the game turn. Boundary markers are used by a side only when more than one Army Group HQ on that side is in play.

type of new units and give the number of the map entry hex on which they must come into play. German units entering the east and north edges of the game map may use Railroad Movement. Allied units entering the west and south edges of the map may enter at a connected Railhead, or anywhere along the railroad between the map entry hex and the Railhead (see Case 6.5.4). Reinforcements may use Strategic Movement on the turn they enter. New units may not arrive in the opponent's ZOC. If a designated map entry hex is blocked, or a ZOC of an enemy unit is projected into the entry hex, then the designated reinforcements are delayed one turn but thereafter may arrive at any entry hex on the same edge of the map.

6.5.2 Communications Zone (COM Z)

Starting with turn 2 of both the Campaign Game and Scenario 1, the Allied player's reinforcements do not automatically enter play onto the map but instead are deployed to the Communications Zone (COM Z). Some at-start units in each scenario are also designated as Communications Zone (COM Z) reinforcements. These forces are units that were not immediately brought up to the front in order that priority could be given to the transport of Attack Supply. Each turn all Allied reinforcement combat units (but not Leaders or HQs; see below) first enter the COM Z. The number of units that can then be deployed from the COM Z to the map is determined by two DR checks. Two DR6 (i.e., the sum thereof) determine the total number of units that can be entered via map entry hexes 1-6 that Allied player-turn. A single DR6 is made for map entry hex 7. Each DR check is modified as follows (use all that apply):

- +1 if Antwerp is under Allied control (map entry hexes 1-6 only).
- +1 if Rotterdam is under Allied control (map entry hexes 1-6 only).
- 1 if 1 to 3 Allied Engineer units are currently in play on the map.
- 2 if 4+ Allied Engineer units are currently in play on the map (*these assets are not available to help dockside*).
- 1 for map entry hex 7.

The modified DR indicates the number of units that may enter at the designated map entry hex(es). If the modified DR is 0 or less then no units may leave the COM Z for the turn for the designated map entry hex(es). Allied HQs and Leaders do not count against the COM Z DR limits and can enter the game immediately (i.e., these units do not have to enter the COM Z unless the Allied player wants them to do so). Allied reinforce-

ment and rebuilt units that do not enter play on the scheduled turn of arrival must be left in the COM Z. COM Z entry DRs may be made each and every turn for any units located there. See also Examples of Play in Campaign insert.

The Allied player can elect to deploy additional units from the COM Z, regardless of and in addition to the limits determined by the DRs made above. In any Allied Movement Segment, after all allowable new units are deployed, the Allied player can deploy additional units from the COM Z box at a cost of one ASP for each unit (Case 3.3.2.). This represents the resources that **must** be expended in transport tonnage allocated to the additional reinforcements. This cost is paid only after the normal entry DR checks are made.

6.5.2.1 US Composite Divisions US Infantry Divisions Comp A and B may only be taken from the COM Z by either of the following means:

- The Allied player pays 2 ASP per unit (4 ASP total) **or**
- Operation "Herbstnebel" has been declared by the German player (Section 13.4 and Case 16.4.7). In this instance the Allied player pays no ASP to deploy these units from the COM Z.

6.5.3 Replacements The scenario listings detail the replacements available each turn, separately indicating infantry and armor (panzer) replacements. Each replacement may be used to restore one step of a reduced unit on the map. Armor replacements may be used to rebuild armor (panzer) or Panzer Grenadier (motorized, armored cavalry) units. Infantry replacements may be used to rebuild Infantry, HQ, Paratroop, or Panzer Grenadier (motorized, armored cavalry) units (**Note** Yes, armor and/or infantry replacements can be used for Panzer Grenadier, motorized, and armored cavalry units). Flip the reduced unit to its full-strength side. In preference to rebuilding existing units the player may also elect to rebuild the reduced steps of eliminated units that are in the Replacement Pool. A newly rebuilt unit appears at any map entry hex or connected Railhead (Case 6.5.5), or can be held off-map for entry on a later turn (Allied rebuilt units that do not enter play immediately are placed in the COM Z; Case 6.5.2).

