CROSSING THE LINE
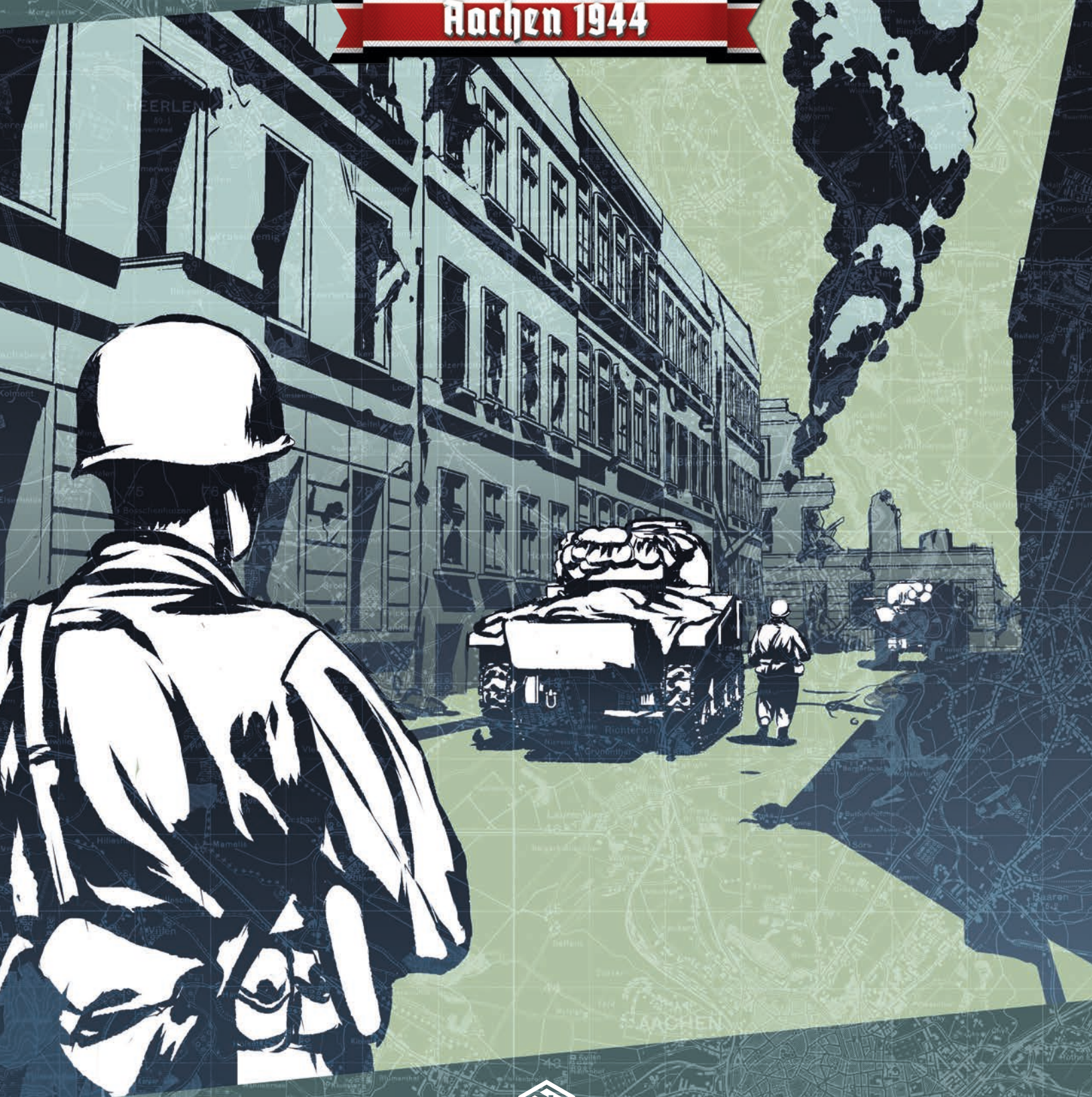
Aachen 1944

RULEBOOK

AFV TYPES INVOLVED IN THE GAME

✠ Germany

"Panther"

Pz.Kpfw. IV

StuG III

StuG IV

"Jagdpanther"

Jagdpanzer IV

"Brummbär"

"Nashorn"

"Tiger II"

★ US

M4 Sherman

M8 Greyhound

M4 Sherman

M10 Wolverine

INDEX

DECEMBER, 2020

Changes to published rulebook are written in blue.

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1. INTRODUCTION

The Situation

While Operation Market Garden was in the final stage of preparation, Lieutenant general Hodges led the leading elements of the First Army towards the Westwall fortified line south of Aachen.

If successful, he might have the opportunity to drive through the fortified line, crossing the Roer River and perhaps reaching the Rhine River.

The Game

Crossing the Line – Aachen 1944 is an operational level simulation of the Battle for Aachenw, which took place from September 12th to October 21st, 1944.

The game is intended for two players but is also suitable for solitaire and team play.

The goal for the US player is to hit the Germans hard and to seize specific victory locations. Of course, the German player wants to prevent this from happening. The game is played in a semi-interactive way and makes both players sit on the fence at all times...

The Scale

- A hex represents 1.2km of terrain from side to side.

- Each turn represents a period of two to eight days.

- Combat units are mostly battalions.

2. SUMMARY OF THE GAME SEQUENCE

Crossing the Line is played in a varying number of game turns, depending on the scenario.

A game turn usually consists of an Administrative Phase (*Admin Phase*), followed by the Operations Phase (*Ops Phase*), existing of a varying number of so-called Operations (*Ops*) Cycles.

The first turn of a scenario skips the Admin Phase as is indicated on the turn track. Therefore, the Ops Phase is explained in the rules before the Admin Phase.

The Standard Procedures are general rules, which apply at any time during each turn.

3. GAME EQUIPMENT EXPLANATION

The following components are included in the game:

- One rulebook.

- One map sheet.

- 431 extra large counters.

- Four Double sided player aid charts.

- Two Double sided Setup- and Reinforcement- & Withdrawals charts.

- Two 10-sided dice.

3.1 Map

The map shows the area in Western Europe in which the Battle for Aachen was fought. A hexagonal grid is superimposed to regulate the movement of the playing pieces. There are several terrain features on the map which can be divided into hex- and hexside terrain features. Each hex also has a unique identification number to facilitate setup.

3.1.1 Hex Terrain

Hex terrain indicates basic movement costs for leg and motorized units for entering a hex. It also defines the column of the Combat Results Table used for combat resolution.

Clear · Pillbox in clear · Light Forest · Pillbox in Light Forest · Road · Dense Forest · Pillbox in Dense Forest · Town · City · Industrial

The more obstructive the terrain is, the more it benefits the defender:

Clear	Pillbox in clear	Town	City	Industrial
		Light Forest	Dense Forest	Pillbox in forest

Movement penalties apply for both sides. It does not matter, which side controls the hex.

Roads are a special type of hex terrain, as they influence only movement costs, not combat resolution.

When moving from one road hex into another road hex via that particular road, motorized Units and US leg units may use the reduced movement costs of 0.5 MP.

There are no roads in city, town, and industrial hexes and therefore road movement is not allowed when **entering** them. However, it is allowed to use road movement when **exiting** such hexes into a road hex.
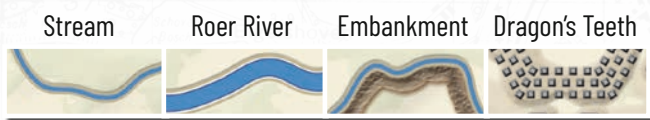

½ MP Cost · 3 MP Cost

A road that passes through dragon teeth negates penalties formovement *(only)* through that hexside.

3.1.2 Hexside Terrain

Hexside terrain indicates additional movement costs for leg and motorized units which cross it.

Stream | Roer River | Embankment | Dragon's Teeth

Streams can be crossed without additional movement costs when leaving or entering a town or industrial hex over a stream.

1 MP Cost | All MP Cost
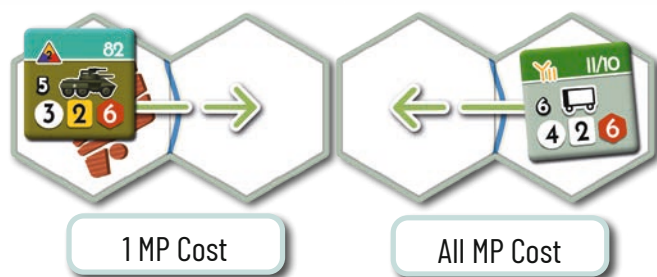
Hexside terrain also has impact on combat: It modifies attacking tank values and provides Die Roll Modifiers *(DRMs)* for combat resolution.
Hexside terrain benefits the defender.

3.1.3 Tracks

Turn track:
Shows the passage of time and indicates when reinforcements are eligible for both sides.

Initiative DRM track:
Indicates the positive Initiative Die Roll Modifier currently applied to the Reaction side's Initiative die roll.

Formation tracks:
Record the number of times a formation may be activated during the Ops Phase and indicates the Activation Level it will receive once activated.

Action Points tracks:
Record the expenditure of Action Points for each activated formation during a Formation Activation. *(See 7. Actions)*

3.1.4 Supply Areas

These areas act as supply sources for the indicated side. HQ units need to have a clear supply path to one of their supply areas to be in supply *(see 5.7 Supply)*.

3.1.5 Victory hexes

There are four hexes surrounded by a solid red line. These act as Victory Point *(VP)* locations in the campaign.

There is also a VP area adjacent to the Roer River marked by a dashed line. This indicates that only one of the hexes inside of this boundary must be controlled by the US player to gain the Roer River victory points in the campaign.

3.2 Combat Units

Combat units represent the military forces that took part in the historical campaign.

Most combat units are subordinate to a Division formation, each with its own unique colour band on top of the counter. **German units** are grey and are colour coded as follows:

LXXXI Korps

- 9th Panzer Division
- 49th Infantry Division
- 183rd Volksgrenadier Division
- 353rd Infantry Division
- 3rd Panzergrenadier Division
- 12th Infantry Division
- 116th Panzer Division
- 246th Volksgrenadier Division
- 526th Infantry Division

US units are also colour coded for their Division but their background colour varies too, depending on the Corps the Division belongs to. **Independent units** have a white formation stripe instead of a formation colour.

VII Corps

- 1st Infantry Division
- 3rd Armored Division
- 9th Infantry Division

XIX Corps

- 2nd Armored Division
- 29th Infantry Division
- 30th Infantry Division

Combat units generally are divided into Infantry type *(white AT points)* and AFV type units *(yellow Tank Points)*. For movement purposes, units can be divided into Leg units *(white Movement Allowance)* and Motorized units *(red Movement Allowance)*.

The numerical ratings and symbols printed on combat units can be read as follows:

Infantry Unit
- 3 Divisional Symbol
- 4 Formation Color Stripe
- 2 Unit ID
- 5
- 1 Unit Type
- 5 Effectiveness
- 6 Combat Strength
- 7 AT Points
- 8 Movement Allowance

I/4O4 — 4 1 2

Disrupted Side
I/4O4 — 4 0 d
- 9 Disruption Stripe

AFV Unit
- 3 Divisional Symbol
- 4 Formation Color Stripe
- 2 Unit ID
- 1 Unit Type
- 5 Effectiveness
- 6 Combat Strength
- 7 Tank Points
- 8 Movement Allowance

II/16 — 3 6 5

Disrupted Side
II/16 — 3 3 d
- 9 Disruption Stripe

Infantry	▭ ⊠	Motorized Infantry	⊟
MG Infantry	⊞	Bicycle Infantry	⊗
Engineers	⬍ ▭	Motorized Engineers	⬍
		Armored Infantry	⊟ ⊠
		Recce	⬍
		Armored Engineers	⬍ ▭

1. Unit Type: Is shown mainly for historical interest but is also of importance for Replacements.

2. Unit ID: Is shown for historical interest and is used to facilitate setup.

3. Divisional Symbol: All units of a specific formation show the parent Division's historical symbol.

4. Formation Colour Stripe: Used as an identifier for all units of the same formation. Formations in this CtL are Divisions

5. Effectiveness Rating: A unit's ability to conduct various Actions, withstand battle fatigue and remain in good order. Rated from 2 *(worst)* to 7 *(best)*.

6. Combat Strength: The basic value a ground unit uses in combat. Can be reduced by taking casualties in combat.

7. Tank or Anti-Tank Points: Special combat values used in combat when armor is involved. Also indicates if a unit is an AFV type unit *(yellow box)* or Infantry type unit *(white box)*.

8. Movement Allowance: Maximum number of Movement Points that a unit can spend to move during a Movement Action. Also indicates movement type *(number in white hexagon: leg, number in red hexagon: motorized)*. If the unit is in disrupted state, a "d" is shown instead.

9. Disruption stripe: This diagonal stripe also indicates that a unit is disrupted.

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3.3 Headquarters

HQs represent the military formation's organizational and logistical base for the formations that took part in the historical campaign. HQs are crucial to formations, command control and supply and therefore to the ability to conduct successful Actions in the field. Each formation has its own parent formation HQ.

The numerical ratings and symbols printed on HQ units can be read as follows:
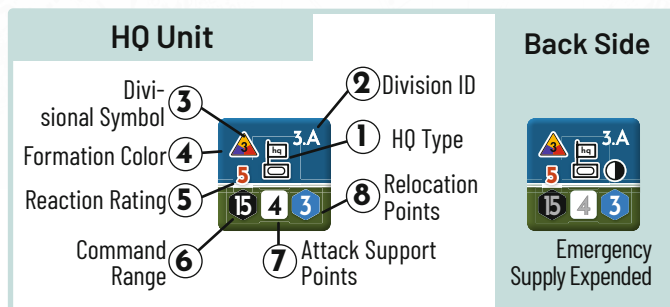
1. HQ Type: Is shown mainly for historical interest and has no effect on play.

