FIGHT ON THE BEACHES

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1.0 INTRODUCTION

Fight on the Beaches is a two-player simulation game of the German plan to invade the United Kingdom in the autumn of 1940. It is played on a map of southeastern Britain. This map is overlaid with a grid of hexagons (hexes) that are used to regulate the movement and placement of the playing pieces. The map's scale is one hex to five miles (8 kilometers). One complete turn represents the passage of 12 hours.

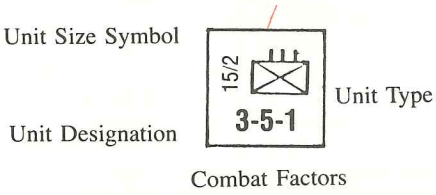
The die-cut cardboard counters used in the game represent British and German combat organizations, transport abilities, groups of airplanes, individual leaders, and British sabotage cells. A six-sided die is used to allow a certain amount of randomness in combat and in the German landings, but the die is not used to move units on the mapsheet.

1.1 THE COUNTERS

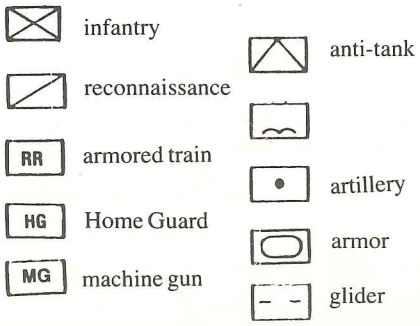
The red counters represent the armed forces of the Crown (British and Commonwealth forces) and the blue counters represent the invading German army and Air Forces. These units are used on the mapsheet.

1.1.1 COMBAT UNITS

Combat units have three numbers across the bottom of the unit (its combat factors) and a "Unit-Type" symbol in a small rectangle in the center of the counter. For example:



The unit designations are important to note because of their influence on stacking (see 6.1). The number before the slash (/) is the unit's division. The unit size symbol has no effect on the play of the game. They are X for a brigade, III for a regiment, and II for a battalion. The unit type designates the type of organization the unit was and the type of weapons it had. Combat units have the following types:



These combat unit types may be combined into one symbol on a counter.

The combat factor numbers are used to resolve combat during the game. These numbers represent the attack, the defense, and the support capacities of each unit.

1.1.2 Non-combat Units

Non-combat units include ground leaders (with the leader's name on the counter), transport units (with a "T" on them), aircraft units (with an airplane outline on them), air leaders (with an airplane outline and the leader's name on them), a turn marker to keep track of the current game turn, and five numbered counters used to determine the victory conditions. Also included are the optional Stay-Behind units (units with an "SB" on them).

1.2. MAPSHEET

The map covers the area of southeastern Britain where the planned German invasion was to take place. The towns, railways, ports, and some of the physical features of this area are depicted on the map (see the Terrain Effects Chart on the mapsheet for the explanation of each). The map is divided into four "Air Zones" that are used in Air Combat. The western-most hex row is not in any Air Zone.

Surrounding the map itself on the mapsheet are a number of charts and tables that are used in the play of the game. These are the Turn Record Chart, the Aircraft Activities boxes, the German Scatter Chart, the Terrain Effects Chart, Reinforcement Charts, the Victory Conditions Table, the Support Table, and the Combat Results Charts.

1.3 VICTORY DETERMINATION

Winning the game depends on whether or not the German player fulfills a randomly determined victory condition. During Game Setup (see 2.0) the German player determines the game length and the conditions necessary for him to win. Victory is determined only after playing the required number of game turns. If the German player does not meet the victory conditions, the British player wins the game.

2.0 GAME SET-UP

The players decide the sides they will play and any optional rules they will use. The player controlling the German side is termed the German Player; the player controlling the British side is called the British Player. The British player should sit on the North side of the mapsheet and the German player on the South side.

The German player sorts his counters as follows:

the 7th Paratroop Division,
the 22nd Airlanding Division,
the leaders,
the aircraft,
the armored units,
and all other German units are placed in a container to be drawn later.

The British player sorts his counters as follows:

the aircraft,
the leaders,
the Home Guard units,
the Stay-Behind units (if used),
the armored trains,
the transport units, and
each division.

The German player places the Victory Condition counters face down and shuffles them. He then selects one, looks at it in secret, and places it face down in the Victory Condition box on the mapsheet. The number on the selected counter determines the game length and the German objectives as noted on the mapsheet.

The British player places the following units as indicated:

1st London Division: coastal hexes of Air Zone A

45th Infantry Division: coastal hexes not in Air Zone A

29th Infantry Brigade: coastal hex not in Air Zone A

1st Armoured Brigade: at Horsham

New Zealand Infantry Division: at Maidstone

1st Canadian Infantry Brigade: at Reigate

1st Armoured Division: at Guildford

The German player notes in secret which hexes he will invade. One clear hex is noted for the landings of the 7th Parachute Division; one clear hex for the 22nd Airlanding Division; and from one to five coastal hexes for his sea invasions – "Beachhead" hexes. These hexes do not need to be adjacent to each other.