Units receiving replacements must be in General Supply (Case 3.3.1) and in Command Control (Case 3.5.2). No unit may receive more than one step of replacements in any one game turn. Units may be rebuilt even in the front line and in the opponent's Zone of Control, except that no unit

involved in a Stalemate situation (Section 7.7) may receive replacements. Should a HQ unit be rebuilt it appears at any map entry hex the owning player chooses.

Note Engineers, the 150th Panzer Brigade and the Von der Heydte Paratroop unit cannot receive replacements, or be rebuilt if eliminated (Sections 10.3, 10.4 and 10.5).



6.5.4 Railheads and New Units

Railheads are the places where new units can enter into play during the Movement Segment and represent the furthest point to which a rail line is open. In order to enter play at a Railhead the rail line must be connected to a map entry hex. The rail line from the map entry hex to the Railhead cannot be adjacent to enemy units or be interrupted by enemy units, their ZOC, or enemy Aerial Interdiction markers. All reinforcements, new Engineer units, and units rebuilt from the Replacement Pool may arrive at Railheads, subject to stacking limitations for the hex. Paratroop units exiting the map to return to Airdrop status must exit the map at Railheads (Section 10.5). The Allied and German Railhead rules are slightly different:

- German railroads are considered to be open to traffic from the map edge along connecting railroad lines westward as far as the front line. Rail movement is not possible into hexes blocked by Allied units (or adjacent to them), Allied ZOCs, or Allied Aerial Interdiction markers.
- The Allied rail system is more complex. Sites for Railheads are initially set by the scenario in play, and the railroad is considered open only between these Railheads and map entry hexes. No connecting rail lines are considered open. To open railway communications for Railroad Movement between one Allied Railhead and another it is necessary for Engineer units to physically move along the rail line putting it back in service (Case 10.4.1). The opening of such rail lines is designated by the use of Railhead markers on the sections of trackage thus opened.
- Antwerp can be used as a Railhead once under Allied control and the Scheldt Estuary is free of any German ZOC (from Breskens, hex 2016, along the estuary to Antwerp on the south, and from hex 2518 to Flushing, hex 2115, on the north side of the estuary).

7.0 COMBAT

Battles occur during the Combat Segment of the player-turn in *Toppling the Reich*. Combat is always voluntary.

die roll. Results are explained underneath the CRT and generally involve losses of steps (casualties) and retreats by one or both sides.

7.6 Step Loss Result

This result indicates the number of steps lost by either side, or both sides in the case of an Exchange step loss result. Flipping a full strength unit over to its reduced side counts as one step loss. Removing a unit already flipped over to its reduced side, or a unit with only one step of strength, counts as a step loss. Corps-level units can have 2-6 step losses (see Sections 12.1 and 12.2). When assigning step losses to a side resulting from a battle, no unit may be eliminated until all units involved have suffered at least one step loss. Any player claiming the Armor Superiority shift or Paratroop DR modifier who suffers a step loss must extract at least one step loss from among the armor (or Paratroop) units used to claim the modifier(s), as applicable. In other words, where the modifier is claimed, these types of units must absorb at least 1 step loss each before other required step losses are assigned to other friendly units involved in the Combat. **Clarification** *The owning player does not have to claim otherwise applicable combat modifiers or column shifts for a Combat if so desired.*

7.7 Stalemate Result



All units remain in place. The Attacker (the player in whose player-turn the Stalemate resulted) must repeat the attack in the next game turn. The Attacker may not add to or remove ground units from the original attack to the repeat attack.

Defending units in a Stalemate result must remain stationary throughout their subsequent friendly player-turn, or counter-attack. Reserves committed to a defense which results in a Stalemate do receive terrain benefits when the attack is repeated in the next game-turn. The Defender may only withdraw from a Stalemate situation by counter-attacking all of the attacker's Stalemated units and rolling some sort of retreat result. The Defender may add additional units (subject to stacking limits) into the hex containing his Stalemated units without counterattacking, however. Assuming a new Stalemate result is not again achieved in a counterattack, should one be launched, the original attacking units are no longer Stalemated and may move and engage in combat normally in their next player-turn.