Infantry HQ | Motorized HQ | Armored HQ

2. Division ID: The unique ID of a formation.

3. Divisional Symbol: The historical symbol of a formation.

4. Formation Colour: Identifies all units belonging to the same formation.

5. Reaction Rating: is used when attempting to perform Formation Reaction Actions.

6. Command Range: The range of hexes in which units of the same formation are in command, if they have a clear Command Path *(see 5.8 Command Range)*.

7. Attack Support Points: Represent mainly the artillery resources of a formation but also other various assets like engineers or transport columns. They can be used as a DRM in a regular *(half)* or prepared attack *(full)* *(see 7.5.1.2 Combat DRMs)*. An HQ unit's Attack Support Points may be perma-

nently reduced due to overstacking *(see 5.3.1 Stacking)* or displacement *(see 5.3.2 HQ Displacement)*.

8. Relocation Points: HQs do not move by expending Movement Points. Instead, they can be relocated into another city, town or industrial hex within Command Range by expending as many Action Points as indicated on the counter *(see 7.4 HQ Relocation Action)*.

HQs have the following characteristics:

- HQ units are not treated as combat units.

- No more than one HQ unit may occupy a single hex.

- HQ units may never be activated together with combat units, although they may provide HQ combat support.

- HQ units "move" by conducting a HQ Relocation Action.

- HQ units must always be in a town, city or industrial hex.

- HQ units do not project a ZOC. They may not enter a hex containing EZOCs unless the hex already contains a friendly Combat unit *(disrupted or not)*.

- HQ units are only removed from play when all their subordinate or currently assigned units have been eliminated.

3.4 Game markers

With these you can track certain statuses on the map:

Formation Activation marker: Used to track the number of possible activations of each formation during a game turn.

Action Points marker: Shows currently available Action Points of an activated formation (*one for the German side, one for the US side*).
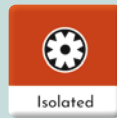
Current Combat Strength marker: (*values 0 through 15*) the 0-marker is only used for HQ units whose HQ Attack Support Rating has been reduced to zero.

Improved Defense marker: Indicates units in Improved efense status.

Game turn marker: Used to track the game turn currently in progress.

Initiative +DRM marker: Single marker to track which side receives a Die Roll Modifier during Initiative Determination.

Combat Multiplier marker: Used to determine the combat multipliers when resolving combat. Attacker and defender draw one random marker for their unit(*s*).

Victory Plan marker: Only used in the campaign. The US player draws one randomly each turn, beginning on turn 2, to find the Victory Point value corresponding to each VP hex.

Victory Point marker: Only used in scenarios other than the campaign game to mark the VP value of victory locations on the map.

Interdiction marker: Indicates the current Interdiction level which is used as an Initiative DRM and for German Formation Activation Recovery.

Out of Command marker: When a unit is found to be Out of Command, it should be marked with this marker to indicate this status.

Isolated marker: Used to mark the status of isolated units.

Assigned marker: Shows that a unit is currently assigned to another formation.

SNAFU / Schlachtenglück marker: Can be given to the opponent in order to reroll any one single die.

Combat Resolution marker: Can be used to facilitate combat resolution on the Combat Results Table.

3.5 Player Aid Charts

You can find all relevant information that is needed for play aggregated in the Player Aid Charts.

There are two different charts, of which each has one side with general information and one side with information needed in the Ops Phase.

3.5.1 General Chart A
Contains:
- Sequence of Play
- Action Points Table
- Action Points Cost Table
- Counter explanation

3.5.2 General Chart B
Contains:
- German Reorganization Chart
- Interdiction Table
- Victory Points Table
- German Strength Point Loss VP
- HQ Recovery Chart

3.5.3 Ops Chart A
Contains:
- Combat Sequence
- Terrain Effects Chart *(TEC)*

3.5.4 Ops Chart B
Contains:
- Combat Results Table *(CRT)*
- Combat DRM table

3.6 Setup Charts

These charts facilitate setup for the respective scenarios and show the setup locations of all units at beginning of the game.

3.7 Reinforcements & Withdrawals Chart

Show which units enter play as reinforcements and which units get removed from play as withdrawals on any given turn.
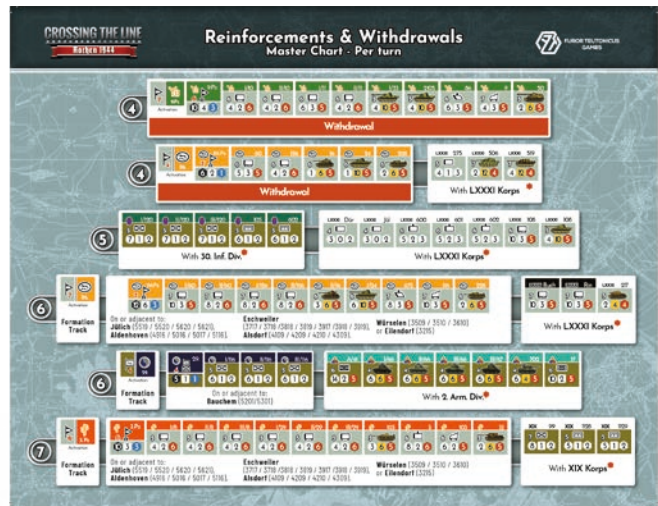
3.8 Dice

Included in the game are two ten-sided dice which are used for combat resolution
The number zero (0) is always treated as ten (10).

4. SEQUENCE OF PLAY

Crossing the Line – Aachen 1944 *(CtL)* lasts up to eight game turns. A game turn is a sequence of events that must occur in a certain order. Each game turn basically consists of an **Administrative (Admin) Phase** and an **Operations (Ops) Phase.**

The sequence of play must be strictly followed in the order presented below:

Admin Phase:
Consists of the following segments in that order:

1. **Recovery Segment**

2. **Assignment Segment**

3. **Victory Plan Segment**

4. **Replacement Segment**

5. **Reinforcement Segment**

Ops Phase:
Consists of various repetitions of the **Ops Cycle**, which itself consists of:

1. **Initiative Determination**
2. **Formation Activation:**
   Activating a formation allows the initiative player to activate all subordinate units, including Independent units currently assigned to it, to conduct one or more Actions (see 7. Actions).

Most game activities will take place in this phase. At the end of the **Ops Cycle,** the turn marker will be moved into the next box on the turn track.

Note: All scenarios start with the Ops Phase. Skip the first Admin Phase entirely.
This is the reason why the Ops Phase will be explained in these rules before the Admin phase.

5. STANDARD PROCEDURES

5.1 Calculation Conventions

When making a calculation for a combat or other game function that produces a fraction on intermediate steps, retain the fraction until the values for all units on the same side are added together. **Then round any remaining fraction up to the next whole number.** All possible modifiers are cumulative.

Exception: When calculating an odds ratio for combat, always round it downwards to conform to a ratio column on the CRT.

Note: Never round Movement Points

5.2 SNAFU / Schlachtenglück

The owning player can give this marker to the opponent to be allowed to reroll any one of his own die rolls. The German side always owns this marker at start.

5.3 Stacking & Limited Intelligence

5.3.1 Stacking

Placing more than one unit into a hex is called stacking. Each side is free to stack units in any order desired. The position of a unit in a stack has no effect on play, although units can be "hidden" beneath the top unit of a stack. A side may always look beneath an HQ unit, if it is currently placed on top of a stack. Only combat units and HQs are subject to stacking restrictions.

Stacking Limits do not prohibit movement and must only be met at the end of an Action *(see 7. Actions)* or retreat *(see 7.5.2.1 Combat hit)*

Stacking Limits
Each side may place the following in a single hex:

One HQ
and
**Two AFV
type units**
and
**One infantry
type unit**

Overstacking
All combat units in an overstacked hex *(at the end of an Action or retreat)* suffer an automatic disruption.

If a hex contains two or more HQs, each HQ loses one Support Point from its current total, place a corresponding Strength Point marker beneath the HQ. Furthermore, any surplus HQs and units must immediately be displaced, so that the hex fulfils stacking restrictions. The enemy player may make the displacement(s) instead of the owning player.

Should there not be another option than displacement into a hex which becomes overstacked through the displacement, than this hex suffers the same effects. A unit may never "jump over" enemy units while being displaced. If displacement is impossible due to the presence of enemy units and prohibited terrain, the owning side eliminates overstacked units until stacking limits are met.

Note: Units from different Formations may stack together up to the stacking limits. Only one Formation can be activated at the same time. When the stack is being attacked, all units will defend together.

5.3.2 HQ Displacement
Place the HQ unit in the friendly town, city or industrial hex *(owning player's choice)* while meeting the following criterias:

1. If the **destination hex is in the HQ's Command Range AND** a path of contiguous hexes - free from enemy units and/or enemy ZOCs *(friendly units negate the effects of an enemy ZOC in the hex they occupy)* can be traced between the start hex and the destination hex:

    a. Subtract one from the HQ's current Attack Support Point total; if currently zero, it remains zero.

    b. Move the corresponding Formation Activation marker one box down on the Formation Activation track; if currently in the zero box, it remains in the zero box.

2. If the destination hex is not in the HQ's Command Range and a path of contiguous hexes - free from enemy units and/or enemy ZOCs *(friendly units negate the effects of an enemy ZOC in the hex they occupy)* can be traced between the start hex and the destination hex:

    a. Subtract two from the HQ's current Attack Support Point total; if currently zero it remains zero.

    b. Move the corresponding Formation Activation marker two boxes down on the Formation Activation track; if currently in the zero box, it remains in the zero box.

3. If the destination hex is not in the HQ's Command Range and a path of contiguous hexes- free from enemy units and/or enemy ZOCs cannot be traced between the start hex and the destination hex:

    a. Reduce the HQ's current Attack Support Point total to zero.

    b. Move the corresponding Formation Activation marker down to the zero box on the Formation Activation track.

5.3.3 Unit displacement
The opposing player may displace overstacked units of his choice one at a time into any adjacent hex(es) until the stacking limit is met. The opponent may not displace a unit into a fully stacked hex unless no other alternative hex is available.

- Displaced units that end up causing overstacking in the displacement hex, trigger the same disruption and displacement results in this hex.
- Any unit that cannot be displaced due to the presence of enemy combat units is eliminated.

5.3.4 Limited Intelligence
A side may only examine the contents of an enemy stack after having declared a ground attack against the defending hex. Reduced strength markers beneath units may never be inspected. At all other times, only the topmost unit in an enemy stack may be viewed.

Important Note: A side may always look beneath an HQ unit if it is currently placed on top of a stack.

5.4 Zone of Control

The hex a combat unit occupies and the six hexes surrounding it, constitute that unit's zone of control *(ZOC)*. A ZOC of an enemy unity is called Enemy Zone of Control *(EZOC)*.

A unit's ability to project a ZOC depends on the unit type and terrain as it is detailed in the ZOC column of the TEC. Hexes into which a unit projects a ZOC are called controlled hexes and inhibit the movement of enemy units, the tracing of an enemy Command Range Path and an enemy Supply Path.

If ZOCs from both sides project into the same hex, both co-exist and the hex is mutually controlled by both sides.

Note: HQ units and disrupted units do not project ZOCs. All other combat units project ZOCs (depending on type and terrain).

5.4.1 ZOC Effects

Movement

A combat unit must immediately cease movement upon entering an EZOC, even if the hex is already occupied by a friendly unit. There is no restriction when moving from an EZOC into a non-EZOC hex.

The only way to move directly from EZOC to another EZOC is through Infiltration Movement by spending all Movement points and passing an Effectiveness Check *(see 7.3.4 Infiltration Movement)*.

Command and Supply

Command Range and Supply Paths may be traced into but never through EZOCs. Friendly combat units *(even disrupted)* negate EZOCS in the hex they occupy for these purposes only.

Retreat

Retreating units suffer additional penalties when entering an EZOC *(see 7.5.2 Combat Results)*.

Combat

Combat Support can only be used, when the supporting unit projects a ZOC onto the enemy attacking or defending hex.

Infantry Unit ZOC example:
Infantry type units can project their ZOC on most terrain types, except for City and Industrial hexes.

AFV Unit ZOC example:
AFV type units are limited to projecting their ZOC on Clear and Pillbox in Clear hexes. They are also unable to project a ZOC across streams and other hexside terrain.

Disrupted Unit ZOC example:
Disrupted units are unable to project a ZOC.

Combat support ZOC example:
The AFV unit cannot provide combat support since it's unable to project a ZOC on the enemy unit's hex.

5.5 Formations and Independent Units

Formations (*Divisions in CtL*) are the key organizing concept in **Crossing the Line**. Players must think of their forces in terms of formations to use them effectively – just as the historical commanders had to.

5.5.1 Formation units

Most combat units are permanently organized by a formation, which can be easily recognized by their coloured stripe. A formation consists of an HQ unit and several combat units, including any independent units currently assigned to the formation.

Only units belonging to an **activated** formation may conduct an Action assigned to that formation.

Some US units may be detached from their original formation and reassigned to certain other friendly formations (*even though they are colour coded*) as specified below.

Note: Specific Assigned markers are provided to mark the Assignment of units to another formation.

VII Corps

Up to three Infantry battalions (*three counters*) belonging to the same Infantry regiment and part of the 1st Infantry Division may be reassigned to the 3rd Armored Division. Up to two tank task groups (*two counters*) that are part of the 3rd Armored Division may be reassigned to the 1st Infantry Division.

XIX Corps

Up to three Infantry battalions belonging to the same Infantry regiment and part of the 30th Infantry Division may be reassigned to the 2nd Armored Division. Up to two tank task groups (*two counters*) that are part of the 2nd Armored Division may be reassigned to the 30th Infantry Division.

German Formation Units

German formation units may only be temporarily attached to a different formation in Command Range and only if it is isolated. It must be reassigned to its regular formation in the next Assignment Segment of the Admin Phase if it can trace a Command Path of any length to its parent formation.