After the German player has noted his invasion hexes, the British player may move any units of the 1st London Division and the 45th Infantry Division to other coastal hexes in their set-up areas (this simulates the poor German intelligence concerning British positions).

The British player places all his Home Guard and transport units in any urban hex – a limit of one of each in any one urban hex. All armored trains are placed on rail hexes – one per hex. The Montgomery leader counter is attached to any division – on the map or with a reinforcement division. If Stay-Behind units are used, their locations are secretly noted at this time.

The Turn marker is placed on the first position of the Turn Record Track on the mapsheet. This order of set-up must be followed exactly. The game is now ready for play.

3.0 SEQUENCE OF PLAY

The game is divided into a variable number of game turns. Each turn represents half a day of "real time." Each turn is divided into the following phases and subphases for the purpose of play. This order of play must be followed in this order each turn with no deviation.

Air Phase
- Air Allocation Subphase
- Air Superiority Combat Subphase
- Interdiction/Air Supply Subphase

German Phase
- Invasion Subphase (Turn 1 only)
- Movement Subphase
- Combat Subphase
- Mobile Movement Subphase

British Phase
- Movement Subphase
- Combat Subphase
- Mobile Movement Subphase

After the end of each turn the Turn Marker is advanced one position of the Turn Record Track on the mapsheet. In the rules any reference to a Movement Subphase is just that and does not include the Mobile Movement Subphases.

4.0 AIRPLANE ACTIVITIES

4.1 AIR ALLOCATION

During the Air Allocation Subphase of each turn each side in secret places his aircraft counters in his Air Allocation boxes. All of a player's aircraft counters must be in one of the boxes. There is no limit to the number of counters that may be placed in one box. If a counter is not allocated to a combat role (Interception or Ground Support) it must be placed in the "Reserve" box. When both players have completed their allocations the results of the counter placement are revealed.

4.2 AIR SUPERIORITY COMBAT

If there are airplanes of both sides occupying the same Air Superiority boxes of the same Air Zone, they will simultaneously fight for air superiority in that zone. For each airplane in a box the owner rolls one die and consults the air attack table to determine the result. This combat is simultaneous so no results are applied until all air superiority combat is complete. Destroyed airplanes are removed from play; aborted airplanes are placed in the "Reserve" box until the next Air Allocation Subphase.

If after the above combat there are airplanes of one side in an Air Superiority box and airplanes of the other side in a Ground Support box of the same Air Zone, those airplanes in the Air Superiority box may attack those in the Ground Support box. Combat is the same as above and results are applied the same way. The airplanes in the Ground Support box do not get to shoot back.

This procedure is repeated for each Air Zone.

4.3 AIR INTERDICTION and GROUND SUPPORT

Surviving airplanes in the Ground Support box after Air Superiority Combat Subphase may be used for Air Interdiction or for Ground Support in their Air Zone.

Airplane counters assigned to Air Interdiction are placed in any hex on the map when they are assigned to this role. The presence of an airplane performing air interdiction prohibits the use of all railways in that hex and doubles the terrain cost for all unfriendly units not using railway movement in that hex. Airplane units not assigned to Air Interdiction at this time must be assigned to Ground Support.

Airplane counters assigned to Ground Support are kept in the Ground Support box until used in a Combat Subphase later in the turn. Each may be used to modify die rolls in a single combat either for the attacker or the defender. Alternatively, they may be used to cut retreat routes during a combat. After use they are placed in the Reserve box.

4.4 AIR REPLACEMENTS

Each side receives one airplane counter as replacements at the beginning of each even numbered turn beginning with Turn 2. These air replacements are drawn from those units previously destroyed; if no losses have occurred no replacements are received.

5.0 THE GERMAN INVASION

The German invasion of Britain occurs only during Turn 1. The invasion must be made into the hexes that the German player chose in the Set-Up sequence. Units that invade in Turn 1 have no stacking restrictions in Turn 1 and are in supply through Turn 2.

5.1 AIR LANDINGS

The 7th Parachute and 22nd Airlanding Divisions are placed on their pre-selected landing hexes. Each unit in these divisions is checked to determine if it scattered from its assigned landing hex. The German player rolls a die for each unit to find out how far the unit scattered from the assigned landing hex using the Scatter Table on the mapsheet. A unit that scatters into an all sea hex is destroyed and removed from play. The Student leader counter is placed with any unit of the 7th Parachute Division.

5.2 SEA LANDINGS

All German units not of the 7th Parachute and 22 Airlanding Divisions must be landed by sea and are termed *seaborne units*. All seaborne units must be landed in the chosen "beachhead" hexes selected during setup. Al least one unit must land in each preselected beachhead hex.

