

Stand At Mortain – Rules

SET-UP: All US units (light green) except CCA/B/R units set up anywhere but the eastern hexrow. CCA/B/R units may enter play starting turn 2 along west map edge anytime red card is drawn and US chooses to Active units. All German units (black and dark green) enter play turn 1 on east edge of map. Up to 2 ground units may stack in a hex. Tiger unit 102 may stack/activate free with any other German units. Opposing side's units may never stack.

TURN BEGINS: Players shuffle a deck of cards (include 1 joker card). German player draws a card. If black, he can "Pass" or Activate a number of units equal to half the number on the card (round up). Black "face" cards allow 1 unit, or 1 stack of units, to Activate. US player Passes or Activates same way if a red suit card is drawn. Activated ground units can:

- a) Move 1 hex **OR**
- b) Not move, and instead fire.

There are no Zone of Control. Combat is voluntary. A turn immediately ends when the Joker card is drawn (for Activation or in Combat) or all cards are drawn (whatever comes first, ignore Joker card if drawn before both players can Activate).

COMBAT: All units can fire up to 2 hexes, or if on a hill fire 3 hexes. Units may fire into but not through village, city, hills, and forests. A unit's Anti-Tank (AT) number is used versus Tanks, its Anti-Infantry (AI) number versus Guns and/or Infantry. Indicate any number of firing unit(s) and a single target unit. Firing player draws a card (any suit/color can be used by both players to resolve combat).

-1 to card's number if all firing units and target are adjacent.

-1 to card's number if Tiger 102 unit is making an AT attack.

Add terrain modifier. 1 card drawn plus terrain modifier is \leq the sum of all firing unit's printed AT or AI numbers, flip target unit over. Already flipped units are eliminated. Redraw face cards or treat as a miss (firing player's option). After a combat is resolved, return to drawing cards to Activate units.

US AIR AND OFF BOARD ARTILLERY: 1 of these US units is available once per turn. Drawing a red odd number or Jack card indicates Air unit is available to use instead of Activating ground units. Any other red card drawn indicates an off-board Artillery attack is available to use instead of Activating ground units. Air or Artillery units can attack any 1 German unit or stack.

Air unit can either:

- a) conduct an AT or AI attack with strength of 4 **OR**
- b) impose a +1 Combat modifier on all German units in a hex, and all adjacent hexes for remainder of turn.

Artillery unit can conduct an AT or AI attack with strength of 3.

GAME LENGTH: The game lasts 6 turns (card deck shuffles).

WINNING THE GAME: German player wins if 5 of his units exit the west edge of the map by the end of turn 6, or there are no US units left in the game. Otherwise the US player wins.