5.5.2 Independent Units

Independent units do not belong to a specific formation and can be assigned to certain friendly HQs.

Assignment and Reassignment can only be done in the Assignment Segment of the Admin Phase.

Assignment

To be assigned, an independent unit must be undisrupted and within Command Range of the formation HQ it wishes to be assigned to.

Players should record any Assignment secretly on a note. An assignment does not need to be shown to the enemy player unless it is challenged by the opposing player. Once assigned, the unit is treated exactly like any other unit of the formation.

Independent reinforcements must be assigned to a formation before entering the map.

Reassignment

Once assigned, independent units remain subordinate to the formation until the player decides to reassign it to another formation during the Organization Phase. It needs to be in Command Range of both, its current and its new formations HQs.

Assignment restrictions

German independent units may be attached to any German formation. US independent units may only be attached to formations of their own Corps.

Unit Reassignment

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5.6 Effectiveness Check
The following situations require an Effectiveness Check *(EC)* for a unit:

- Any red combat result
- Refit Action
- Isolated units attempting to conduct an Action
- Infiltration Movement

HQs are not subject to ECs and never disrupt.

5.6.1 Conducting an EC
Roll one die for each unit and compare the result with the Effectiveness Rating of each effected unit.

- A unit passes if the result is equal to or less than its Effectiveness Rating.
- A unit fails if the result is greater than its Effectiveness Rating.

5.6.2 Failing an EC
Any combat unit failing an EC disrupts.
(Exemption: Refit Action).

- A currently disrupted unit that fails another EC remains disrupted and suffers an additional Strength Point loss if this additional disruption is resulting from combat or overstacking.
- If disruption occurs during combat, a forced retreat negates the second combat hit *(if more than one hits)*.

Note: Units conducting a Refit Action do not lose Strength Points if they fail their EC.

5.6.3 Disruption Effects
Disrupted units are flipped to their disrupted side. Note that a disrupted unit possesses a lower printed Effectiveness Rating and fewer Tank or Anti-Tank Points.

Disrupted units:

- Cannot conduct a Movement Action.
- Do not project a ZOC.
- Cannot trigger possible Formation Reaction.

- Cannot be in an Improved Defense.
- Use the Combat Chit's left column *(red)* if defending *(see 7.5.1.1 Combat Strength Determination)*

Note: The only Action a disrupted unit can perform is the Refit Action to recover from Disruption.

5.6.4 Disruption Recovery
During the Recovery Phase of every game turn, a disrupted unit recovers automatically if it is currently in Command Range of its parent HQ.

Units which recover from disruption are flipped back over to their undisrupted side.

Note: Units may also recover from disruption by conducting a successful Refit Action.

5.7 Supply
Only HQs must check for Supply, combat units check for Command Range instead.

An unsupplied HQ may be able to remain in supply by using Emergency Supply expenditure *(see 5.7.3 Effects of being unsupplied)*.

Note: Only the controlling HQ needs to be in supply at time of its activation; combat units only have to check their Command Range (see 5.8 Command Range) when wishing to take an Action.

5.7.1 When to Check Supply
HQs must check for Supply in the following situations:

- HQ performing Formation Activation Recovery *(see 8.1 Recovery Segment)*.
- At the beginning of a Formation Activation *(see 6.2 Formation Activation Segment)*.
- Before making a Formation Reaction attempt *(see 6.4 Formation Reaction)*.

5.7.2 Tracing a Supply Path

To be in supply, an HQ must be connected to a friendly map edge hex adjacent to a supply area by an unbroken chain of hexes of any length.

Broken Supply Paths

A Supply Path is broken if it enters any hex:

- Containing an enemy unit of any type *(including HQs and disrupted units)*

- Containing an EZOC, unless at least one friendly unit of any type is also present *(even if disrupted)*.

5.7.3 Out of Supply effects / Emergency Supply

If the HQ is showing its front side, it can be activated by expending Emergency Supply. This is simply done by flipping over the HQ to its back side.

- If an HQ unit has already expended Emergency Supply, it can still be activated by moving its Formation Activation marker down the Formation Activation track to zero *(regardless of its previous position)*.

The HQ recovers and gets flipped back to its front side in the Recovery Phase *(see 8.1 Recovery Segment)*, if the Supply Path is restored until then.

Combat units are not affected when their HQ is unsupplied. *(They may suffer penalties though, if they are Out of Command or Isolated. See 5.8 Command Range)*.

5.8 Command Range

Each combat unit must check if it is in Command Range of its parent HQ unit and whether it can trace a clear Command Path to it, before undertaking any Action *(see 7. Actions)*.

A unit is In Command Range when it is within the distance of hexes equal to or less than its parent HQ's Command Range value. Count the HQ's hex, but not the unit's hex when determining if it is in Command Range. Furthermore, the Command Path between the combat unit and the HQ must not be broken. Otherwise it is out of Command. If a unit is unable to trace a Command Path of **any length** to its HQ, it is isolated *(see 5.8.3 Isolation)*.

Note: Command Range is counted in hexes, not MPs.

5.8.1 When to Check Command Range

Combat units must check Command Range in the:

Recovery Phase:

- Unit recovering from disruption.

Organization Phase:

- Assign/Reassign Independent units.

Replacement Phase:

- US unit wishing to receive Replacements.

- German unit wishing to Reorganize.

Formation Activation:

- Unit wishing to undertake an Action.

- Unit attempting to qualify its parent HQ for a Formation Reaction attempt.

- Receive HQ Attack Support.

- Receive Combat Support.

- Qualify to receive Battle Victory Action Point Bonus.

5.8.2. Broken Command Paths

A Command Path is considered broken if it can not trace a Command Path without entering a hex that is:

- Containing an enemy unit of any type.

- Containing an EZOC, unless at least one friendly unit of any type *(even if disrupted)* is also present.

- Containing terrain prohibited *(to enter or cross)* to the tracing unit.

Note: A Command Path may be traced over streams and dragon's teeth.

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5.8.3 Out of Command Effects
Out of Command Units:

- Get marked with an Out of Command marker, which is removed as soon as the units finds itself in Command Range again.
- May only take part in Movement and Hasty Attack Actions and pay two Action Points instead the normal one AP.
- Cannot be used for triggering Formation Reaction.
- Do not recover from disruption during the Recovery Phase.

5.8.4 Isolation

A unit is considered isolated if it cannot trace a Command Path of **any length** to its formation HQ.

Isolation Effects

Isolated units suffer the same effects as **Out of Command** plus:

- Get marked with an Isolated marker instead of an Out of Command marker. The Isolated marker gets removed as soon as the unit is not in Isolation status anymore.
- Must pass an EC to conduct an Action. Each isolated unit that fails the check disrupts and may not participate in the Action. The Action Points are still expended even if no units participate or the owning side decides to call off the Action.
- Must conduct an Attrition Check if found isolated and disrupted in the Recovery Phase.

Some clarifications:

1. As soon as a Command Path is broken due to any reason, a unit is isolated regardless of being within command range to its HQ. So Out of Command would only happen with a unit having a clear Path of Command but being beyond Command Range to its HQ.
2. Being Out of Command usually happens far more often than being isolated. It is more easy to obstruct the shortest Command path(s) of the opponent only, so that a unit has to use a Command Path on a tortuous longer way. Completely encircling the opponent is not that easy in most cases.
3. To simplify the game process, for units that are marked Out of Command or Isolated (*see 5.8.3 and 5.8.4*); the marker is removed as soon as the unit in question finds itself in Command Range, or is no longer in Isolated status.

5.8 Command Range Examples

The German motorized infantry unit is unable to trace an unbroken path to it's HQ because of the nearby enemy units' ZOC blocking it. The US armored infantry unit, on the other hand, can trace a path to it's HQ without crossing an EZOC or impassable hexes, while in Command Range.

4. Even units that do "nothing" can be Out of Command or Isolated. A unit found Isolated and Disrupted in the Recovery Phase must conduct an Attrition Check *(see 5.8.4)*.

Attrition Check
Roll one die for each effected unit and subtract the Effectiveness Rating of the unit from the die roll result. If the result is a positive number, the unit suffers a Strength Point Loss equal to that number. A unit may be eliminated due to an Attrition Check.

6. THE OPERATIONS PHASE

It consists of:
a. Initiative Determination.
b. Formation Activation.

One repetition of the **Initiative Determination** and **Formation Activation** Segments is called **Ops Cycle.** **The Ops Cycle will be repeated until:**

Both sides choose to Pass	OR	Neither side can conduct any more Formation Activations

6.1 Initiative Determination
Each Ops Cycle begins with the Initiative Determination. Both players roll one die and the current Initiative +DRM value gets added to the die roll result of the player, whose side is shown on the marker. Also add to the US player's result the current Interdiction Level *(0-2)* of the game turn.

The side with the highest modified result wins the Initiative. In case of a tie, the US side wins the Initiative. The winning player is termed the Initiative player, while the other player is termed the Reaction player.

Initiative +DRM:
The Initiative +DRM mechanic makes it more and more likely for the Reaction player to win the next Initiative segment. The Initiative +DRM marker is on the 0 space at the beginning of the Ops phase.

This means that no side gets an Initiative +DRM in the first Ops Cycle. When the Initiative and Reaction players are determined, move the Initiative +DRM marker as follows:

1. Put the Reaction player's side upwards and move it to number 2.

2. If the Reaction player's symbol is already shown upwards, move it to the next higher number without flipping it.

Note: Once the Initiative +DRM marker is removed from the 0 space, it will not get placed back in this box during the entire Ops Phase.

6.2 Options of Initiative side
The Initiative player must conduct one of the following three options:

Act
The Initiative side can decide to conduct a Formation Activation. Once all activities of the Formation Activation are completed, proceed to the next Operations Cycle.

Transfer Initiative
The Initiative player may give the Initiative to the opponent, unless that player has already decided to pass for the current game turn.

The player receiving the Initiative must either act or pass. It may not transfer the Initiative back to the original Initiative player. Transferring the Initiative does not alter the Initiative +DRM marker in any way.

Pass
Should the Initiative player decide to pass, no further Formation Activations may be conducted by that side for the remainder of the Ops Phase.

Note: The passing side may still conduct Formation Reactions.

Proceed to the next Ops Cycle. Since the passing side has forfeited the right to undertake any further operations except Reaction during the current Phase, Initiative Determination is not necessary anymore. The non-passing player wins the Initiative automatically from now on and he must either Act or Pass. He cannot transfer the Initiative back to the passing side. Once both sides have passed, the Operations Phase immediately ends.

6.3 Formation Activation

Activating a formation allows the Initiative player to activate all subordinate units, including Independent units currently assigned to it, to conduct one or more Actions (*see 7. Actions*). Formation Activation allows activating units of a formation by spending as many Activation Points as the choosen Action costs. Under certain circumstances the Reaction player can undertake Formation Reactions during an activation of the Initiative Player.

Please use the following sequence at the beginning of a Formation Activation:

1. Supply check
2. Determine Action points available to the formation
3. Adjust Formation Activation marker down one level

6.3.1 Formation Activation Levels

Each formation has a Formation Activation marker located on the Formation Activation track.

Each time a formation is activated, move the Formation Activation marker one box down on the Activation track. The Activation Level can also be lowered due to a displacement (*see 5.3.2 Displacement*). A formation with Activation Level 0 cannot be activated. The Activation Level can increase again in the Admin Phase (*see 8.1 Recovery Segment*).

6.3.2 Action Points Determination

Once a player decided which formation shall be activated, he needs to determine the number of Action Points which can be expended by units during this activation by rolling a die and consulting the Action Point table for the result.

The current Activation Level of the activated formation defines the column on the Action Points Table used to determine the number of Action Points available to the formation. The die roll result determines the row and the intersecting box shows the number of available Action Points in black (*max. 7*). Generally speaking, the higher the Formation Activation Level, the higher the chances to have more Action Points available.

Place the AP marker in the corresponding space on the Action Points track. If the HQ of a formation is out of supply and has previously expended its Emergency Supply, the Formation Activation Level marker would then be adjusted onto the "0" space of the Formation Activation track.

6.3.3 Activating unsupplied Formations

Supply is determined for a formation's HQ at the instant of activation. The penalty for activating a formation with an unsupplied HQ depends on whether the HQ unit has already expended it's Emergency Supply or not.

If an HQ unit is out of supply at the instant its formation is activated, and it is still on its full-strength side, it can activate normally if it expends Emergency Supply. Therefore, flip over the HQ to its back side containing the special supply symbol.

The HQ remains flipped over until the Recovery Phase. If an unsupplied HQ is already on its Emergency Supply side, move the Formation Activation marker down to the zero space, regardless of its previous position, in order to conduct a Formation Activation.

6.3.4 Expending Action Points

Each time a formation conducts an Action, adjust the Action Point (*AP*) marker on the corresponding track according to the cost of the selected Action (*see 7 Actions*).

6.4 Formation Reaction

Unlike many other games, both sides are actively involved in the playing process in **Crossing the Line** at every time. The Reaction side does not simply sit idly by, while the opponent runs circles around friendly troops! Instead, the Reaction side can do what it's label implies: it can react to some enemy threats.

6.4.1 Triggering Reaction Attempts

When a unit or stack of units performs a Movement Action on which it enters or attempts to exit a hex adjacent to an enemy combat unit (*regardless of any ZOCs*), the Reaction side may announce a Formation Reaction attempt.

A Reaction attempt can only be declared if at least one of the Reaction player's combat units adjacent to the moving unit or stack:

a. Is not Disrupted.

b. Is within Command Range of its parent HQ.

Note: Only one Reaction attempt can be made per Initiative formation's Movement Action. The Reaction side will therefore have to weigh carefully when a Reaction attempt should be made! *If however the Initiative formation performs more than one movement action, a reaction attempt can be made during each movement action.*

Clarification: If by virtue of movement, a reaction unit that was otherwise in command is placed out of command at the moment the moving unit moves adjacent to it, it is NOT allowed to make a reaction attempt. In other words, a Formation Reaction attempt takes place after the triggering Movement took place.