The four German armor counters are placed on the beachhead hexes first. Then fifteen (15) units are selected one at a time from the container of available units and placed as selected on a beachhead hex. That is, a hex is selected and a counter is drawn and placed on the hex.

Artillery and Transport units may not be placed during this invasion activity. If one of these units is drawn it is placed back into the container for later drawing as a possible reinforcement.

German units may not move in Turn 1.

German units that land in British occupied hexes must attack those units until only one side remains in the hex at the end of the German Combat Subphase in Turn 1.

5.3 DISRUPTION

Units taking part in Air Landings become disrupted if they land in a non-clear terrain hex or upon a British combat unit with an attack strength greater than zero.

As each seaborne unit is placed in its beachhead hex a die is rolled by the German player; the result is checked using the Disruption Table on the mapsheet. If the modified result is a seven (7) or greater, the seaborne unit is disrupted.

A disrupted unit has its combat factors halved for the turn, rounded down.

6.0 MOVEMENT

A player may move some, none or all of his units in his movement subphases. Units move by tracing a path across the map from one hex to another. The path of movement must be through land or coastal hexes, but may not cross all-sea hexsides. Units may move until they have expended all of their movement factors or until the cost to enter a hex is more movement factors than the unit has left. Mobile units (armor, transport, and leader units) have eight (8) movement factors per Movement Subphase and four (4) movement factors per Mobile Movement Subphase. Other units have four (4) movement factors in a Movement Subphase. Movement factors may not be accumulated from phase to phase nor be transferred between units. Only units

in supply may move during the Mobile Movement Subphase. Hill and Levels hexes cost two movement points to enter – all other hexes cost one movement factor.

6.1 STACKING

More than one unit of a side may occupy the same hex – this is known as stacking. Units of opposing sides may never be in the same hex, except German units on Turn 1 may land on British occupied hexes. The limit to stacking is any numbe of units belonging to one division plus any other unit. Transport units, Stay-Behind units, leaders, airplanes, and armored trains are never affected by stacking limits. The stacking limit applies at the end of each friendly movement subphase and after each combat. Home Guard units do not belong to a division.

If a stacking limit is found to be violated, the player owning the units must remove units from play until the violation is ended. Units of the two sides may never stack with each other.

6.2 EFFECT OF ENEMY UNITS

The presence of enemy units affects the movement of friendly units. Whenever a unit is moved adjacent to any enemy unit with an attack factor greater than zero, it must stop all movement for that subphase. If a unit starts its movement adjacent to an enemy unit with an attack factor greater than zero, it may move, but the first hex moved into must not be adjacent to any enemy unit with an attack factor greater than zero. All inverted Home Guard units are assumed to have an attack factor greater than zero.

6.3 RAIL MOVEMENT

British ground units can be moved by rail movement *instead* of other movement during the British Movement Subphase. To use rail movement the unit must start the phase on a rail hex; the unit can be moved along the rail network any distance. A unit using rail movement cannot leave a railway hex at any time during its movement. A unit (except armored train units) using rail movement may not be moved adjacent to an enemy unit with an attack factor greater than zero. A unit using rail movement may not be moved into a hex interdicted by a German airplane.

British reinforcements may enter the map using rail movement. Armored trains can only use rail movement, however, they may move adjacent to enemy units. Rail movement may not be used in the Mobile Movement Subphase. German units never use rail movement.

6.4 TRANSPORT UNITS

Transport units' only function in the game is to convert infantry units (only those with infantry symbols) into mobile units, allowing them to move in a Mobile Movement Subphase. The only inherently mobile units in the game are armor units and transport units. By themselves, transport units move as mobile units, but have no combat factors.

To convert an infantry unit into a mobile unit, the infantry unit and the transport units must be in the same hex at the start of the Movement Subphase. The transport unit is placed under the infantry unit – the two units are now considered to be one unit. An infantry/transport unit combination may only be broken apart at the beginning of a Movement Subphase when each may resume its own identity. If the infantry part of an infantry/transport combination is lost in combat, the transport unit is also lost.

Transport units in a hex alone are destroyed or captured whenever they are adjacent to an enemy unit with an attack strength greater than zero. The player with the combat unit rolls one die; if the result is a 5 or a 6, the transport unit is captured, otherwise it is destroyed. Captured transport units may be used as if they were originally of the capturing side.

German transport units may only be landed at ports. They do count as a reinforcements and must be landed if possible. If drawn in the initial invasion or as a reinforcement when no port is available, they are placed back in the container.

7.0 COMBAT

A combat is an attack upon all of the opposing units in a single hex.

Combat may occur between adjacent enemy units (or between units in the same hex in Turn 1). Attacks are always voluntary (except in Turn 1 when German units land on British occupied hexes). During a Combat Subphase a unit may attack only once and be attacked only once (except in Turn 1 when German units land on British occupied hexes). A side's units may attack only during its Combat Subphase. Friendly units from two or more hexes may combine to attack units in a single hex that are adjacent to friendly units. A stack of friendly units may be split into two or more attacks, however, a single unit may not divide its factors in any way between attacks.