In either case above, CAP and Close Air Support may be reassigned, at a cost in Air Actions, to or from the battle for the Stalemated hex.

7.8 Retreat Result

Either side can suffer a Retreat result as a result of Combat. The direction of any retreat is determined by the player owning the retreating units, subject to the following priorities (**Exception Breakthroughs**; Section 7.10).

- Retreating units must retreat toward the nearest friendly Headquarters if possible and they may not cross Army Group Boundaries.
- Retreating units may not cross hexes covered by the opponent's ZOC unless those hexes are already occupied by friendly ground units.
- Retreating units may freely cross hexes occupied by other friendly units and/or stop on such hexes provided that stacking limits in the hex in which the units end their retreat are not violated.
- Defending German units in a Westwall hex can have a Retreat result reduced by 1.

Excess retreating units that exceed the stacking limits of a hex are eliminated (owning player's choice). Units may not enter the same hex twice while retreating. Retreating units may cross Major Rivers only at Bridges and may not retreat off the map. Units unable to retreat due to the opponent's units and/or ZOC and/or impassable terrain are eliminated.

7.9 Hot Pursuit

In all cases where the Defender is forced to retreat as a result of Combat, surviving attacking units may occupy the vacated hex (**Exception Paratroop units executing an air-drop may not advance after combat**). In addition, whenever a required retreat is two (2) or more hexes the Attacker may follow up the retreat route with some units in Hot Pursuit. Units eligible to make Hot Pursuit advances after combat are armored, Panzer Grenadier and motorized infantry units on both sides (including armored cavalry), Allied Infantry units, and German Parachute units. Units in Hot Pursuit may occupy the Defender's vacated hex without regard to ZOC. Thereafter such units must stop in the first hex they enter that is covered by the opponent's ZOC and is not occupied by a friendly unit.

7.10 Breakthroughs

A Breakthrough ("Bkth") is a specific combat result on the CRT that only the Defender can suffer as a result of Combat. As the Attacker's margin of superiority (odds ratio) increases relative to the Defender and attack resolution moves up to the higher columns on the CRT it becomes increasingly possible for the Attacker to achieve a Breakthrough result. This result, possible only at certain

odds levels and with certain die roll results, enables the Attacker to conduct a special Movement-Combat sequence known as Exploitation (Module 8.0) with some of his participating units. A Leader need not be present to obtain a Breakthrough result. In the case of a Breakthrough, all defending units are immediately reduced to their lowest step of strength (units with only a single step remaining are instead eliminated) and retreated four hexes in a direction determined by the Attacker, although still subject to Retreat priorities (Section 7.8). The Attacker cannot conduct Hot Pursuit (Section 7.9) in the case of a Breakthrough but may advance into the Defender's hex.

7.11 Attrition Combat

In addition to regular Combat, during the Combat Segment a second type of Combat, called Attrition, is available. Attrition represents the combined effects of small-scale military engagements all along the battlefield, including constant probes, patrol actions and minor operations in which losses are taken but territory does not change hands. Attrition takes place after all regular Combat has been resolved but before the Exploitation Segment. All units located on hexes adjacent to any opponent, including those on opposite banks of Major Rivers, are totaled into one overall combat value, corresponding to one of the columns of the Attrition Results Table (ART). Leader units may not be added to the total for Attrition Combat purposes. Units not in General Supply (Case 3.3.1) and Command Control (Section 3.6) may be used for Attrition Combat purposes. Attrition attacks may be Oversupplied (Case 3.3.3). An Oversupplied Attrition Attack gives a 1 Right column shift on the Attrition Combat Results Table. Total all participating strength points, find the proper column on the ART, and roll one die, cross-indexing the result on the Table. The Attrition Combat Results Table outcome will be a number indicating the number of steps of strength that the opponent must immediately extract for losses. These losses are chosen by the opponent, but must be taken from units that are in contact with opposing units. Each Attrition Combat expends one ASP, or two if launched in an Oversupplied condition. Units that participated in regular Combat in that player-turn cannot be used in Attrition Combat in that player-turn. See also Section 19.5.