6.4.2 Resolving Reaction Attempts

The HQ of the formation selected to make a Reaction attempt must pass a Reaction Check. Roll a die; if the result is equal to or lower than the HQ's printed Reaction Rating, the Formation Reaction attempt is successful; otherwise it fails.

If a Formation Reaction attempt is successful, the reaction player rolls a die on the AP table *(red numbers)* for his Formation to determine the number of APs available for his Formation Reaction.

This is independent from the die roll of the initiative player. Place the AP marker on the Action Points track space corresponding to the number. The Formation Activation Level marker of the reacting formation gets adjusted one step down. If the HQ of a reacting formation is out of supply at the instant of Reaction, all penalties for activating an unsupplied formation are applied.

As soon as a successful Reaction Attempt is done, the Movement Action of the active player is finished *(AFTER entering the hex, which caused the attempt)* and any left-over Movement Points are lost. The Reaction is processed now and after that, the active player can move with the same unit again but has to spend a new AP for that Movement. The

Reaction can be done with any units like a normal Formation Activation.

Note: If a Reaction attempt fails, the formation suffers no adverse results whatsoever. Its Formation Activation Level marker remains where it is. If a formation undertakes another Movement Action in the same Formation Activation Segment, another Formation Reaction attempt can be made.

6.4.3 Effects of successful Reaction

The unit or stack performing any movement must stop in the hex it just entered or attempted to exit. The Initiative formation's Action immediately ends.

Any units overstacked because of the Reaction attempt must immediately suffer the corresponding adverse effects *(see 5.3.1 Stacking)*.

Once the Reaction side completes Formation Reaction by spending the just determined number of APs, the Initiative side resumes the current Formation Activation with the previously selected formation. The formation must select and begin a new Action. It may expend any remaining Action Points, but each Movement Action undertaken could be subject to a new Formation Reaction attempt.

If a possible enemy Reaction attempt is not successful: The moving unit may continue its movement normally.

Note: During a Formation Reaction, no counter-reaction by the Initiative side is possible

7. ACTIONS

An activated formation may undertake Actions. A formation receives the number of Action Points indicated on the Action Points table *(Reaction: Red values)*.

Action Costs per Unit/Stack							
Movement	1	Refit Action	1	Hasty Attack	1	Prepared Attack	3
HQ Relocation	1 / 2 / 3	Improved Defense	1	Regular Attack	2		

Effects of Command Range and Disruption: Units that are not in the parent HQ's Command Range may only perform Movement or Hasty Attack Actions and the AP costs for these Actions are doubled.

Note: Disrupted units are strictly limited to a Refit Action. Isolated disrupted units may not carry out any Actions at all.

7.1 Possible Actions (Overview)

Movement Action (see 7.3)
(1 AP per stack)
A combat unit *(or a stack of combat units belonging to the same formation)* may conduct movement.

Use the printed Movement Allowance of the slowest unit in the stack. Units may not be picked up or dropped off from a moving stack. *(See rules for Movement, Zones of Control and Stacking for further details).*

HQ Relocation Action (see 7.4)
(depending on Relocation value of HQ)
An HQ may never undertake a Movement Action. It "moves" always by conducting a HQ Relocation instead. A stack of units including an HQ unit therefore can't move as a stack.

Combat Action (see 7.5)
(Hasty Attack: 1 AP, Regular Attack: 2 AP, Prepared Attack: 3 AP)
The side performing the Action must declare a Hasty Attack, Regular Attack, or Prepared Attack with a single unit or stack of units against any one adjacent enemy-occupied hex. The attacker decides which units in the attacking hex will participate; all defending units must participate.

Note: Multi-hex combat is not permitted.

- **Hasty Attack:** Neither Combat nor HQ Attack Support can be used.

- **Regular Attack:** Attacker Combat Support and HQ Attack Support *(at half strength)* can be used.

- **Prepared Attack:** Attacker Combat Support and full HQ Support can be used.

Refit Action (see 7.6)
(1 AP per unit)
A unit currently belonging to the same formation and within the parent HQ's Command Range, may attempt to remove Disruption.

Improved Defense Action (see 7.7)
(1 AP per stack)
A combat unit *(or a stack of combat units belonging to the same formation)* may conduct an Improved Defense Action in order to strengthen its position;

a unit/stack defending in an Improved Defense uses the improved column of the drawn combat chit if attacked.

Action Point tracks
Each side has an Action Point track, which is used to record how many Action Points are available to an activated formation during a Formation Activation *(or Reaction)*.

- Each Action chosen costs a number of Action Points. Any Action may be chosen, if the activated formation has the required number of Action Points remaining on its Action Point track.

- As Action Points are expended, adjust the AP marker to record how many Action Points remain. A side need not expend all available Action Points in a given Formation Activation. All unused APs are simply lost when the owning side decides to end the Formation Activation.

7.2 Procedure
Follow these steps when conducting Actions:

a. **Select eligible units:** Any units subordinate or assigned to an activated formation are eligible to conduct Actions.

b. **Select one Action and Check Command Range**

c. **Adjust the AP marker corresponding to the expended Action Points.**

d. **Check, whether the unit is in Command Range** *(see 5.8 Command Range)*

e. **Perform the Action:** The Action is now carried out by activated unit*(s)* able to do so. Remember that a Formation Activation may be temporarily interrupted due to a successful Formation Reaction attempt.

f. **Perform another Action:** If enough Action Points remain, the player may perform another Action. Otherwise, the Formation Activation is ended.

Note: A unit is able to conduct more than one Action in a single Formation Activation. It may even move and/or conduct combat several times.

7.3 Movement Action

Units are moved by expending Movement Points *(MPs)* up to their movement allowance *(MA)*.

Movement may be affected or entirely prevented by the presence of enemy combat units and EZOCs, terrain, stacking restrictions, etc.

Consult the Terrain Effects Chart by cross-referencing the unit type with the terrain entered. There is no limit to the number of friendly units which can pass through a single hex during the Movement Action itself as stacking limits are only enforced at the end of an Action.

7.3.1 Moving Stacks

Units currently belonging to the same formation which begin a Movement Action in the same hex may move together as a stack at no extra cost in Action Points.

- Expend the Movement AP cost to move the entire stack.

- The stack's MA is limited by the MA of the slowest unit in the stack.

- A moving stack may never drop off or pick up any units while conducting movement.

- All units that begin moving as a stack must end movement in the same hex, unless they are forced to displace due to overstacking for any reason.

- An HQ cannot move with a stack; an HQ is always "moved" by conducting a HQ Relocation Action.

7.3.2 Maximum Movement

A unit can never exceed its MA *(or its stack's MA)* during a single Movement Action.

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*EXCEPTION: A unit can always move one hex,
as long as it does not:*
• Enter an enemy-occupied hex.
• Enter or cross prohibited terrain.
• Move directly from one EZOC to another (exception: Infiltration Movement, see 7.3.4 Infiltration Movement)
• Trigger a successful enemy Formation Reaction before exiting its hex of origin.

Units are not required to expend their entire MA, but unused MPs cannot be accumulated or transferred.

- A unit or stack can be involved in any number of Movement Actions during a Formation Activation, as long as the Action Points are available to allow it to participate.

- A friendly unit may never enter a hex containing an enemy combat unit. When moving adjacent to a hex solely occupied by an enemy HQ, the HQ is immediately displaced *(see 5.3.2 HQ Displacement)*.

7.3.3 Road Movement

A unit which is moved from one road hex directly into an adjacent road hex through a hexside crossed by the road, spends MPs according to the road type and ignores all other terrain in the hex entered and hexside crossed *(this includes Pillbox hexes)*. Units may not use the road movement rate when entering or exiting an EZOC.

Note: Town, city and industrial hexes are not road hexes. But units moving out of such hexes onto a road, connected to it, may use the reduced costs!

US units classified as Leg Movement type pay only 1/2 MP if using a road. This is even possible if the increased MA is used *(see 7.3.5 Increased MA of leg units)*.

7.3.4 Infiltration Movement

Any friendly unit or stack that begins a Movement Action in an EZOC may try to move directly to another EZOC by expending its entire MA. It *(or in the case of a stack: each unit)* must pass an EC *(see 5.6 Effectiveness Check)* to succeed and getting placed in the new hex. When it fails the EC, it becomes disrupted and does not move at all. The corresponding Action Points are spent, regardless of the outcome.

Note: Infiltration Movement can trigger an Formation Reaction Attempt

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7.3.5 Increased MA of Leg units

Combat units classified as Leg units have their MA increased by two if they do not move adjacent to an enemy unit during their entire Movement Action *(including both the starting hex and the final hex)*.

Crossing the Line - Aachen 1944

Road Movement & Increased MA Example

7.3.6 Movement and enemy HQs

When a unit or stack performing a Movement Action moves adjacent to an enemy HQ located alone in a hex:

- The HQ unit is immediately displaced *(see 5.3.2 HQ Displacement)*.

- No other adjacent combat units currently belonging to the displaced HQ's formation can attempt Formation Reaction in this Movement Action.

Note: Units belonging to another formation that does not suffer HQ displacement may still make a Reaction Attempt.

7.3.7 Streams and the Roer River

Leg units pay one additional MP to cross a stream hexside. Motorized units must expend their entire MA to cross a stream. In other words, they must begin a Movement Action adjacent to a stream hexside to cross it and cease movement immediately after crossing.

These additional MP costs are not applying, if the unit in question is following the path of a road or if the crossing starts and/or ends in a town or industrial hex *(see 3.1.2 Hexside Terrain)*.

- US units cannot cross the Roer River.

- German units can cross the Roer River only via roads *(5518-5519 and 5420-5520)*.

### 7.3.8 German Movement restrictions

During game turns 1 to 3, German units are not permitted to enter any hex to the north-west of the outer pillbox-line running from hex 2106 to hex 5605.

EXCEPTION: The Bulge of Kerkrade (3803; 3804; 3903; 3904; 3704; 3805; 4004; 4103).

7.4 HQ Relocation Action

The number of APs required to undertake a HQ Relocation Action is equal to the HQ's number of Relocation Points on the counter. A HQ Relocation Action is the only Action a HQ may undertake.

An HQ unit must always be located in a town, city or industrial hex.

Relocation Points
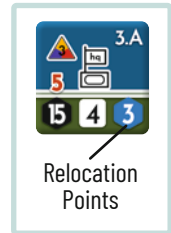
- Pick up the HQ unit and place it in its destination hex. The destination hex must be friendly-controlled and in that HQ's Command Range. To "move" the HQ, it must be possible to establish a path of contiguous hexes –**free from enemy units and/or EZOC**- between the start hex and the destination hex. Friendly units negate the effects of enemy ZOC in the hex they occupy, including the start and destination hex.

- A HQ violating the above limitations is subject to the penalties of HQ Displacement *(see 5.3.2 HQ Displacement)*.

German Movement Restrictions

Prohibited to German units from game turns 1 to 3

7.5 Combat Action

Combat occurs between opposing units in adjacent hexes by declaring a Combat Action. Combat is always voluntary; a unit is never required to attack
    Should one side inflict more damage on the opponent than it suffers, Battle Victory is achieved.

HQ units in Combat

HQ units are never affected by combat nor do they take combat hits; their presence in a stack is simply ignored. HQs cannot retreat; a HQ is immediately displaced if it suddenly finds itself alone in a hex as a result of combat.

7.5.1 Resolving Combat

Step A: Attack Declaration
The side performing the Action declares a Combat Action type *(Hasty, Regular, or Prepared Attack)* with one friendly unit or one stack of friendly units adjacent to a single enemy occupied hex.

Note: Multi-hex combat is not permitted although adjacent units may provide Support (see 7.5.1.2 Combat DRMs).

Step B: Combat Chits
Each player draws one Combat Chit to determine the Combat Multipliers.

Step C: Strength Determination
Both sides find their final combat strength

(see 7.5.1.1 Combat Strength Determination).

Step D: Combat Results Table & DRMs
1. Compare the final combat strength of the attacker to that of the defender and express the comparison as a numerical odds ratio. Round this odds ratio downward to conform to one of the columns on the CRT.
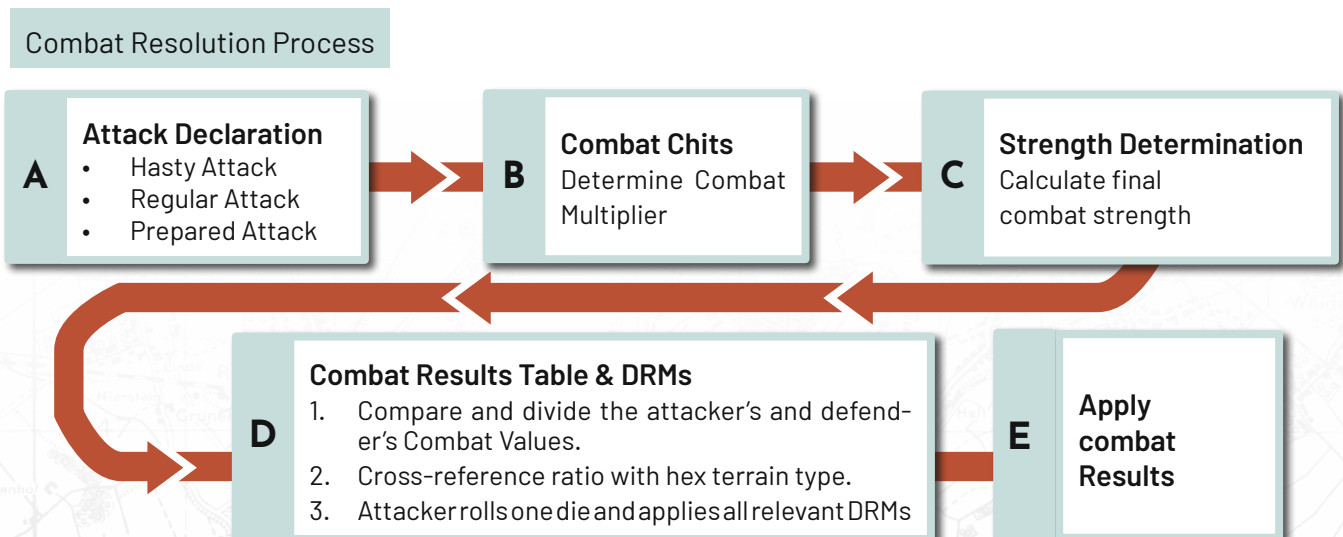
2. Cross-reference the ratio with the type of hex terrain occupied by the defender(s).