Each unit in a combat must be checked for supply status at the beginning of each Combat Subphase. Units out of supply (see 8.0) have no attack nor support factors, but retain all of their defense factors.

The player whose Combat Subphase is underway is considered the attacker. The attacker must first designate all combats (including all units that will be attacking, and all that will be cutting retreat) that will occur in the subphase before any combats are resolved. The defender then designates all aircraft units that will be giving defensive ground support. All combats designated must be conducted during the current subphase.

7.1. COMBAT RESOLUTION

Each combat is resolved separately in the order desired by the attacker. The attacker totals all the attack factors of all attacking units in a combat and compares the total with that of all the defending units. The result is an attack/defense ratio which is *always* rounded in the defender's favor. This ratio is the column of the Combat Results Table (on the mapsheet) that is used to determine the combat outcome. The attacker then rolls one die, adding or subtracting the appropriate die-roll modifiers (see 7.2), to determine the result (see 7.3) in the ratio column of the Combat Results Tables.

7.2 COMBAT DIE-ROLL MODIFIERS

The die roll to find a combat result may be modified by any or all of the following situations that apply to a particular combat.

Leaders: for each leader with the attacking units add one to the die roll; for each leader in the hex being attacked subtract one from the die roll (a leader may influence only one attack per subphase).

Support Factors: the total of all of the support factors of the defending units are subtracted from the total of the support factors of the attacking units, giving a Support Superiority number that is used to determine the correct column on the Support Table (on the mapsheet); the attacking player rolls one die and consults the Support Table and adds the result to the die roll for the combat itself.

Terrain: if the defending stack is in a hill or levels hex subtract one from the die roll; if a defending British stack is in an urban hex subtract two from the die roll; if a defending German stack is in an urban hex subtract one from the die roll; if one of the attacking units is in a levels hex subtract one from the die roll.

Aircraft: for each aircraft committed by the attacker in a ground support capacity add one to the die roll; for each aircraft committed by the defender as ground support one is subtracted from the die roll; an aircraft unit may only support one combat and there is a maximum of three per side allowed in any one combat.

Armor: if a British stack that does not contain either an armor unit nor an artillery unit is attacked by German units, one of which is an armor unit, one is added to the die roll; if a German stack that does not contain either an armor unit nor an artillery unit is attacked by British units, one of which is an armor unit, one is added to the die roll (two is added if one of the British armor units is from the 1st Armoured Division).

Anti-Tank: if a German stack containing an anti-tank unit is attacked by a British armor unit, subtract one from the die roll.

7.3 COMBAT RESULTS

The result of each combat is found by cross-referencing the odds column and the modified die roll result on the Combat Results Table on the mapsheet. There are three types of combat results: an AE, a DE, or two numbers separated by a slash.

AE stands for "attacker eliminated." The attack was a disaster and all attacking units were destroyed and are removed from play immediately.

DE stands for "defender eliminated." The attack was completely successful and all defending units were destroyed and are immediately removed from play.

Two numbers and a slash (/) means that both sides took casualties and the attack was inconclusive. The number to the left of the slash is the number of attacker units lost, while the number to the right is the number of defender units lost. All losses are taken immediately from those units involved in the combat and are removed from play.

7.4 RETREAT AFTER COMBAT

A defending stack may reduce its losses by retreating after combat. For each hex a stack retreats it lessens its losses by one unit. Each retreat must be done immediately upon the completion of a combat and before any other combat or subphase begins. Retreats must be away from all enemy units; that is, each hex to be retreated into must be further away from any enemy units than the hex the stack is retreating from – for a hex in which this is no longer possible, losses must be taken.

Retreating stacks must retreat as a group. Retreats may not be made into a hex adjacent to an enemy unit. Retreating units may not retreat into a hex in violation of stacking limits

or into a hex containing enemy aircraft units.

Attacking units may never retreat after combat.

7.5 ADVANCE AFTER COMBAT

If a defending stack chooses to retreat after a combat, any or all of the surviving attacking units (up to the stacking limits) may advance after the retreating stack so long as they move into the same hexes used by the retreating stack. Advancing units must stop their advance upon moving adjacent to an enemy unit with an attack factor greater than zero.

8.0 SUPPLY

At various times in the game it is necessary to check the supply status of a unit. Supply must be checked at the beginning of each Movement Subphase and each Combat Subphase. If a unit is in supply at the start of a subphase it is in supply for the entire subphase – conversely, if it is out of supply at the start of a subphase, it is out of supply for the entire subphase. To be in supply a unit must have a supply line to a supply source.

8.1 SUPPLY SOURCESA

British supply sources are any hexes on the north or west edges of the map or any urban hex. To be used as a supply source the supply source hex must not have a German unit in it or next to it.