8.0 EXPLOITATION



Exploitation is a special Movement-Combat sequence that occurs when the Attacker achieves a Breakthrough (Bkth) combat result on the CRT. Whenever a

be opened. A second linked rail hex can be opened in the same Allied player-turn provided the Engineer unit has the MP to enter the hex. In the Allied Final Reorganization Segment each game turn, the Railhead counter is moved up to join the Engineer and the rail line is considered open to that point. Up to two Rail line hexes may be opened per Allied player-turn regardless of the number of Engineer units being used for construction (i.e., 1 Rail line hex on one line and 1 Rail line hex on another, or 2 connected Rail line hexes on one). **Note** *If any Railhead marker(s) advances 2 hexes in a game turn, a -1 DR modifier applies to the Allied Air Status DR in the next game turn's Command Segment; see Section 11.1, Case C.*

10.4.2 Engineers and Major Rivers An Engineer unit may be used to “ferry” other units across a Major River at places other than Bridges. To cross, the Engineer unit and the unit to be “ferried” must both begin the Movement Segment adjacent to the Major River hex side the player wishes to cross. Corps-sized units cannot be “ferried” across Major Rivers. Crossing a Major River costs a unit six (6) movement points in addition to the MP cost of the hex entered. One Engineer unit can ferry only one unit across a Major River in one turn. **Note** *Engineers serving as a ferry can be used to trace Supply and Command Control paths. However, units tracing Supply via such an Engineer unit cannot conduct Oversupplied Attacks (Case 3.3.3).*

There are no German Engineer units but the German player has a limited engineering capacity for crossing Major Rivers. During the Command Segment the German player can expend 1 or 2 ASP to place 1 or 2 Temporary Bridges at any Major River hex side(s) under German control. Use a Bridgehead marker to indicate the location of the Temporary Bridge(s). Any Temporary Bridge placed by the German player is removed during the second player's Final Reorganization Segment of the same game turn. The German player can expend 1 or 2 ASP for Temporary Bridges until Turn 25.



10.4.3 Bridgeheads The player may, in effect, create “Bridges” across Major Rivers in the game. This is done by means of emplacing Engineer units on both banks of a Major River at the desired crossing point. A Bridgehead becomes active (place the marker) in the Movement Segment of the player's turn following the turn in which Engineers moved adjacent to each other across the river. Thereafter the Bridgehead is considered to link the hexes occupied by the two Engineer units in the same way that two hexes are linked by a Bridge. Movement point costs of the Bridgehead are the same as those for

crossing a Bridge. Players may stack one extra division-sized (or smaller) unit in addition to the normal stacking limits (Section 3.1) in a Bridgehead hex. If either Engineer unit moves away from a Bridgehead crossing point then the crossing capability at that point is lost and the Bridgehead marker is immediately removed from play.

10.4.4 Engineers and River Assault The presence of an Engineer unit with a stack making a cross-river attack has the effect of reducing the adverse impact of terrain mandated by the TEC. In attacks across minor river hex sides the terrain effect is eliminated altogether. In attacks across Major Rivers at Bridges the TEC effect is reduced to that for attacking across a minor river. In regular attacks across Major Rivers at places other than Bridges (which normally are not allowed), the TEC effect is that of attacking across a bridged Major River hex side.

10.4.5 Engineer Reinforcements New Engineers are brought into play as specified in the Reinforcement rule (Case 6.5.1). The Allied player may have in play more Engineer units than are provided by the counter mix. Engineer units may not be replaced if eliminated (they are permanently out of the game).