- If the ratio is greater than the one listed in the rightmost column for the indicated terrain type, use the rightmost column.

- If the ratio is less than the one listed in the leftmost column for the indicated terrain type, the attack is treated as a "5/0" result *(APs are still considered expended).*

3. The attacker rolls one die, applying all relevant DRMs *(see 7.5.1.2 Combat DRMs)*:

- Hexside Terrain
- Attacker / Defender Support
- HQ Support
- Armor Superiority

Cross-reference the modified result with the ratio located on the proper Terrain line to obtain the combat result. Apply combat results immediately *(see 7.5.2 Combat Results).*

Combat Resolution Process

A — Attack Declaration
- Hasty Attack
- Regular Attack
- Prepared Attack

B — Combat Chits
Determine Combat Multiplier

C — Strength Determination
Calculate final combat strength

D — Combat Results Table & DRMs
1. Compare and divide the attacker's and defender's Combat Values.
2. Cross-reference ratio with hex terrain type.
3. Attacker rolls one die and applies all relevant DRMs

E — Apply combat Results

Crossing the Line - Aachen 1944

7.5.1.1 Combat Strength Determination

The strength of an attacking or defending unit is calculated before each battle as follows:

Strength Determination

The attacker draws randomly one Combat Chit to find the Combat Multiplier *(1-3)* for this Combat Action by cross-referencing the unit's Effectiveness Rating with the appropriate column of the Combat Chit:

Attacker Strength Determination
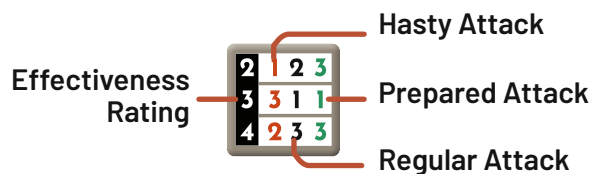
The Combat Multiplier found in this way is then used to multiply the unit's current Combat Strength to get the final Battle Strength of this unit.

If there is more than one unit attacking *(from the same stack)*, the procedure is repeated for each involved unit seperately, but the same Chit is used for all units of the same stack.

Defender Strength Determination

The defender draws another one Combat Chit and repeats the procedure described above to get the Battle Strength of his unit*(s)* involved in the combat. The columns of the Combat Chits are used as follows:

Defender Strength Determination
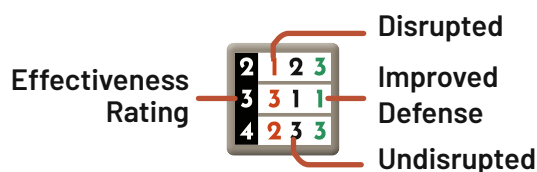
Note: There is only one single Combat Chit drawn by each the attacker and defender; regardless if one, two or three unit(s) are attacking/defending! So in each combat, two chits get drawn, one for all units of the attacking stack and one for all units of the defending stack. Of course, units in the same stack can have different multipliers, depending on the Effectiveness Rating.

Once a Combat Action has been resolved, both players place the drawn Combat Chits back into the container.

Note: Statistically, a unit has a better chance to get a high modifier, when it has a better Efficiency Rating and if it is conducting a Prepared Attack or has Improved Defense.

7.5.1.2 Combat DRMs

There are four possible Combat DRMs applicable to combat based upon Hexside Terrain Effects, Combat Support, HQ Support and Armor Superiority

1. Add all positive modifiers, then subtract all negative modifiers.
2. Change the actual die roll according to the final DRM. Results less than one are treated as one; results higher than 20 are treated as 20.

A. Hexside Terrain Effects DRM

Only the defender is eligible for the Hexside Terrain Effects DRM. It is in effect if the attacker is attacking across a terrain hexside as indicated on the TEC. As the attacker is always attacking across one hexside only, the defender cannot get more than one Hexside Terrain Effects DRM in one single Combat Action. All hexside terrain CRT DRMs are listed in the TEC on Operations Chart A.

Note: Roads and town or industrial hexes do not negate hexside DRMs.

For the hexsides, where a stream or road runs through a dragon's teeth depiction, it should be assumed, that dragon's teeth exist there. So 1821/1921, 1919/2019, 2011/2110 and 2008/2108 are dragon's teeth hexsides, as well as 2504/2505, 3102/3103 and 3403/3303.

B. Combat Support DRMs

Friendly combat units **adjacent to the enemy attacking / defending unit** may be eligible to provide combat support. Units providing combat support are immune to any adverse combat results and cannot be used to take losses.

Requirements for Combat Support:

1. The friendly combat unit belongs to the **same formation** as those in the attacking / defending stack.
2. The friendly unit **projects a ZOC** into the enemy defending / attacking hex.

3. The friendly unit is in **Command Range** of its parent HQ.

Combat support is **not** available for the **attacker** if conducting a Hasty Attack Action.

 Combat support is **not** possible for the **defender** if one or more defending units are disrupted.

- For a **Regular Attack Action**, the attacker may contribute a **DRM of +1** for each hex adjacent to the defending hex containing at least one friendly combat unit when all aforementioned requirements are met.

- For a **Regular Defense** (*all defending units undisrupted, but not in Improved Defense)* the defender may contribute a **DRM of –1** for each hex adjacent to the attacking hex containing at least one friendly combat unit when all requirements are met.

- For a **Prepared Attack Action**, the attacker may contribute a **DRM of +2** for each hex adjacent to the defending hex containing at least one friendly combat unit when all aforementioned requirements are met.

Note: In a Prepared Attack Action, the attacker may also contribute a DRM of +1 for each hex adjacent to the defending hex containing at least one friendly combat unit even if this unit is from a different formation as long as all other requirements are met.

- For an **Improved Defense**, the defender may contribute a **DRM of –2** for each hex adjacent to the attacking hex containing at least one friendly combat unit when all requirements are met.

Note: For an Improved Defense, the defender may also contribute a DRM of –1 for each hex adjacent to the attacker containing at least one friendly combat unit even from a different formation when all other requirements are met.

Clarification: The Combat Support DRMs for "Friendly" and "Same Formation" are not cumulative. The bonus for Prepared Attack is already accounted for in the –2 / +2 DRM.

C. HQ Attack Support DRM

To qualify for HQ Attack Support, the attacking unit or stack must be:

1. In Command Range of its parent HQ
2. Conducting a Regular or Prepared Attack Action.

There is no limit to the number of times HQ Attack Support may be received during a single Formation Activation. The defending side is never eligible for HQ Attack Support. The amount of Attack Support Points received is determined as follows:

- **Regular Attack:** The attacker receives half of the parent HQ's current Support Points *(round fractions up)*.

- **Prepared Attack:** The attacker receives all parent HQ's current Support Points.
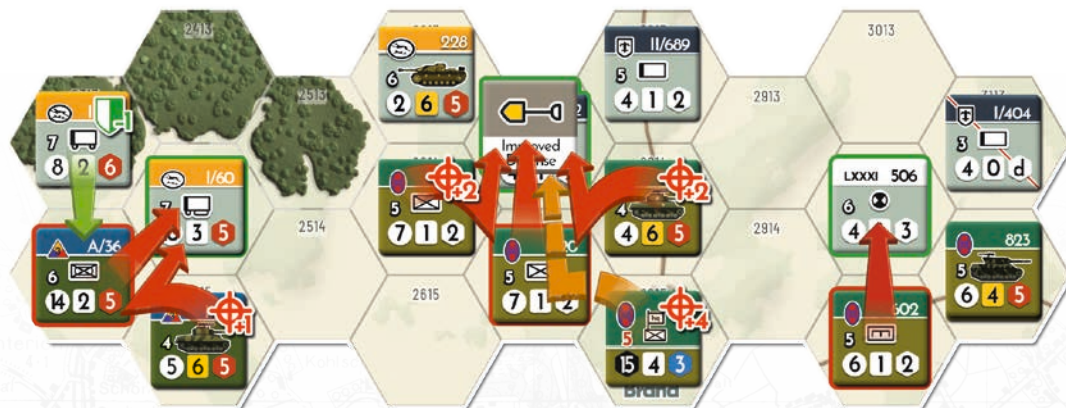
D. Armor Superiority DRM

To determine whether the attacker or defender has Armor Superiority and is entitled to a DRM in his favour, the attacker's Tank Point value must be compared to the defender's Tank or Anti-Tank Point value.

Combat-and HQ Attack Support

Green Frames: Defending Units
Red Frames: Attacking Units

Defending DRM

Attacking DRM

Regular Attack Vs. Regular Defense
DRM **+0**

Prepared Attack Vs. Improved Defense
DRM **+8**

Hasty Attack Vs. Regular Defense
DRM **+0**

If the defender has Tank Points and Anti-Tank Points available in the defending hex, he must always use Tank Points.

Neither player can withhold a unit; both sides must always use their unit with the highest Tank / Anti-Tank Points to determine Armor Superiority. Pick the unit containing more current combat strength if values of two units are equal; player's choice if current combat strength of two units is equal, as well.

If neither the Attacker nor the Defender has Tank Points available:

No player can establish Armor Superiority and neither player will receive a favourable DRM.

The Attacker has Tank Points and the Defender has Anti-Tank Points available:

1. Select the attacking unit with the highest number of Tank Points. Check defender's terrain for any possible modifiers and round down if necessary to get the attacker's final Tank Point value.

2. Select the defending unit *(even if disrupted)* with the highest number of Anti-Tank Points. Add to this number the defensive Terrain Bonus *(if applicable)*, which increases the Anti-Tank Points for the defending unit, to get the defender's final Anti-Tank value.

3. Subtract the defender's Anti-Tank Point value from the attacker's Tank Point value to determine Armor Superiority.

4. If the final result is a positive number, the attacker can establish Armor Superiority and the final result is his favourable DRM. If the final re-sult is a negative number or a zero, no player can establish Armor Superiority and neither player will receive a favourable DRM because Anti-Tank Points can never establish Armor Superiority.

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*Note: Even if a unit has no Anti-Tank Points,
it is still eligible to receive a defensive Terrain Bonus.*

Both the Attacker and the Defender have Tank Points available:

1. Select a attacking unit with the highest number of Tank Points. Check defender's terrain for any possible modifiers and round down if necessary to get the attacker's final Tank Point value.

2. Select a defending unit *(even if disrupted)* with the highest number of Tank Points. It's Tank Points is the defender's final Tank Points value because defending Tank Points are never modified due to terrain.

3. Subtract the defender's Tank Point value from the attacker's Tank Point value to determine Armor Superiority. The final result is the Armor Superiority DRM *(positive or negative)* of the Combat Action.

The Attacker does not have Tank Points and the Defender has Tank Points available:

The defender automatically receives Armor Superiority, and the full Tank Point value of the defender's unit with the highest number of Tank Points is used as a favourable *(negative)* Armor Superiority DRM for the defender. The defender's Tank Points are never modified due to terrain and the attacker cannot use Anti-Tank Points against the defender's Tank Points.

7.5.2 Combat Results
Combat results consist of two numbers separated

| Attacking Stack Combat Hits | 3 / 1 | Defending Stack Combat Hits |

by a slash: The number to the left applies to the attacking stack and the number to the right applies to the defender. The numbers themselves indicate how many combat hits a side suffers.

Hits printed in red require that all units in the corresponding attacking / defending hex must make an EC.

Note: Results against the defender are always completely applied before those against the attacker.

Distributing combat hits
The following procedure must be followed strictly when applying combat results. The defender must always follow the procedure completely before the attacker:

1. If the corresponding combat result is at least 1, one step loss must be taken. The mandatory first Strength Point Loss must be from a unit that defended with either Tank or Anti-Tank Points or attacked with Tank Points. If you attack with armor and infantry against dragon's teeth, the first hit has to go against the armor, even though its tank points are zero. They are nevertheless considered to be attacking with Tank Points.

2. If the Defender's / Attacker's result is printed in red, he must make an EC with each of his units in the stack. All units that fail the EC, become disrupted.

3. The second combat hit *(if the Defender's result is 2 or higher)* is variable:

   - If the unit failed an EC due to a red result, the second hit must be converted into a forced retreat.

Note: If one unit fails an EC, all other units in the stack must also retreat to satisfy the second hit.

   - If the unit passed the EC or the result is not printed in red, the player has the option to perform a voluntary retreat, instead of taking the second hit.

Note 1: Neither the attacker nor the defender may retreat more than one hex.

Note 2: All units must make a retreat to convert the second hit. If only some units in a stack fail the EC and make a forced retreat, the other ones who passed the EC still have to fulfil the second combat hit! It is not possible to negate the second step loss by retreating less than all units.

4. All further combat hits must be taken as step losses. All Strength Point Losses must be equally distributed among all involved units; no unit may absorb two Strength Point Losses before all other units have not absorbed one Strength Point Loss each.

Step Losses
Each Strength Point Loss is applied to a single unit and causes the unit's current combat strength to be reduced by one. Strength Point Losses are distributed as the owner wishes among combat units, taking into account the aforementioned guidelines.

Simply record the unit's new strength by placing corresponding Current Combat Strength marker underneath it. The marker is rotated in such way, that the correct number is always shown on top.