German supply sources are any German controlled ports. Whitstable and Chatham only operate as ports if all the coastal hexes from the port in question to but not including Margate are under German control. German units are always in supply in Turns 1 and 2.

8.2 SUPPLY LINES

A supply line is a path of contiguous hexes of any length from a unit to a supply source. This path can pass through any hexes occupied by friendly combat units or through unoccupied hexes not adjacent to hexes occupied by enemy combat units with an attack factor greater than zero.

8.3 SUPPLY BY AIR (Optional Rule)

The Germans may use their aircraft units in ground attack boxes to supply combat units in either of the German Movement Subphases or either of the Combat Subphases of a game turn. The use of airplanes for supply prevents their use for ground support. Designation of these aircraft units for supply must be the first thing done in the subphase where they are so used.

One aircraft will put one airborne *unit* in supply for one subphase. Two aircraft units will put one seaborne unit in supply for one subphase.

After use for supply these aircraft units are placed in the Reserve box.

8.4 OUT OF SUPPLY EFFECTS

Units out of supply at the beginning of a Movement Subphase may move a maximum of two hexes. Units out of supply at the beginning of a Mobile Movement Subphase may not move at all. Units out of supply at the beginning of a Combat Subphase have their attack and support factors reduced to zero.

9.0 HOME GUARD UNITS

Home Guard units start the game inverted with their combat factors unknown to either player. Inverted units are assumed to have an attack factor of one. These units are turned over and their actual strength revealed only when they are involved in combat either as an attacker or a defender. If all combat factors are zero the unit is removed from play.

10.0 STAY-BEHIND UNITS

(Optional Rule)

Before the game begins, the position of these units is noted in secret by the British player. Only one may be assigned to a hex. Stay-Behind units are kept off the map until they are activated. They become active when their setup hex is German occupied. Active Stay-Behind units may be moved one hex in the British Movement Subphase. They are unaffected by the presence of German units and may be in a hex with German units. Stay-Behind units do not have to remain in supply.

German units pay an extra movement point to enter a hex containing a Stay-Behind unit. German supply lines may be traced through a hex containing a Stay-Behind unit only if a German combat unit is in the hex.

A Stay-Behind unit may attack *one* German ground unit in the same hex during a British Combat Subphase. For this attack the British player rolls one die – if the result is a 5 or a 6, the attack was successful. If the unit attacked was a combat unit, it is disrupted until the end of the following turn. If the unit attacked was a transport unit or a leader, that unit is destroyed and removed from play.

A Stay-Behind unit may be attacked by German units in the same hex during a German Combat Subphase. For each German unit in the attack the German player rolls one die. If the die roll is a 5 or 6, the unit has been discovered and is destroyed and removed from play.

If Stay-Behind units are used, Peter Fleming (see 12.5) is also used.

11. REINFORCEMENTS

Both sides receive reinforcements during the course of the game. Reinforcements enter play during the player's Movement Subphase. Any reinforcements not brought into play in their assigned turn may enter on any later turn.

11.1 GERMAN REINFORCEMENTS

German reinforcements begin arriving in Turn 2. All German reinforcements are seaborne – there are no Airlanding nor Airborne troops after the initial landings. German reinforcements may be landed on any beachhead hex or captured port. Artillery and transport units can only be landed at captured ports (Whitstable and Chatham only operate as ports if all the coastal hexes from the port in question to but not including Margate are under German control).

The German player designates the landing hex of each reinforcement before it is drawn from the container. The German Reinforcement Table on the mapsheet gives the number of units the German player may draw each turn. Transport units and artillery units drawn but which were not designated to be landed in a port are returned to the container.

Stacking limits do not apply to reinforcements during the turn they are landed. German units may not move in the turn on which they are landed.

11.2 BRITISH REINFORCEMENTS

British reinforcements arrive on either the northern or the western map edge as noted on the British Reinforcement Table on the mapsheet. They may not enter the map in a hex adjacent to a German unit. British reinforcements may only enter the map on the map edge indicated. British reinforcements may enter by normal or rail movement.

12.0 LEADERS

Ground leaders are not combat units. They affect combat die rolls (see 7.2). For each ground leader stacked with an attacking stack, one is added to the die roll. For each ground leader stacked with a defending stack, one is subtracted from the die roll.

If a leader not stacked with a friendly combat unit is ever adjacent to an enemy unit with an attack strength greater than zero, it is immediately removed from play. Leaders may not be withheld from combat if they are stacked with units either attacking or defending.

Leaders have a movement allowance of 8.

12.1 MONTGOMERY

At the start of the game Bernard Montgomery is assigned by the British player to a division. He must be stacked with at least one unit of this division at the end of all Movement Subphases or he is destroyed. Thus, when all units of his assigned division are eliminated, Montgomery is removed from play.

12.2 ROMMEL

If at the beginning of a German Movement Subphase the Germans control a port, the German player may roll one die to see if Hitler sent Erwin Rommel to Britain. A single roll is made and on a roll of 6 Rommel is placed with any division on the map. He is subject to the same restrictions as Montgomery from that point on.

