

4.0 PLAYING PIECES

Included in the game are die-cut playing pieces called units, representing the various military formations that fought in the campaign, as well as several markers that assist in game play.

4.1 Unit Coloring

British units are tan. French units are blue. German units are blue-gray, except for SS units which are dark gray.

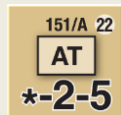
4.2 Unit Types

There are five basic types of units: Armor, Artillery, Infantry, and Anti-Tank (AT and FLAK) and Leaders. During play units will have either their colored (Fresh) or white (Spent) sides facing up.



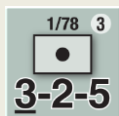
4.2.1 Armor

Armored units are distinguished from non-armored units by their vehicle illustration. If the Lead Attacking Unit during an Assault Impulse is an Armored unit an Overrun result is possible (9.4.4).



4.2.2 Anti-Tank

AT and FLAK units have an asterisk "*" instead of a numerical Attack Factor to indicate they may not be chosen as the Lead Attacking Unit in an Assault.



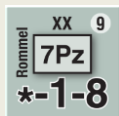
4.2.3 Artillery

Artillery units have their Attack Factor underlined to indicate they may only serve as the Lead Attacking Unit during a Bombardment Impulse (10.0).



4.2.4 Infantry

Infantry units are the only units that may cross a water boundary without using a bridge (8.2).



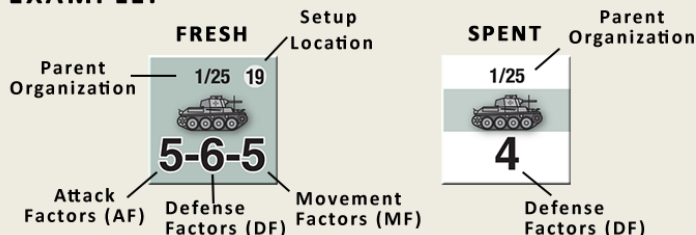
4.2.5 Leaders

These units represent important historical figures (and their staff) present during the battle. Leader units have an asterisk "*" instead of a numerical Attack Factor to indicate they may not be chosen as the Lead Attacking Unit during an Assault Impulse.

4.3 Unit Information

All units have information printed on them to identify the unit and indicate its strength and well as its movement capability. The name of each unit is printed in the middle of the counter.

EXAMPLE:



4.3.1 Strength Factors. On its Fresh side each unit has three values below its symbol. The first is the unit's **Attack Factor**, the second is the unit's **Defense Factor** and the third is the unit's **Movement Factor**. There is only one value on a unit's Spent side—its Spent Defense Factor—since a Spent unit may not move or attack during an Impulse.

4.3.2 Parent Organization. Each unit has a Parent Organization. This serves to identify the unit for historical purposes and as an aid for communicating moves during on-line play.

4.3.3 Unit Size and Organization. The units comprising both the attacking Allied and the defending German forces were largely a mix of company and battalion sized formations.

4.4 Markers

Markers represent non-combat units and are used to record various game information.



4.4.1 Turn/Advantage Marker

Whoever controls the Advantage Marker may use it to gain certain game benefits (13.1). This marker is also used to track the current turn.



4.4.2 Victory Point Markers

The Victory Point markers are used to record the Allied player's current Victory Point total (16.2).



4.4.3 Control Markers

Control markers are placed in Areas to indicate Allied or German control; Areas without a control marker are considered German-Controlled.



4.4.4 Impulse Markers

The Impulse marker records the current Impulse on the Impulse Track as well as indicating which player currently holds the Momentum.



4.4.5 Re-Roll Markers

Players may use a Re-Roll marker to demand a re-roll of a single Combat Resolution (13.4).



4.4.6 Air Bombardment Markers

If using Optional Rule 18.6 each player has one Air Bombardment marker. This marker is not a unit; it does not move on the map nor can it control an Area. The marker is kept in its display box except when selected for use during a Bombardment Impulse (10.1). Air Bombardment markers have only an Attack Factor which is used during Bombardment Resolution (10.2).