If a unit currently has a strength of one and takes another Strength Point Loss, it is eliminated. Remove the unit counter from play.

A unit's Movement Allowance, Tank or Anti-Tank Points and Effectiveness Rating are never adversely effected due to Strength Point Losses.

Retreat
Retreating units in a stack may not split up. A unit or stack must retreat towards the nearest hex adjacent to a friendly supply area, subject to the following restrictions:

Hexes and hexsides prohibited to enter by retreating are:

- Enemy occupied hexes
  (including those occupied solely by HQs).
- EZOCs **(Exception: Forced Retreat).**
- Roer River hexsides.
- Off the map.

A hex containing an EZOC must be entered if a unit is forced to conduct retreat and no other hex is available. Each retreating unit takes one additional Strength Point Loss which does not count as satisfaction for any remaining combat hits.

Each unit that must, but cannot make a forced retreat, takes two additional Strength Point Losses which do not count as satisfaction for any remaining combat hits.

IMPORTANT Note: If only some units in a stack have to do a forced retreat, while others are chosen to retreat voluntarily (to convert the second combat hit), the forced retreat must be executed first.
(This matters if the retreat hex is already occupied by friendly units and the retreat causes an overstacking).

7.5.3 Battle Victory

The side that receives the lower combat hit number in a combat, wins the battle, unless all of that side's units involved in the combat are eliminated. In that case, or when ties occur, neither side wins a victory.

The winning unit or stack immediately recieves one bonus Action Point, restricted as follows:

1. Only units which were involved in the combat may use the bonus AP.

2. The unit(s) must be within Command Range of the parent HQ.

One or more units in the stack must immediately expend the bonus AP, or it is lost. No other units, including those supporting the combat, can use the point or be involved in the Action chosen.

If the attacker gains the bonus AP, he can supplement it with any or all remaining Action Points on the friendly AP track.

The bonus AP can immediately be spent for any Action. Using a Movement Action to move back into the hex, left due to a retreat would be a valid option. The bonus AP can trigger a reaction attempt.

7.6 Refit Action

Each disrupted unit must conduct a Refit Action individually; A unit may perform any number of Refit Actions, as long as Action Points are available during the Formation Activation.

• Make an Effectiveness Check for the disrupted unit; if the unit passes, flip it over to its normal *(undisrupted)* side. If it fails, it remains disrupted but suffers no additional adverse effects.

Note: A Refit Action is the only Action a disrupted unit may undertake.

Retreat Examples

Successful Retreat
The US unit stack has a clear retreat path towards a friendly supply area, so retreat is possible

Successful Forced Retreat
The retreating German unit stack's only possible path is to move into the EZOC containing hex. In doing so, each unit in the stack takes an additional Strength Point Loss.

Failed Forced Retreat (Ruhr River)
This German stack is surrounded against the Ruhr River so it's units cannot complete their forced retreat movement, taking 2 additional Strength Point Losses.

7.7 Improved Defense Action

To conduct an Improved Defense Action, simply place the corresponding marker on top of the stack. It gets all benefits if being attacked as long as the marker is in place.

The Improved Defense marker is removed immediately:

- If at least one unit in the hex becomes disrupted.

- If at least one unit in a hex is eliminated, the remaining unit(s) loses its Improved Defense.

- If at least one unit leaves the hex for any reason.

- If at least one unit in the hex conducts any Action.

- If another unit ends a Movement Action or retreat in the hex.

It is not possible that only parts of the units in a hex are in Improved Defense, it is an "all or nothing" affair.

EXCEPTION: The Improved Defense marker is NOT removed if reinforcements are placed in the hex, a US unit receives replacements, or a German unit reorganizes.

7.8 End Turn Segment

Advance the game turn marker one box to indicate the start of a new game turn. If the final turn has been completed, the game ends and victory is determined.

8. ADMIN PHASE

Place the Initiative +DRM marker in the zero box on the Initiative track. It does not matter at this point on which side it is placed. This is the only time during a turn, that the marker is placed in the zero box.

8.1 Recovery Segment

The Formation Activation Level recovers by the following rules, which are different for each side.

Recovery means that the Formation Activation marker gets advanced a number of spaces on the corresponding track.

- An HQ determined to be out of supply during the Recovery Phase is not able to recover.

- A given Formation Activation marker may never be adjusted above its Maximum Activation Level, which is noted on the Formation Activation counter as well as on the Formation Activation track on the map.

- An HQ which is currently flipped over because of expended Emergency Supply now recovers if determined to be in supply *(flip the HQ unit back to its front side)*.

8.1.1 US Formation Activation Level Recovery

All US Formation Activation Levels recover as many spaces upwards on the track as indicated by their Formation Activation Recovery Rating listed on the HQ Recovery table on General Chart B.

8.1.2 Interdiction Level Adjustment

The US player rolls one die and consults the Interdiction Table on General Chart B to determine the Interdiction Level *(0, 1 or 2)* of the current game turn.

Interdiction Effects:

- The US player applies the Interdiction Level as an additional Initiative DRM.

- The German player uses the Interdiction Level to determine German Formation Activation Recovery levels.

8.1.3 German Formation Activation Level Recovery

The Formation Activation Level Recovery of German formations is not fixed, but based on the individual Formation Activation Recovery Rating and influenced by the Interdiction Level of the current game turn.

- The German Player checks the Formation Activation Recovery Rating of his supplied formation and cross references this rating with the Interdiction Level on the HQ Recovery Chart to obtain the result.

This means that the German player does not know the exact Interdiction Level and Recovery values for a given Recovery Segment during the preceding Ops Phase!

8.1.4 Auto Refit of Combat units

Each disrupted unit determined to be in Command Range of its parent or currently assigned HQ, automatically refits from disruption, regardless of the HQ's supply status.

8.1.5 Attrition of Isolated units

Each unit that is still disrupted and determined as isolated, conducts an Attrition Check (*see 5.8.3, Isolation*).

8.2 Assignment Segment

Independent units may be assigned and re-assigned (*see 5.5.1, Formations*). All eligible, independent reinforcements must be assigned to one qualifying formation (*see 5.5.2, Independent Units*).

8.3 Victory Plan Segment (Campaign only)

Starting with game turn 2, the US player draws one Victory Plan marker each turn. He lines them up hidden in draw order. The first non-dummy chit drawn, constitutes his Victory Plan and the corresponding Victory Point values as can be read on General Chart B.

The German player then rolls one die. On a die roll of 9 or 10, the German player may inspect any single drawn Victory Plan marker currently held by the US player.

8.4 Replacement Segment

The US side receives replacement points (*RPs*) to spend. The German side may then cannibalize and reorganize certain units.

- RPs can only be used for specified unit types that are undisrupted and within Command Range of the parent HQ which itself must be currently in supply.

- Units in EZOCS can (*!*) receive replacements as long as all other restrictions are met.

- RPs must be expended immediately; unused points are lost.

- An RP recovers one Strength Point. There is no limit on the number of points a unit can receive per segment, but eliminated units may not be rebuilt and no unit can be increased above its original printed combat strength.

Additional special restrictions are listed below:

8.4.1 US Replacements

The US player receives two Infantry RPs, two armored Infantry RPs and three tank RPs per turn which must be spent to rebuild the corresponding unit type.

Infantry	Armored Infantry	Tank
2 RP	2 RP	3 RP

Note: US Armored Engineers cannot receive Replacements in CtL, as they are neither (armored) infantry, nor tanks.

8.4.2 German Reorganizations

The German side may cannibalize combat units to receive RPs, regardless of their current strength, if they meet the following requirements:

1. They must be undisrupted.

2. In Command Range of its parent HQ, which must be in Supply.

Cannibalization: The German player simply removes an infantry type unit from play. Each Strength Point removed becomes an RP as indicated on the German Unit Reorganization table on General Chart B and must be expended immediately or is lost.

Each point may only be expended to recover one previously lost Strength Point of a unit of the espective type from the same formation.

Note: For this rule, an attached unit is considered part of the formation and can be used for cannibalization.

German Reorganizations

Cannibalized Unit	Reinforced Unit	Cannibalized Unit	Reinforced Unit
Non Motorized Infantry Bicycle Infantry Machine Gun Non Motorized Engineers	Non Motorized Infantry	Bicycle Infantry	Bicycle Infantry
		Machine Gun	Machine Gun
		Non Motorized Engineers	Non Motorized Engineers
Motorized Infantry Motorized Engineers	Motorized Infantry	Motorized Engineers	Motorized Engineers
		Armored Engineers	Armored Engineers
Armored Infantry Armored Engineers	Armored Infantry	Recce	Recce

HQ and Support Type units can never be reorganized.

8.5 Reinforcements and Withdrawals Segment

From the beginning of game turn 2, both sides receive reinforcements according to the Reinforcement Chart. Entry of reinforcements can be delayed to the next turn at the owning side's option, including those previously delayed.

The German player places eligible reinforcements before the US player. All reinforcements of one side are considered to be placed simultaneously.

If available, reinforcements must be set up in the given hex (or hexes), possibly adjacent to enemy units. If no given hex is available (and only then), reinforcements in a hex must be set up as close as possible to the given hex, if this hex is in command range and no enemy units are adjacent.

8.5.1 Placement of Reinforcements

Eligible reinforcements enter on any specific entry hex(es) according to the Reinforcements & Withdrawals Chart.

Should no friendly entry hex be available, Reinforcements may enter in a hex nearest to the entry hex(es), whilst being in Command Range and not adjacent to an enemy unit.

Independent reinforcements must be assigned to a qualifying formation before placed on the map.

The Formation Activation marker of a reinforcing formation gets placed on the Division's maximum value if not indicated otherwise.

8.5.2 Withdrawals of German Divisions

Withdrawals of German Divisions are occurring in game turn 3 and 4 due to historical events and are indicated on the Reinforcements & Withdrawals Chart.

Note: Units assigned to a formation which gets withdrawn, do not get withdrawn themselves and can be assigned to a different formation instead.

Game turn 3:
Withdraw the 353rd Infantry Division
(*removed permanently*).

Game turn 4:
Withdraw the 9th Panzer Division (*permanently*) and the 116th Panzer Division (*enters play again as reinforcement on game turn 6 and 7 at full strength, even if units were eliminated or reduced before*).

A unit that gets ordered to withdraw must meet all the following requirements to succeed:

1. Within Command Range

2. Parent HQ in Supply

3. Undisrupted.

Otherwise, the withdrawing unit will be eliminated completely and count for Victory Points (*see 9 Victory Conditions*) For execution, simply pick up all units that are part of these formations and remove them from play.

9. VICTORY CONDITIONS

Victory is determined by the number of VPs the US player is able to earn during play.

VPs can be earned by controlling certain victory locations and by the number of strength point losses of German units. Further details can be found in the scenario information *(see 10 Scenarios)*.

Control of VP Hexes

Depending on the scenario, some hexes give the US player a number of VPs. At the beginning of play, all VP hexes are controlled by the German side.

To change control of a VP hex, a player must either enter it or project a ZOC upon it, as long as the other side does not have units in it. In addition, he must be able to trace a line from his supply source to the VP hex that is free of enemy units and EZOCs.

If both US and German units project a ZOC into a hex empty of units, the hex is mutually controlled by both players.

Change of control is immediate and may occur and reoccur any number of times during play.

Clarification: To change control of a victory hex, a unit in the hex (or projecting a ZOC onto it) must be able to trace a line from his supply source to the hex in this moment. No need to be in command. The enemy has to fulfill the same conditions to "retake" it after that.

VPs by strength point losses

German step losses are determined at the end of the game. The strength loss VP values of German unit types can be found on General Chart B.

For victory determination, strength point losses of withdrawn German units are calculated like other German strength point losses. They should be noted at the time of withdrawal.

10. SCENARIOS

Crossing the Line comes with three smaller scenarios and one Campaign. The initial deployment, reinforcements and withdrawals can be found in the Setup- and Reinforcement & Withdrawal Charts.

You will find details regarding special conditions and victory conditions in the section of each scenario.

Please note that the special scenario rules included supersede all general rules of the game.

Note: Each scenario begins with the Ops Phase, so the first Admin Phase is skipped.

- Except for Scenario One "First Blood" the US player is automatically considered to have won Initiative Determination for the first Formation Activation of game turn 1.

- In effect the Initiative DRM marker is automatically moved to the first space *(+2)*, showing the German Side.

- Both players set up their units simultaneously since all units have fixed starting locations.

- When playing Scenario Two: "The Stolberg Corridor" or Scenario Three: "Across the Wurm", only parts of the reinforcements are available and only parts of the withdrawals are in effect *(as noted in the scenario's instructions)*. Reinforcement locations can be found on the Reinforcements- & Withdrawals Chart.

- Units never start in an Improved Defense.