12.3 STUDENT

Kurt Student commands the 7th Parachute Division. After it has landed on Turn 1, Student is placed on any of its counters. Student is thereafter subject to the same restrictions as Montgomery with regard to the counters of the 7th Parachute Division.

12.4 CAPTAIN MAINWEARING

(Optional)

Just before the strength of a Home Guard unit is to be revealed in combat, the British player rolls a die. If the result is a 6 the Captain appears with the unit. He must stay stacked with this unit and shares its fate. If the Home Guard unit the Captain is stacked with turns out to have 0-0-0 combat factors, it becomes a 1-1-0 unit. His name is pronounced Man-ering.

12.5 PETER FLEMING (Optional)

If Stay-Behind units are used, Fleming must be assigned to one of the units by the British player during setup. He must stay with the unit and shares its fate. The presence of Fleming causes a one die roll modification in his favor whenever his unit is involved in an attack or defense.

12.6 AIR LEADERS

Each side has one air leader. They are allocated in the Air Allocation Subphase like other aircraft units. An air leader adds one to the combat die roll of one plane counter in the same box during each combat. Air leaders are not destroyed in combat except if all the plane counters in the same box are destroyed (not aborted).

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T	T	T	T	35/6 1-2-3	35/5 2-3-2	35/4 3-4-0	35/3 4-5-1	35/2 4-5-1	35/1 4-5-1
5	T	T	T	7/6 1-2-3	7/5 2-3-2	7/4 3-4-0	7/3 4-5-1	7/2 4-5-1	7/1 4-5-1
TURN	Rommel	7 Para Student	Galland	26/6 1-2-3	26/5 2-3-2	26/4 3-4-0	26/3 4-5-1	26/2 4-5-1	26/1 4-5-1
				34/6 1-2-3	34/5 2-3-2	34/3 3-4-0	34/3 4-5-1	34/2 4-5-1	34/1 4-5-1
				8/6 1-2-3	8/5 2-3-2	8/4 3-4-0	8/3 4-5-1	8/2 4-5-1	8/1 4-5-1
				28/6 1-2-3	28/5 2-3-2	28/4 3-4-0	28/3 4-5-1	28/2 4-5-1	28/1 4-5-1
				1 MT/6 1-2-3	1 MT/5 2-3-2	1 MT/4 3-4-0	1 MT/3 4-5-1	1 MT/2 4-5-1	1 MT/1 4-5-1
3	4			6 MT/6 1-2-3	6 MT/5 2-3-2	6 MT/4 3-4-0	6 MT/3 4-5-1	6 MT/2 4-5-1	6 MT/1 4-5-1
22 AL/5 1-2-1	22 AL/4 1-2-1	22 AL/3 3-5-0	22 AL/2 3-5-0	22 AL/1 3-5-0	7P/5 1-2-1	7P/4 1-2-1	7P/3 3-5-0	7P/2 3-5-0	7P/1 3-5-0

45/5 1-2-6	45/4 1-2-0	45/3 6-8-1	45/2 6-8-1	45/1 6-8-1	1L/5 1-2-6	1L/4 1-2-0	1L/3 6-8-1	1L/2 6-8-1	1L/1 6-8-1
4/5 1-2-6	4/4 1-2-0	4/3 6-8-1	4/2 6-8-1	4/1 6-8-1	NZ/5 1-2-6	NZ/4 1-2-0	NZ/3 6-8-1	NZ/2 6-8-1	NZ/1 6-8-1
A/5 1-2-6	A/4 1-2-0	A/3 6-8-1	A/2 6-8-1	A/1 6-8-1	42/5 1-2-6	42/4 1-2-0	42/3 6-8-1	42/2 6-8-1	42/1 6-8-1
50/5 1-1-4	50/4 1-1-0	50/3 3-5-1	50/2 4-7-1	50/1 5-7-1	3/5 1-2-6	3/4 1-2-0	3/3 6-8-1	3/2 6-8-1	3/1 6-8-1
RR 0-1-2	RR 0-1-2	RR 0-1-2	1 4-4-1	29 2-3-1	IC 6-10-1	1A/4 1-2-6	1A/3 2-2-1	1A/2 3-3-1	1A/1 7-7-3
	3 MG MG 3-4-2	2A/4 1-2-6	2A/3 1-1-0	2A/2 2-2-1	2A/1 2-2-1	15/4 0-1-3	15/3 2-4-0	15/2 3-5-1	15/1 4-6-1
									1
	SB →	SB →	SB →	SB →	Monty	Peter Fleming	Capt. Mainwearing	Bader	2
T	T	T	T	T	T	T	T	T	T
– HG 1-2-0	1 HG 1-2-0	3 HG 1-2-0	4 HG 1-2-0	5 HG 1-1-0	6 HG 1-1-0	7 HG 0-1-0	8 HG 0-1-0	9 HG 0-0-0	10 HG 0-0-0

