

# OPERATION APOCALYPSE<sup>TM</sup>

## GAME SELECTION CARD

### I. ADVANCE TO CONTACT

#### 1) UNITS AVAILABLE:

Each side receives 15 units entering on their respective entry hexes between turns 1-10. On turn one, the Allies automatically receive three units while the Germans automatically receive four. The units enter with the following strengths:

COMBAT STRENGTH	REORGANIZATION VALUE	MAXIMUM NUMBER OF UNITS RECEIVED
TANK	15/6	8
INFN	10/8	8
ARTY	20/0	2 (definite)
ENGN	18/0	1 (definite)

#### 2) ARTILLERY AVAILABLE:

Each side has two rounds of off-board artillery with barrage strengths of 20 points.

#### 3) GAME LENGTH: 15 turns.

#### 4) SPECIAL RULES: There is no panic on turn 1.

#### 5) VICTORY CONDITIONS:

The Allied player receives one victory point for each Allied-controlled city at the beginning of each Allied player turn. The Allied player loses one victory point for each city controlled by the German player at the beginning of each German player turn. A city is controlled when a friendly unit begins its turn in the city. Once controlled, it remains controlled as long as no enemy unit begins a friendly turn in the city (i.e., no garrison is required). At the end of the game check the following chart to determine a victor.

Allied decisive	20+	German marginal	-1 to -9
Allied substantive	10 to 19	German substantive	-10 to -19
Allied marginal	1 to 9	German decisive	-20-
Draw	0		

### II. BRIDGEHEAD

#### 1) UNITS AVAILABLE:

The Allies receive four parachute drops as follows:

Drop 1 (Turn 1)	4 INFN (25/3)
	1 ARTY (15/0)
Drop 2 (Turn 1)	5 INFN (25/3)
Drop 3 (Turn 3)	3 INFN (25/3)
	1 ARTY (15/0)
Drop 4 (Turn 8)	3 INFN (25/3)

The Allies also receive the following units on the western reinforcement hex on turns 9-12:

6 TANK (10/9)	3 ARTY (15/0)
3 INFN (8/9)	1 ENGN (15/0)

The Germans may deploy the following units before turn 1:

1 FLAK (20/0)	1 TANK (8-12/9)	4 INFN (8-12/9)
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The Germans receive the following reinforcements between turns (2-15):

8 TANK (15/5)	10 INFN (15/5)	2 ENGN (20/0)
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#### 2) ARTILLERY AVAILABLE:

The German player receives one round of off-board artillery on turns 6-9 and two rounds on turns 11-20 (Barrage strength: 20).

#### 3) GAME LENGTH: 20 turns.

#### 3) SPECIAL RULES:

All reinforcements (except artillery) arrive in normal mode. The initial German tank and infantry units may not set up in a city or adjacent to a bridge.

#### 5) VICTORY CONDITIONS:

The Allies win if they have one surviving tank east of both rivers at the end of turn 20, otherwise the German player wins.

### III. INVASION

#### 1) UNITS AVAILABLE:

The Allied player is given two parachute drops on turn 1 as follows:

Drop 1	3 INFN (20/5)
Drop 2	3 INFN (20/5)

The Allied player also has the following forces available for amphibious landing:

Turn 1	3 INFN	3 ENGN	Turn 11	1 ENGN	1 TANK
Turn 3	1 INFN	1 ENGN	Turn 12	1 INFN	
Turn 4	1 INFN		Turn 13	1 INFN	
Turn 5	1 INFN	1 ARTY	Turn 14	1 INFN	
Turn 6	1 INFN		Turn 15	1 INFN	1 TANK
Turn 7	1 INFN	1 TANK	Turn 16	1 INFN	
Turn 8	1 INFN		Turn 17	1 INFN	
Turn 9	1 INFN	1 ARTY	Turn 18	1 INFN	
Turn 10	1 INFN		Turn 19	1 INFN	

Allied units have the following initial strengths:

TANK (15/5)	ARTY (18/0)
INFN (15/8)	ENGN (20/0)

The Germans begin the game with the following units:

4 BUNKERS (25/0)	5 INFN (6-16/9)	2 ARTY (10-15)
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The Germans receive 24 units as reinforcements between turns 1-15, with only infantry entering via the north and south entry hexes, and only if no Allied units have exited the map from the entry/exit hex. The units have the following strengths:

	MAXIMUM NUMBER OF UNITS RECEIVED
TANKS (10-19/6)	12
INFN (10-16/8)	10
ARTY (15-20/0)	3 (definite)
ENGN (10-20/0)	2 (definite)

#### 2) ARTILLERY AVAILABLE:

The Allied player has 4 rounds of off-board artillery, while the German player has one round of off-board artillery (Barrage strength: 20).