10.5 Paratroops



The Allies in all scenarios and in the Campaign Game, and the Germans in one scenario (*Herbstnebel-Nordwind*), have the capability to land airborne troops (**Exception** *German Paratroop divisions cannot make Paratroop Drops*). Paratroops Drops can be made only by units in Airdrop status that are held in the Airdrop Status unit box printed on the map. To reach Airdrop status, the player must expend one Attack Supply Point (Case 3.3.2) for each unit placed in this status. A Paratroop unit must be placed on Airdrop status at least one game turn before it is used in a Paratroop Drop.

During the Combat or Exploitation Segments of his player-turn, the Allied player may “drop” Paratroop units onto the map. Units may be landed in any hex that is not under “cloud” as a result of the Weather. No more than three Allied Paratroop units can land in any one player-turn, and no more than two of them can drop into any one hex. Paratroop Drops must be made within five (5) hexes of other friendly units. The landing of each Paratroop unit requires the expenditure of Air Actions from the player's total available (Section 11.8).

Paratroop units that are dropped are considered to have General Supply and Attack Supply for one full game-turn after landing. Paratroop units that are landed may not

move and must attack any opposing units in whose hex they land. If the opponent's pieces are not displaced as a result of Combat, all Paratroop units in the same hex with the Defenders are immediately reduced by one step and must retreat two hexes. These losses are in addition to any other losses suffered in combat and such Paratroop losses are in addition to any required CRT losses per Section 7.6.

The use of Paratroop units in an attack automatically adds 1 to the Attacker's die roll used to resolve the attack (+1 maximum). A Paratroop Drop in a Defender's hex does not negate any river defensive bonus in an attack with other friendly ground units should one apply. If the Defender is driven out of the hex the Paratroop units remain in place. Paratroop units may move and fight normally on the game turn following their drop onto the map.

Note *The German Von der Heydte Paratroop unit cannot receive replacements or be rebuilt if eliminated.*

11.0 AIRPOWER

Airpower has multiple uses in warfare, and had a vital role in the campaign that is the subject of *Toppling the Reich*. Airpower is depicted in the game by a variety of “missions” the players may undertake. Air Actions are expended each time the player engages in air missions. Some missions require the expenditure of multiple Air Actions. Air missions include Combat Air Patrol, Offensive Patrol, Close Air Support, Aerial Interdiction, Parachute Drop, Aerial Re-supply, and Counter-air. Each mission type is explained below.

Air Action availability is separately determined by each player in the Command Segment of each game turn. By using the Air Status Chart players will determine the Air Actions available to each for the duration of the game turn. Each player records the number of Air Actions available to him/her using a number track printed on the map plus a marker. As Air Actions are expended the marker is adjusted downward accordingly. During the Command Segment, with the Allied player normally going first, both players alternately declare and execute Counter-air, Combat Air Patrol and Aerial Interdiction missions. The German player declares Air Actions first when Operation *Herbstnebel* is in effect (Section 13.4). Other air missions take place during the Movement or Combat Segments of the player-turns. As the player proceeds through the game turn he uses up his available Air Actions. Air Status is reset, as applicable (see Section 11.2), at the begin-

Table 2: Air Mission Summary

	Exhaustion	Turn Segment(s)	Air Action Point (AAP) cost and Notes
Counter-Air	Yes	Command	1-3 AAPs.
Aerial Interdiction	Yes	Command	2 AAPs each, 3 maximum per turn.
Combat Air Patrol	Yes	Command	1 AAP. Remove during Final Reorganization Segment.
Aerial Re-supply	No	Movement	Applies to Allies only. 1 AAP to provide Attack Supply to one friendly stack of forces this turn, allowing a Major Attack. Disallows a Paratroop Drop this turn.
Close Air	Yes	Combat, Exploitation	1 AAP each, 2 maximum per hex.
Offensive Patrol	No	Movement, Combat, Exploitation	1-3 AAPs per attempt.
Paratroop Drop	Yes	Before Combat	2 AAPs for full strength Paratroop Division, 1 AAP for a reduced Division, Brigade or Regiment. No re-supply allowed this turn.