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FIGHT ON THE BEACHES

TERRAIN EFFECTS CHART

	CLEAR HEX	URBAN HEX (also railway line)	LEVELS HEX	HILL HEX	RAILWAY LINE	COASTAL HEX	CLIFFS HEXSIDE	OFFSHORE ROCKS	AIR ZONE HEX	ALL SEA	PORT (also urban hex and Railway line)
Movement Chart	1	1	2	2	See Rule 6.3 for rail movement, otherwise as terrain	as other terrain	No Effect	No Effect	as other terrain	impassable	1
Effects on Combat	No Effect	−1 if German defending; −2 British defending	−1 if defending or attacking	−1	No Effect	as other terrain	See Disruption Table	See Disruption Table	No Effect	Not Possible	Treat as urban

Air Zone A Air Superiority	Air Zone B Air Superiority	Air Zone C Air Superiority	Air Zone D Air Superiority	Reserve
Air Zone A Ground Attack	Air Zone B Ground Attack	Air Zone C Ground Attack	Air Zone D Ground Attack	

AIR COMBAT TABLE

die roll	Result
1	no effect
2	no effect
3	no effect
4	one plane aborted
5	one plane aborted
6	one plane destroyed

BRITISH REINFORCEMENTS

Turn	Reinforcements	Arrival Area
1	4th (4/1, 2, 3, & 5) division	West
2	42nd (42/1, 2, 3, 4 & 5) division	West
3	Australian (A/1, 2, 3, 4 & 5) division	West
4	15th (15/1, 2, 3 & 4) division	North
5	Part 2nd Armoured (2/1, 3 & 4) division	North
6	3rd (3/1, 2, 3, 4 & 5) division	West
7	Part 2nd Armoured (2/2) division	West
8	50th (50/1, 2, 3, 4 & 5) division	West
9	3rd Mahaine Gun (3rd M)	North

Planes
On even numbered game turns both players get one plane from the destroyed pile.

COMBAT RESULTS TABLE

die roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1 or more
−2 or less	AE	AE	AE	AE	AE	4/0	4/0	3/0	3/1
−1	AE	AE	AE	AE	4/0	4/0	3/0	3/1	2/1
0	AE	AE	AE	4/0	4/0	3/0	3/1	2/1	2/1
+1	AE	AE	4/0	4/0	3/0	3/1	2/1	2/1	1/2
+2	AE	4/0	4/0	3/0	3/1	2/1	2/1	1/2	1/2
+3	4/0	4/0	3/0	3/1	2/1	2/1	1/2	1/2	0/2
+4	4/0	3/0	3/1	2/1	2/1	1/2	1/2	0/2	0/3
+5	3/0	3/1	2/1	2/1	1/2	1/2	0/2	0/3	0/4
+6	3/1	2/1	2/1	1/2	1/2	0/2	0/3	0/4	DE
+7	2/1	2/1	1/2	1/2	0/2	0/3	0/4	DE	DE
+8	2/1	1/2	1/2	0/2	0/3	0/4	DE	DE	DE
+9 or more	1/2	1/2	0/2	0/3	0/4	DE	DE	DE	DE

Attacks at 1:4 (or less) always = AE

COMBAT DIE-ROLL MODIFIERS

The die roll to find a combat result may be modified by any or all of the following situations that apply to a particular combat.

Leaders: for each leader with the attacking units add one to the die roll; for each leader in the hex being attacked subtract one from the die roll (a leader may influence only one attack per subphase).

Support Factors: the total of all of the support factors of the defending units are subtracted from the total of the support factors of the attacking units, giving a Support Superiority number that is used to determine the correct column on the Support Table (on the mapsheet); the attacking player rolls one die and consults the Support Table and adds the result to the die roll for the combat itself.

Terrain: if the defending stack is in a hill or levels hex subtract one from the die roll; if a defending British stack is in an urban hex subtract two from the die roll; if a defending German stack is in an urban hex subtract one from the die roll; if one of the attacking units is in a levels hex subtract one from the die roll.

Aircraft: for each aircraft committed by the attacker in a ground support capacity add one to the die roll; for each aircraft committed by the defender as ground support one is subtracted from the die roll; an aircraft unit may only support one combat and there is a maximum of three per side allowed in any one combat.

Armor: if a British stack that does not contain either an armor unit nor an artillery unit is attacked by German units, one of which is an armor unit, one is added to the die roll; if a German stack that does not contain either an armor unit nor an artillery unit is attacked by British units, one of which is an armor unit, subtract one from the die roll.

Anti-Tank: if a German stack containing an anti-tank unit is attacked by a British armor unit, subtract one from the die roll.