10.1 Scenario One: First Blood

This is a training scenario created specifically with solitaire first-time players in mind. It recreates the opening blows of the US "Big Red One" 1st Infantry Division against German 526th Infantry Division southeast of Aachen. This scenario can be completed well under one hour, allowing players to get their feet wet with the game system. Experienced gamers may prefer to skip this scenario.
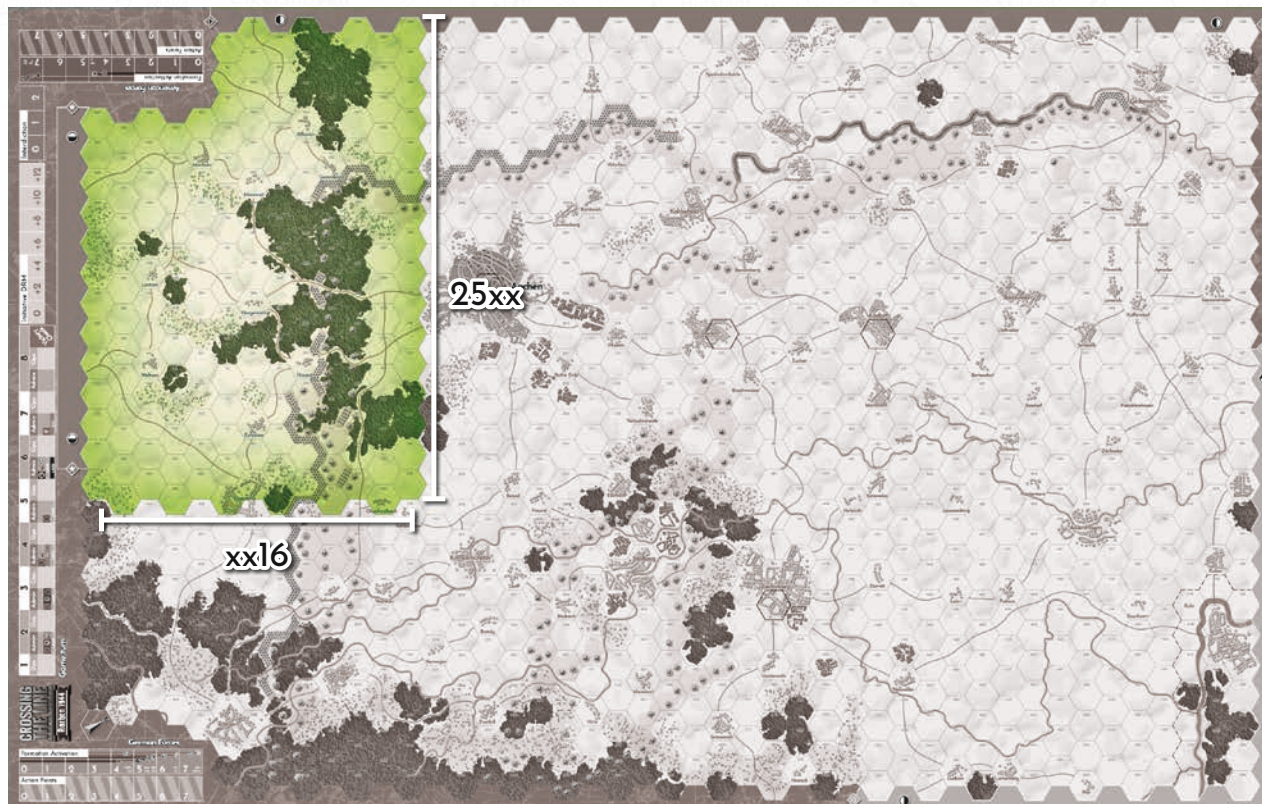
Game Duration:
Five Formation Activations.

Map Area:
Only a portion of the map is used: South of 25XX, West of XX16.

Victory Conditions:
The US player must clear hexes 2107, 2108 and 2109.

Special Rules:
There is no sequence of play to follow. Simply put, all you do is activate the 1st Infantry Division formation until either victory is achieved or 1st Infantry Division has been activated five times.

The German forces are considered static units; they may not activate, react, earn Battle Victory, recover from disruption, etc.

They simply sit and absorb any combat hits as strength point losses unless forced to conduct a forced retreat.

Reinforcements are not available, and withdrawals are not in effect.

Level of Performance:
Your performance is based upon the number of Formation Activations it takes you to achieve victory.

★ US			
Decisive victory	**Substantial victory**	**Satisfactory victory**	**5 Activations**
2 Activations	3 Activations	4 Activations	Poor performance; try again.

10.2 Scenario Two: The Stolberg Corridor

This scenario recreates the actions which took place during the initial stages of the Battle for Aachen. It is the perfect starting point for experienced gamers, particularly for those with limited playing time on their hands.
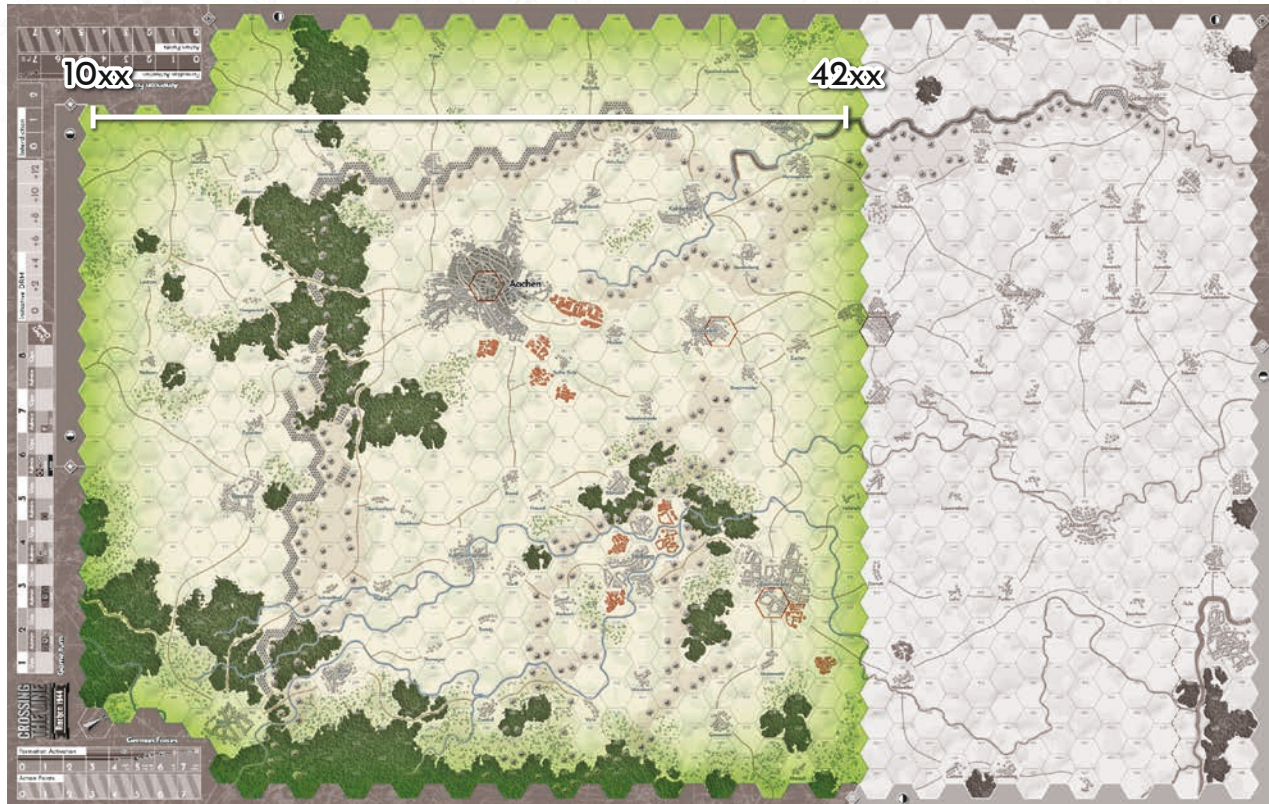
Game Duration:
Game turns 1–3.

Map Area:
From hexes 10XX to 42XX.

US reinforcements:
Turn 2: 1st Infantry Division: 238th & 257th Engineers.

Turn 3: 1st Infantry Division: 745th Tank, 634th Tank Destroyer and 4th Engineer.

German reinforcements:
Turn 2: 12th Infantry Division (*9 units*),

1012 Assault Gun (*independent*).

German withdrawals:

Turn 3: 353rd Infantry Division (*6 units*).

Victory Conditions:
The US player gets VPs at the end of game turn 3 as follows:

15 VPs:
2915, 3217, 3218, 3219, 3316, 3317, 3318, 3416, 3417

10 VPs:
2315, 2717, 3019

5 VPs:
2108, 2121, 2211, 2212, 2221, 2318, 2505, 2520, 2617, 2618, 3122

These hexes can be marked with Victory Point markers for easy recognition. Furthermore, the US player wins a decisive victory if at least one of his units occupies an Aachen City hex at the end of the scenario.

All VPs of the US player get summed up and are compared to the following Victory table:

★ US			Draw:	⊹ GERMAN		
Decisive victory	Substantial victory	Marginal victory		Marginal victory	Substantial victory	Decisive victory
Occupying an Aachen City hex, 71 or more VPs	61-70 VPs	51-60 VPs	40-50 VPs	30-39 VPs	16-29 VPs	0-14 VPs

10.3 Scenario Three: Across the Wurm

This scenario recreates the actions of XIX US Corps across the Wurm stream, which took place during the final stages of the Battle for Aachen. This scenario is recommended for those players with limited playing time available.
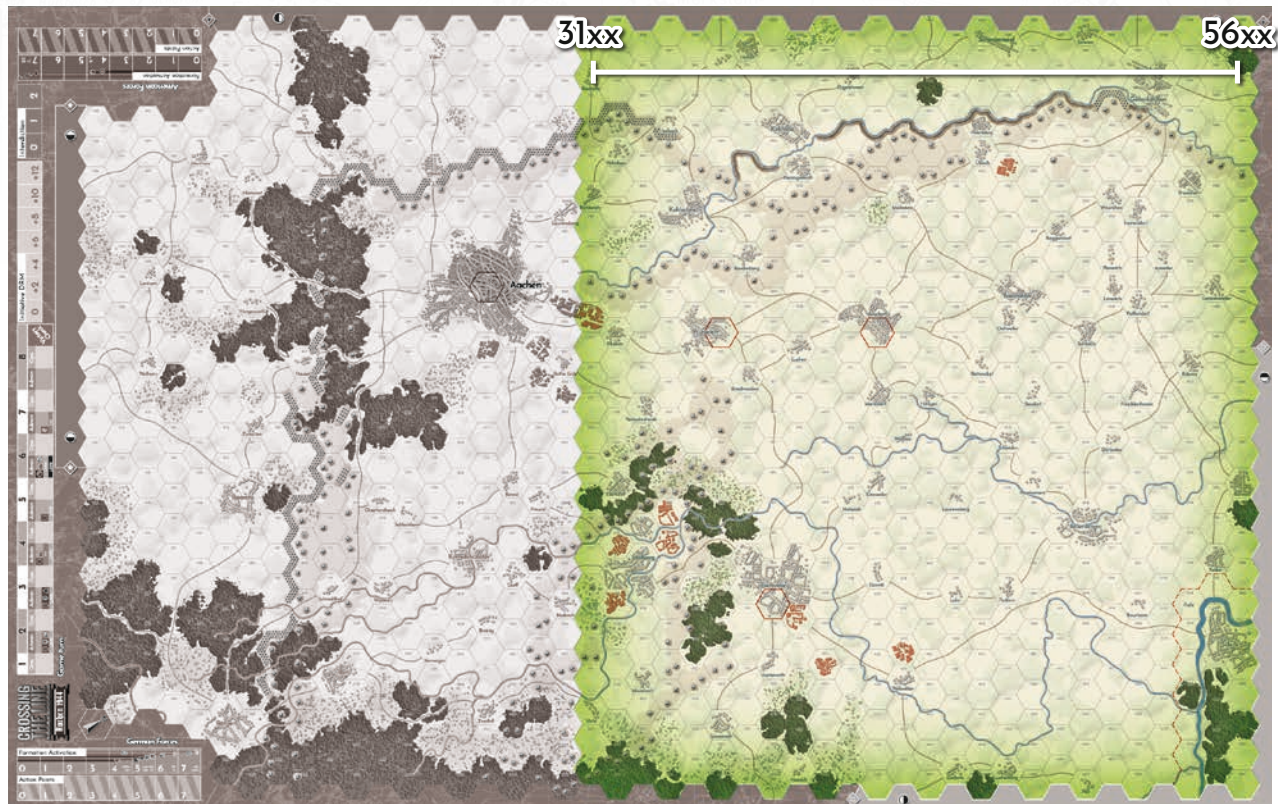
Game Duration:
Game turns 5–8.

Map Area:
From hexrows 31XX to 56XX.

US reinforcements:

Turn 6: 29th Infantry Division *(4 units)*

Turn 7: 1128th, 1129th Engineers, 99th Infantry *(independent, XIX Corps)*.

German reinforcements:

Turn 7: 3rd Panzergrenadier Division *(11 units)*.

Victory Conditions:
The US player gets VPs at the end of game turn 8 as follows:

10 VPs:
3109, 3111

5 VPs:
3509, 3510, 3610, 3708, 4109, 4209, 4210, 4305, 4309, 4708, 5303

These hexes can be marked with Victory Point markers for easy recognition.