11.7 Offensive Patrol

The phasing player may attempt to counter his opponent's Aerial Interdictions or Combat Air Patrols through Offensive Patrol. During the Movement, Combat, or Exploitation Segments of the player-turn, Air Actions can be dedicated to Offensive Patrol to neutralize the opponent's Aerial Interdictions or CAP. Up to three (3) Air Actions can be used in each Offensive Patrol. After allocating the Air Actions the owning player rolls one die; a result less than or equal to the number of Air Actions committed neutralizes the Aerial Interdiction and/or CAP in the targeted hex. If neutralized, the opponent's aircraft marker is simply removed from the hex. The player is then free to move through or to use Close Air Support against the hex. If the DR exceeds the number of Air Actions committed to Offensive Patrol there is no effect and the Air Actions committed to that Offensive Patrol are wasted. A hex cannot be subjected to Offensive Patrol more than once per Segment.

11.8 Paratroop Drops

Each time the Allied player makes a Paratroop Drop, Air Actions are expended in the process. Airborne landings take place in either the Combat Segment or the Exploitation Segment of the Allied player's player-turn. The Allied player must declare that Paratroop Drops will be made during the current player-turn before the beginning of the Combat Segment. Landing a full-strength Paratroop Division costs two Air Actions. The cost for landing a Paratroop Brigade, Regiment, or reduced strength Paratroop Division is one Air Action. The Allied

player may not engage in Aerial Re-supply in any game turn in which he carries out a Paratroop Drop. Air Actions used for Paratroop Drop count against the Exhaustion limit (Section 11.1).

Note The German player has the Von der Heydte Parachute unit. The procedure for Parachute dropping this unit is given in the scenario rule (Case 16.4.7).

12.0 OPTIONAL RULES

Optional Rules are just that, optional. Both players must agree ahead of time to use any of the rules below.

12.1 Allied Corps Reorganization

The Allied player has the capability to concentrate U.S. forces in a hex by means of substituting a Corps unit for three U.S. divisions. Corps-size pieces may be created during the Movement Segment of the Allied player-turn by substituting a U.S. Corps-size piece for the three divisions. All of the U.S. Divisions that will make up the Corps must be stacked at the beginning of the Allied player-turn. Place the substituted units on the U.S. Corps Composition Chart. Substitution costs half of the movement allowance of each of the units involved. The Allied player must include at least one U.S. armor division in each set of U.S. divisions substituted for a U.S. Corps. The number of Corps-size units in play cannot exceed the number of U.S. Army Headquarters units currently in play. The maximum number of U.S. Corps that may be in play at any one time is six (6). Corps-size units have two

steps of strength. If compelled to take more than one step of loss, the Corps must break down to its constituent units, some of which must be reduced to accommodate all of the step losses. Only full-strength divisions can be substituted to initially constitute a Corps.

12.1.1 Canadian Corps Similarly, the Allied player can form the Canadian Corps by substituting the following full-strength units:

- One Canadian infantry division and one Canadian armored division, **or**
- One Canadian infantry division and two Canadian armor brigades.

Place the substituted units on the Canadian Corps Composition Chart.

12.2 German Panzer Corps Reorganization

The German player has the capability to concentrate forces in a hex by means of forming Panzer Corps-size units. During the Movement Segment of the German player-turn the player can substitute three divisions, of which two must be Panzer divisions, for a Panzer Corps unit. All of the units that will make up the Panzer Corps must be stacked at the beginning of the German player-turn. Place the substituted units on the German Panzer Corps Composition Chart. If both Panzer divisions exchanged for a Corps-size unit are SS Panzer units then the player may deploy an SS Panzer Corps. Substitution costs half of the movement allowance of each of the units involved. Only full-strength divisions can be substituted to initially constitute a Panzer Corps. German Panzer Corps have six steps of combat strength. The maximum

13.4 “Herbstnebel” Option

German ability to launch the “Bulge” offensive was to a large extent a product of their success in misleading Allied Intelligence. Under this rule the German player may only declare his Counteroffensive in the Campaign Game on a game turn in which the ULTRA Intelligence Table shows an asterisk (*) next to the ULTRA Deception Level result.

