



RULES OF ENGAGEMENT.

OBJECTIVES

To win –

Axis

- Major Victory Take the towns of Manhay, Houffalize and Bastogne.
- Minor Victory Take two of the listed above

Allied

- Major Victory hold the towns of Manhay, Houffalize and Bastogne.
- Minor Victory hold two of the listed above

If no objectives taken the side with the most points remaining at the end of 12 hours will win. This will be the total of units killed plus what's left of your pool.

OBTAINING POINTS

To obtain points you must do the following:-

- Kill air units
- Kill ground Units
- Capture towns and airfields.

Points are gained for the above situations. You do not lose points for having your units killed, you just have to replace them and that's what cost you.

EG:- in a mission you kill 4 tanks and you lose 2 AAA, you are credited with 40 points being the kill points for the tanks. If you want to replace the AAA then it is going to cost you 20 points from your pool. So in fact in that mission you make 20 points. You don't have to replace the AAA if you don't want to it's up to you.

You will only ever be penalised in the negative if a Human pilot is killed or captured. If you lose a human pilot to death or capture you will be deducted 50 points per human from your pool.

EG:- you have a pool of 500 points, after the mission you have killed 4 tanks, lost 2 aircraft killed on the ground and two killed in the air of which one was human.

4 tanks killed = + 40 points

4 planes lost = 0 points

1 human lost = -50

Total score = -10 you now have 490 points in your pool before you replace your planes.

The enemy side has the following

4 tanks lost = 0 points.

4 single engine aircraft killed = $4 \times 20 = +80$ points

No humans lost

Total score +80 they now have 580 points.

However your side is now depleted by 4 planes which may need to be replaced and the enemy may need to replace 4 tanks.

The rationale behind this is that it is important to remain alive or bail over friendly airspace. You will lose the asset of the plane but if you die it is going to cost your side – 50 points from its pool points plus the cost of replacement aircraft.

You will be awarded 500 Points for capturing a major objective. This will be added to your pool points to enable you to purchase units or aircraft etc. You won't be penalised for losing the town other than the other side then gets the points for their pool.

EG:- Allies hold the town of Manhay. The town is designated by the DCS as your town by the showing of the British flag. Axis takes the town completely and it is shown in the DCS as a German flag. Axis are credited with 500 points for their pool. 2 rounds later Axis get pushed out of that town by the Allies. Axis loses the town but no points. The Allies gain the town so they get the points. There is nothing to stop you from re taking the town which means you get another round of points. The rationale behind this is that once you take a town you need to keep it

TO CAPTURE A TOWN

You must move a unit into the town to gain the points for that town. The town can not be in dispute.

The unit must stay in the town that you capture for it to remain under your control. If it is a town it can be designated as a supply point enabling other reinforcement units starting from there. If it comes into conflict by opposing sides its use as a supply point stops until the conflict is resolved.

If the unit is killed by air etc the supply point stops until another unit arrives.

LIMITS OF ASSETS

We need to make a limit on what assets can be garrisoned at a location in relation to AAA. There will be a limit of 8 AAA stationed at an airfield or town.

AIRCRAFT

The aircraft will be designated point 20 points per engine. Single engine craft will be 20 points, twin engine 40 etc.

STARTING ALLOCATIONS

Your starting pool of points will be 1000. This pool will not be replaced. If you run out of points you wont be able to replace units or aircraft etc so be careful.

POINTS FOR OBTAINING AND FOR DESTROYING.

Points as per Spreadsheet or:

Aircraft

1 engine	10 each engine
----------	----------------

Armor

Tanks	10
Light armor	10
Engineers	10
AAA	10
Artillery	10

Tanks and Light Armor must be purchased in groups of 4.

4 tanks = 1 platoon, however remember that this will be displayed as 1 icon.

Each unit will be calculated as a single when destroyed.

GENERAL RULES

A maximum of 16 humans allowed per side plus one flight of AI which equates to no more than 20 planes per side per mission. AI can occupy human seats if no human is available to fill that seat.

Any items purchased must be placed on the map straight away

There is a limit of 24 ground units that can be placed in one hour. EG 3 Tank platoons = 12 tanks + 2 Light Armour platoons = 8 + 4 AAA.

Ground units must follow the road system where possible. Movement of ground units over open ground is acceptable but movement through forests is forbidden.

Where a bridge is available ground units must use it. If the bridge is down ground units may traverse open ground but can not cross forests or rivers.

Hiding ground units inside the forest is forbidden.

One person from each side will be appointed as an administrator. Any situations which require actions that are not covered in the rule-set will be discussed and ratified by the administrators.