All VPs of the US player get summed up and are compared to the following Victory table:

⭐ US			╬ GERMAN	
Decisive victory	Marginal victory	Draw:	Marginal victory	Decisive victory
60 or more VPs	40-59 VPs	30-39 VPs	15-29 VPs	0-14 VPs

Crossing the Line - Aachen 1944

10.4 Campaign Scenario

The campaign game recreates the entire conflict, which stretched over five weeks of fierce fighting. This scenario is the centrepiece of the game, which allows players to recreate the Battle for Aachen in its entirety.
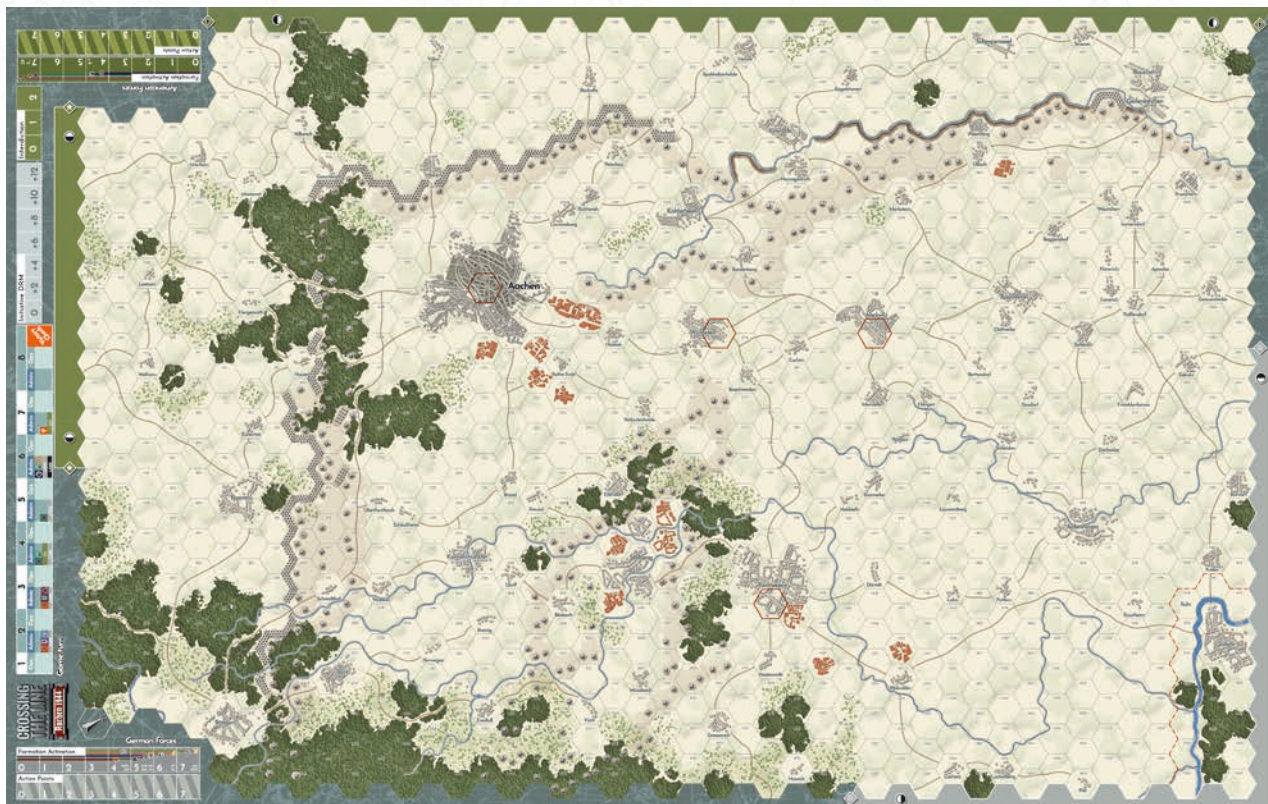
Game Duration:
Game turns 1-8.

Map Area:
The entire map is used.

Reinforcements:
According to the Reinforcements & Withdrawals Chart.

Victory Conditions:
The US player gets VPs at the end of game turn 8 for strength point losses of German units (*see 9 Victory Conditions*) and for control of VP hexes according to his Victory Plan (*see 8.3 Victory Plan Segment (Campaign only)*). Details can be found on General Chart B.

All Victory Plan markers should be placed in an opaque container / cup, to be drawn randomly by the US player in the Victory Plan Segment.

All VPs of the US player get summed up and are compared to the following Victory table:

⭐ US			Draw:	⊹⊹ GERMAN		
Decisive victory	Substantial victory	Marginal victory		Marginal victory	Substantial victory	Decisive victory
49 or more VPs	43-48 VPs	36-42 VPs	29-35 VPs	22-28 VPs	16-21 VPs	0-15 VPs

German automatic victory: *The German player wins an instant decisive victory the moment a German combat unit reaches a hex adjacent to the US supply source on the southern map edge.*
The unit has to be in Command Range to qualify for this.

Note: "Pol", "Gen" and "394 Assault Gun" start the campaign attached to 526th Volksgrenadier Div.

11. DESIGNER'S NOTES

"Normally, there is no ideal solution to military problems; every course has its advantages and disadvantages. One must select the one which seems best from the most varied aspects and then pursue it resolutely and accept the consequences. Any compromise is bad."

Feldmarschall Erwin Rommel

I have been living in the area of the city of Aachen since 1986 and did a lot of research on the battle during the last 33 years. Therefore, I was really thrilled when "Furor Teutonicus" offered me the option to do a second game about the "Battle for Aachen" after almost 25 years.

Research

The boundaries of the playing area are fixed by the exclusion of the fighting for the "Hürtgen Forest" as well as the operation area of the British Army.

The game map is based on up-to-date satellite photos of the area in question. The satellite photos were adjusted with topographical and military maps of the time period *(1938 to 1945)*. Even if the result is the most accurate game map ever done on this subject, players should note that we are still speaking about a game and not a topographical map.

The OoB is based on numerous *(local)* sources and the outstanding assistance of veterans of both sides. The intention to limit the counter density to a playable size dictated battalion-sized units.

The myriad of *(independent)* sub-battalion and / or ad-hoc outfits especially used by the Wehrmacht is represented in various game mechanics *(e.g. ZOC and combat rules)*.

The Game System

Crossing the Line is an operational simulation covering one of the most interesting topics of World War II in Europe. The main focuses are on command control, combined arms warfare, and uncertainty *("Fog of War")*.

The core of the game system is the concept of the Operations Cycle. The Operations Cycle puts players into the seats of a C-in-C, forcing plenty of interesting decisions each turn and avoiding the rather cumbersome decisions of a supply depot clerk.

Therefore, certain aspects like interdiction, air support, movement, and supply *(basic, fuel, ammunition)* are incorporated directly into the game system rather than portraying them as independent functions under the player's control. The ability of formations to conduct reactions, but suffer from fatigue and the inevitable confrontation with uncertainty provides a realistic, historical "feel" and involves both players actively in the playing process at all times.

The "Battle for Aachen" has been a battle of attrition fought by reinforced infantry battalions and, speaking about the Wehrmacht, battalion-sized infantry-type Kampfgruppen. The map scale as well as stacking rules, the limitation of combat actions to one hex for each side, combined arms effects, and combat control reflect these aspects.

The counters of combat units represent fighting formations rather than the *(theoretical)* administrative organization.

Combat results place an emphasis on step losses with rather bloody results, but cover retreats, inconclusive combat, and esprit de corps, too.

Keeping in mind the subject and the scale of Crossing the Line, combined arms warfare is a crucial aspect of combat. The proper cooperation of infantry, tanks, and combat support as well as their interaction with terrain is vital for success in combat.

Many wargames of this scale come with rather elaborate artillery *(and sometimes air)* sub-systems and specific artillery rules and counters. Too often for my taste these sub-systems are time consuming, don't feel "right", and provide room for gamey play.

In Crossing the Line, corps and army artillery assets are represented by the Attack Support Ratings of HQ units whereas field and medium artillery guns are integrated into the combat strengths of the combat units themselves. This approach works hand in hand with the different attack and defense types, covering the combat doctrines of the combatants.

While no single counter factor overshadows all others, a unit's Effectiveness Rating is crucial since it influences the combat value and determines the ability to withstand combat in "good order".

Most playtesters were curious about the meaning of Effectiveness Rating. Effectiveness Rating represents a unit's esprit de corps, an abstract measure of morale, training, experience, leadership, cohesion, and... fortunes of war.

Hints on Game Play

Several concepts employed in the game aren't considered "standard" by the majority of wargamers. **Crossing the Line** replaces the somewhat traditional "Igo-Ugo" non-interactive game system typical for many games with the highly interactive concept of the Operations Cycle.

For successful game play, players must capture the benefits and disadvantages of that concept, namely Initiative versus Pass, Action versus Reaction, Momentum versus Fatigue versus Recovery.

The Operations Cycle must become a player's friend, forcing the opponent to follow the ebb and flow of the battle according to the player's intentions.

The attrition-style combat system requires careful long-term planning; otherwise the bloody results of the Combat Result Table will cause too many step losses. The essence of successful combat action, both in attack and in defense, is combined arms warfare, in particular Tank / Anti-Tank Points and HQ / Combat Support.

Uncertainty and C3I problems are permanent attendants of players through all steps of the game system. Don't fear uncertainty and let it dominate your gameplay and decision making – your opponent is at least facing similar challenges.

I hope the above information has provided some insight into the game system and design decisions.

Before closing, allow me to express my gratitude to all those who supported Crossing the Line. This includes gratefully the wargame company Furor Teutonicus, artists, playtesters and developers, including especially those of my first game about the "Battle for Aachen" some 25 years before.

Dirk Blennemann – February 2019

12. ABBREVIATIONS

Admin	Administrative	HQ	Headquarter
AFV	Armored Fighting Vehicle	MA	Movement Allowance
AP	Action Point	MP	Movement Point
AT Points	Anti-Tank Points	Ops	Operations
CRT	Combat Results Table	RP	Replacement Point
CtL	Crossing the Line	TEC	Terrain Effects Chart
DRM	Die Roll Modifier	VP	Victory Point
EC	Effectiveness Check	ZOC	Zone Of Control
EZOC	Enemy Zone Of Control		

13. GLOSSARY

Refit
Action **30** 7.6
Action Costs **21** 7
Combat units *(auto)* **32** 8.1.4
Disrupted unit **16** 5.6.3
Failing an EC **16** 5.6.2

Reinforcement/Withdrawal (Segment)
33 8.5
Improved Defense marker **31** 7.7
Independent Units **15** 5.5.2, **32** 8.2
Placement of Reinforcements **33** 8.5.1
Withdrawals of German Divisions *(Game turn 4 and 5)* **33** 8.5.2

Relocation
Points indicated on unit **8** 3.3
Action Costs **21** 7
HQ Relocation Action **24** 7.4

Reorganization
German **32** 8.4.2
US *(Replacements)* **32** 8.4.2

Reorganization (German)
32 8.4.2
Cannibalization *(German)* **32** 8.4.2
→ **Replacement Segment**

Replacement (Segment)
32 8.4
Cannibalization *(German)* **32** 8.4.2
Command Range **32** 8.4
17 5.8.1
Improved Defense marker **31** 7.7
Reorganizations *(German)* **32** 8.4.2
Replacements *(US)* **32** 8.4.1
Supply **32** 8.4

Retreat
(as) Combat result *(forced, voluntary)* **29** 7.5.2
Direction *(friendly supply area)* **29** 7.5.2 a.E.
Hexes and Hexsides *(prohibited)* **29** 7.5.2.1 a.E
HQs **25** 7.5
Stack **29** 7.5.2
ZOC *(effects)* **14** 5.4.1

Stack
Activation/Action **23** 7.3.1, **22** 7.1
Bonus AP **30** 7.5.3
Drop or pick up units **23** 7.3.1

EC after combat **29** 7.5.2
HQ moving with **23** 7.3.1
HQ present in combat **25** 7.5
Infiltration Movement *(EZOC to EZOC)* **23** 7.3.4
Limited Intelligence *(looking into Stack)* **13** 5.3.4
Movement **23** 7.3.1
Movement Allowance *(maximum)* **23** 7.3.1, 7.3.2, **21** 7.1
→ **Overstacking**
Retreat after combat **29** 7.5.2
→ **Stacking**
Strength Determination **26** 7.5.1.1

Stacking
Displacement **13** HQ 5.3.2, Unit 5.3.3
Movement through friendly occupied hex **23** 7.3
Moving a Stack **23** 7.3.1
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Attrition Check **18** 5.8.3
Combat Hit **29** 7.5.2
Combat Support Unit **26** 7.5.1.2 B
Failing an EC **16** 5.6.2
Retreat **29** 7.5.2 a.E
Victory Point by loss **34** 9

Supply (regards HQ; for combat units see Command Range)
Areas **6** 3.1.4
Activating unsupplied Formations **20** 6.3.3
Check *(when to)* **16** 5.7.1
Control of VP Hexes **34** 9
Emergency Supply **17** 5.7.3
Out of Supply **17** 5.7.3
Path *(tracing, broken)* **17** 5.7.2
Reaction **21** 6.4.2
Recovery *(HQ)* **31** 8.1
Refit of Combat units **32** 8.1.4
Reorganization *(German)* **32** 8.4.2
Replacement *(US)* **32** 8.4
Withdrawal *(German)* **33** 8.5.2
ZOC **14** 5.4.1

Tank Points
Armour Superiority **27/28** 7.5.1.2 D
Combat Hit **29** 7.5.2
Indication on unit **7** 3.2
Disruption effect **16** 5.6.3

Terrain
Control of VP Hexes **34** 9
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Supply Areas **6** 3.1.4
Victory Hexes **6** 3.1.5

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Introduction *(goal)* **4** 1
Battle Victory **25** 7.5, **30** 7.5.3
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End Turn Segment **31** 7.8
Control of VP Hexes **34** 9
Victory area/hex **6** 3.1.5
Victory Plan Segment **32** 8.3
VPs by loss **34** 9
Withdrawing unit **33** 8.5.2

Victory Plan Segment
(US player draws Victory Plan marker) **32** 8.3

Victory Points
Control of VP Hexes *(ZOC/EZOC)* **34** 9
Victory area/hex **6** 3.1.5
Victory Plan Segment **32** 8.3
VPs by loss **34** 9
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CROSSING THE LINE
Aachen 1944

Sequence of Play

1. Admin Phase

A. Recovery
  • Attrition Check
B. Assignment
C. Victory Plan
D. Replacement
E. Reinforcement

2. Ops Phase
Consisting of varying Repetitions of Ops Cycle (A and B)

A. Initiative Determination
B. Formation Activation

Combat Sequence

1. Attack declaration

• Hasty Attack
• Regular Attack
• Prepared Attack

2. Combat chits

Determine Combat Multiplier.

3. Strength Determination

Find final Combat Strength.

4. Combat Value Ratio

Compare and divide combat values accordingly

5. DRM Determination

A. Hexside terrain effects
B. Combat support
C. HQ Attack support
D. Armor superiority

6. Die Roll

Attacker rolls a die and DRMs are applied.

7. Combat Results

The amount of hits suffered per side is determined by cross-referencing the modified attack roll to the CRT

8. Combat Hit Distribution

A. First step loss
B. Effectiveness Check
C. Forced and voluntary retreats
D. Additional step losses
E. Battle victory: Bonus AP

Credits

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SIMULATIONS