14.0 VICTORY CONDITIONS



The way to win a game of *Toppling the Reich* is to fulfill the conditions of victory, which are separately specified for each scenario. These conditions are specified with the burden of attack placed on one side, corresponding to that side which held the initiative in the actual historical situation. The conditions of victory are listed in the written description of the scenario in play. Conditions of victory first say which player is “to win” and then specify the number of Victory Points (VPs) that player must have in order to win.

Victory is absolute in *Toppling the Reich*; there are no levels of victory. Each town and Ruhr Industry hex on the map is worth one VP if the player controls it at the end of the game, and each city hex is worth two VPs. Each player controls all hexes that are occupied by his units or through which his units were the last to pass. The player may also reduce his opponent’s VP total by recapturing towns and cities controlled by the opponent. If the player who is “to win” in the game has the required number of VPs at the end of the last game turn he is the winner. The opponent wins by preventing his opponent from fulfilling the specified Victory Conditions.

15.0 SCENARIO SET-UP INSTRUCTIONS

Toppling the Reich is actually six different games: five scenarios which cover the Western Front from September 1944 to April 1945, and one Campaign Game which covers this entire period. Players may choose to play any situation by selecting the appropriate scenario insert. Each insert contains all information necessary to set up that particular game. In all cases the information is presented in an identical format as outlined in this rule.

15.1 The Situation

Each scenario lists the dates involved in the game and gives a short description of the historical circumstances depicted. The Situ-

ation also specifies which player is to set up first and who is to move first.

15.2 Victory Conditions

The scenario then tells which player is to win and what things he must accomplish in order to do so. The opponent wins by preventing his victory.

15.3 At-Start Orders of Battle

The scenario lists for each player the numbers and types of units available at the beginning of the game and details which units, if any, must be set up at reduced strength. The listing also names all Leaders available and specifies the Air Status at the start of the game. Information in brackets [] are the historical IDs for the listed units and is for players’ edification only (i.e., is not necessary to the play of the game).

15.4 Deployment Limitations

Some of the available combat units may have to be placed in predetermined positions in order to duplicate historical conditions. These Deployment Limitations are specified and apply for the set up only. Units are free to move away from starting locations and all units whose deployment is not specified may set up freely within scenario start-lines and observing stacking limits in the hexes they are placed. Deployment Limitations are minimums and players are free, subject to the stacking limits, to place greater numbers of units than are required by any given limitation. Units that are eligible to do so may form into Corps-level formations (see Sections 12.1 and 12.2).

Generally, there are three types of Deployment Limitation: first, an area limit on which units must be grouped within a set distance of some town or city; second, a specific location limit; and third, a general requirement that hexes along the start-line must be occupied by units or covered by their Zones of Control.

15.5 Reinforcements and Replacements

For each game turn the scenario specifies what new units and what replacements are available and the map entry hexes for new units entering the game. This section also specifies the number of Attack Supply Points available to each player in the turn.

In some scenarios units begin the game eliminated. These units are placed in each side’s Replacement Pool to indicate they can be rebuilt and entered into play.

15.6 Withdrawals

Some units may also be listed as having to be withdrawn or removed from play, mostly on the German side due to the drains of a wider war. Such Withdrawals are listed in the scenario by the numbers and types of pieces to be Withdrawn. Players must remove full-strength units in preference to reduced ones if at all possible. Withdrawals are normally made during the Final Reorganization Segment of the player-turn, chosen by the owning player, and the pieces in question are simply removed from the game map.

15.7 Special Rules

A scenario may require one or more special rules that pertain to that scenario only. These rules are intended to help recreate the historical situation. See the special rules insert, a single card containing the special rules for all scenarios.

15.8 Start-line

One bit of information necessary to the play of any scenario is the location of the front line. This information is marked on the individual scenario cards. Allied units are always set up to the west of the start-line; German units go on the eastern side. Both sides may set up units directly on start-line hexes in contact with each other.