SUPPORT TABLE

die roll	−15 or less	−14 to −7	−6 to −3	−2 to −1	0	+1 to +2	+3 to +6	+7 to +14	+15 or more
1	−5	−4	−3	−2	0	0	0	+1	+2
2	−4	−3	−2	−1	0	0	+1	+2	+3
3	−4	−3	−2	−1	0	+1	+1	+2	+3
4	−3	−2	−1	−1	0	+1	+2	+3	+4
5	−3	−2	−1	0	0	+1	+2	+3	+4
6	−2	−1	0	0	0	+2	+3	+4	+5

COMBAT RESULTS TABLE

die roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1 or more
−2 or less	AE	AE	AE	AE	AE	4/0	4/0	3/0	3/1
−1	AE	AE	AE	AE	4/0	4/0	3/0	3/1	2/1
0	AE	AE	AE	4/0	4/0	3/0	3/1	2/1	2/1
+1	AE	AE	4/0	4/0	3/0	3/1	2/1	2/1	1/2
+2	AE	4/0	4/0	3/0	3/1	2/1	2/1	1/2	1/2
+3	4/0	4/0	3/0	3/1	2/1	2/1	1/2	1/2	0/2
+4	4/0	3/0	3/1	2/1	2/1	1/2	1/2	0/2	0/3
+5	3/0	3/1	2/1	2/1	1/2	1/2	0/2	0/3	0/4
+6	3/1	2/1	2/1	1/2	1/2	0/2	0/3	0/4	DE
+7	2/1	2/1	1/2	1/2	0/2	0/3	0/4	DE	DE
+8	2/1	1/2	1/2	0/2	0/3	0/4	DE	DE	DE
+9 or more	1/2	1/2	0/2	0/3	0/4	DE	DE	DE	DE

Attacks at 1:4 (or less) always = AE

Air Zone A Air Superiority	Air Zone B Air Superiority	Air Zone C Air Superiority	Air Zone D Air Superiority	Reserve
Air Zone A Ground Attack	Air Zone B Ground Attack	Air Zone C Ground Attack	Air Zone D Ground Attack	

AIR COMBAT TABLE

die roll	Result
1	no effect
2	no effect
3	no effect
4	one plane aborted
5	one plane aborted
6	one plane destroyed

AIR SCATTER TABLES

Distance	
die roll	hexes scattered
1	0
2	0
3	1
4	2
5	3
6	4

Direction: 6, 5, 2, 4, 3

number is the die roll
arrow is the direction

DISRUPTION TABLE

Cliffs +3
Offshore Rocks +2
Other +1

GERMAN REINFORCEMENTS

Turn	Number of Counters
1	0 (see Initial invasion)
2	5
3	5
4	5
5	5
6	5
7	5
8	5
9	4
10	4
11	4

Planes
On even numbered game turns both players get one plane counter from the destroyed pile.

VICTORY CONDITIONS TABLE

COUNTER NUMBER	GAME TURNS	TO WIN, THE GERMAN PLAYER MUST
1	22	HOLD URBAN HEXES VALUED AT MORE THAN 13
2	22	HOLD THREE HEXES OF GREATER LONDON
3	15	ISOLATE URBAN HEXES VALUED MORE THAN 13
4	7	HOLD HORSHAM OR CANTERBURY URBAN HEXES
5	4	HOLD 2 PORTS AND 3 OTHER URBAN HEXES

Port hexes and Greater London hexes are worth 2 each.
Other urban hexes are worth 1 each.

"Hold" means to have a German combat unit in supply in the hex.
"Isolate" means that all rail lines from the hex to a London hex have a German combat unit "Isolate" in supply on or adjacent to them.

COMBAT DIE-ROLL MODIFIERS

The die roll to find a combat result may be modified by any or all of the following situations that apply to a particular combat.

Leaders: for each leader with the attacking units add one to the die roll; for each leader in the hex being attacked subtract one from the die roll (a leader may influence only one attack per subphase).

Support Factors: the total of all of the support factors of the defending units are subtracted from the total of the support factors of the attacking units, giving a Support Superiority number that is used to determine the correct column on the Support Table (on the mapsheet); the attacking player rolls one die and consults the Support Table and adds the result to the die roll for the combat itself.

Terrain: if the defending stack is in a hill or levels hex subtract one from the die roll; if a defending British stack is in an urban hex subtract two from the die roll; if a defending German stack is in an urban hex subtract one from the die roll; if one of the attacking units is in a levels hex subtract one from the die roll.

Aircraft: for each aircraft committed by the attacker in a ground support capacity add one to the die roll; for each aircraft committed by the defender as ground support one is subtracted from the die roll; an aircraft unit may only support one combat and there is a maximum of three per side allowed in any one combat.

Armor: if a British stack that does not contain either an armor unit nor an artillery unit is attacked by German units, one of which is an armor unit, one is added to the die roll; if a German stack that does not contain either an armor unit nor an artillery unit is attacked by British units, one of which is an armor unit, subtract one from the die roll.

Anti-Tank: if a German stack containing an anti-tank unit is attacked by a British armor unit, subtract one from the die roll.