### 3) GAME LENGTH: 20 turns.

#### 4) SPECIAL RULES:

The German player cannot deploy his initial units in the first four hex rows or in the communications hex. The communications hex represents a road junction that is a prime target for the paratroop drops. If an Allied unit occupies the communications hex at the beginning of a German player turn, then all German units to the left of the hex have their movement allowances halved (rounded up). An initial barrage arrives on the first three land hex rows during the first Allied artillery phase.

#### 5) VICTORY CONDITIONS:

The Allied player is awarded one victory point for each unit (except paratroopers) exited from the board at the beginning of each Allied player turn. The Allied player also receives one victory point each time that the communications hex is occupied by an Allied unit at the beginning of an Allied player turn. The Allied player loses 3 points for each German unit occupying a hex in the first five hex rows at the beginning of a German player turn (after turn five).

NOTE: If a German unit occupies an exit hex at the beginning of an allied player turn, no victory points are scored for units exited from the occupied hex.

Allied decisive	50+
Allied substantive	40 to 59
Allied marginal	30 to 39
German marginal	20 to 29
German substantive	10 to 19
German decisive	9-

## IV. HIGHWAY

#### 1) UNITS AVAILABLE:

The Allies receive two parachute drops on turn one as follows:

Drop 1	3 INFN	(18/1)
Drop 2	3 INFN	(18/1)

The Allies also receive the following units:

At Start	5 TANKS	(20/1)
	5 INFN	(18/1)
	4 ENGN	(20/0)
Turn 6	3 TANKS	(20/1)
	3 ARTY	(20/0)
	2 INFN	(18/1)
Turn 12	3 TANKS	(20/1)
	2 INFN	(18/1)

The German player receives the following units at start:

1 TANK	(10/5)
3 INFN	(8/8)
2 ARTY	(18/0)

The German player also receives 5 waves of reinforcements consisting of 18 of the following units:

		MAXIMUM NUMBER OF UNITS RECEIVED
TANK	(10-20/5)	11
INFN	(10-15/5)	11
ENGN	(10-15/0)	1 (definite)

The waves arrive on turns 6, 10, 11, and 12, with the final wave arriving randomly between turns 17-19. The first four waves average 4 units each, with the final wave averaging 2 units.

#### 2) ARTILLERY AVAILABLE:

The Allies have four off-board rounds and the Germans have one off-board round (Barrage strength: 20).

#### 3) GAME LENGTH: 20 turns.

#### 4) SPECIAL RULES:

The marsh hexes represent an area of mostly impassable terrain. In the initial set-up phase, however, the marsh will be presented to the German player with possible movement shown. When he has made notes about possible movement he can hit the (SPC) to continue. When tank and artillery units are being set up, the cursor will be stopped by river hexsides so that if the German player wishes to deploy in the marsh he must trace his way in. The bunkers must be deployed between the two rivers. The Allied player may deploy between the left hex row and the first river. There is a 70% chance that a main bridge will be destroyed the first time an Allied unit moves adjacent to the bridge. An initial artillery barrage occurs during the initial artillery phase.

#### 5) VICTORY CONDITIONS:

The Allied player receives one victory point for each unit (except paratroopers) exited from the east exit hex at the beginning of each Allied player turn. No points are scored if a German unit occupies a hex in rows 3, 4, or 5 at the beginning of an Allied player turn. The Allied player loses 3 victory points each turn for each unit under five which has not been exited by the end of turn 10. The Allied player loses 3 victory points each turn for each unit under ten which has not been exited by the end of turn 12. EXAMPLE: At the beginning of the Allied player's thirteenth turn the Allies have exited seven units. The Allied player would lose 9 points  $[(10 - 7) \times 3]$ , and would gain 0 points for the seven exited units.

Allied decisive	105+
Allied substantive	90 to 104
Allied marginal	75 to 89
German marginal	60 to 74
German substantive	45 to 59
German decisive	44-

## V. SOLITAIRE SPECIAL RULES

#### 1) ADVANCE TO CONTACT: None.

#### 2) BRIDGEHEAD:

Allied non-paratroop reinforcements will arrive between turns 11-14 (instead of 9-12). In levels 1 and 2 the Allied player receives an infantry unit in place of the engineer unit.

#### 3) INVASION: None.

#### 4) HIGHWAY:

In levels 3 and 4 the paths through the marshes will be revealed to the Allied player throughout the game.

