

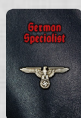
ATLANTIKWALL

"Destroy the invaders!"

COMPONENTS

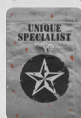
51 German cards

16 German Items, 14 German Specialists, 21 Decorations



7 Allied Cards

3 Regular Items, 3 Unique Specialists, 1 Award



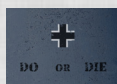
6 Dice (2 Red, 2 White, 2 Black)



1 Double-Sided Battle Map



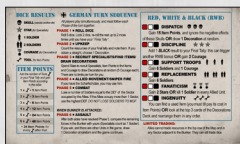
1 German Resource Card



8 Re-roll Counters



1 German Player Aid



6 MGF Tokens



OVERVIEW

The German player can be added to any existing Map. He can transform a 2-player game into a head-to-head confrontation, or be added to any group of players.

The German plays like all the other players, rolling dice to gather resources, and spending those resources to recruit Specialists and find Items, following the normal game phases. The main difference is that the German does not move on the Map (he stays in the Bunker), so he skips Phase 4 altogether.

SETUP

At the start of the game, place all the German Specialists and Items on the table in the "German Pool." The Decorations are shuffled into a deck and placed on the table, face down. The German starts with 4 Soldiers, whatever the Map, and 1 Specialist (his Starting Specialist, with the **S** symbol): the Unteroffizier. He also gains 3 Courage for each Unit he is facing (except the first). This means the German gains 3 Courage against 2 Units, 6 Courage against 3 Units and 9 Courage when he plays against 4 Units.

Dice colors: The German rolls Black dice instead of Blue, but these 2 colors are interchangeable: if the Allies steal 1 Black die from the German's Final Tally, that die becomes Blue, and vice-versa.

SPECIALISTS, ITEMS & AWARDS

For the German, there is no limit to the number of Specialists and Items he can obtain per turn.

New Allied Specialists & Items

When playing against the German, the Allies follow all the normal rules for Specialists and Items. 3 new Regular Items and 3 Unique Specialists are added to the Pool (these are designed specifically for playing against the German). These are available on all the existing Battle Maps.

New Allied Award

Add the "Médaille de la Résistance" to the Awards deck.

DECORATIONS

Since the German does not move, his Courage is spent defending the Fatherland against the invaders. The High Command rewards him with Decorations: these are drawn at random during Phase 3, at the cost of 5 Courage each. More than 1 can be drawn per turn, as long as the German has the required Courage.

If the German obtains a straight in his Final Tally (the equivalent of earning an Award for the Allies), he draws 1 Decoration of his choice (he picks his card from the deck, then reshuffles the deck).

If an Allied Unit is destroyed when entering the Bunker (see below), the German draws 1 Decoration as a war trophy.

Decorations are kept like Items, and can be used anytime (even if they were just drawn). The only exceptions are the ones with a gray background (the "Wound Badges"), which are detrimental to the German and must be played immediately upon being drawn. The effects of Decorations are instantaneous and, in some cases, last until the end of the current turn (never more). Once used, Decorations are placed in a discard pile beside the deck. If at any moment there are no Decorations left in the deck, reshuffle the discarded pile into a new deck. There is no limit to the number of Decorations the German can play during a given turn.

Important note: While Items and Specialists are considered "open information" for all to see, Decorations, once drawn, are kept secret until they are played. The Allies have no way of knowing what Decorations their opponent has in his hand, which makes them all the more dangerous!

HOW TO PLAY THE GERMAN

Think of the German player as the Battle Map itself. It is up to him to "activate" some of the features of the Map, and to make life difficult for the Allies.

At the start of the game, all the Landmines and Machine Gun Fire of the Map are inactive (the Allies just ignore them). The German must recruit Specialists (the Pionier and the Maschinengewehr-Schütze) to "activate" these features. Once they are activated, they work normally. If the German were to lose any of these 2 Specialists, the corresponding feature would become inactive again.

Example: If the Maschinengewehr-Schütze is killed, all the MGF of the Map would be inactive. But if, later on, the German manages to recruit the Pionier again, the MGF would be back on.

Every turn, the German "loses" Soldiers according to the highest DEF occupied by the Allies. These losses are actually German soldiers who must man the machine-guns and maintain fire on the invaders. If the Allies occupy 2 different Sectors, the German must lose Soldiers according to the Sector with the highest DEF.

Note that the German does not suffer casualties from MGF or Landmines, and completely ignores all Sectors' special attributes.




If the German fails to cover the DEF, that DEF is reduced for all the Allied Units by 1 for every missing German soldier. So, in a Sector with 12 DEF, if the German only has 4 Soldiers left, the Allies will benefit from a temporary DEF reduction of 8! This means that if the German falls behind, the Allies will get stronger.




Note that the German must lose Soldiers every turn: he does not have the option to come up short. Also note that the DEF cannot be greater than the number printed on the Map, even if the German has Soldiers to spare.

If the Allies reduce the DEF of a Sector (with a Bazooka or a Flame-Thrower, for example), that reduction only helps them: the German still must meet the full printed DEF. If, for any reason, missing German Soldiers bring the DEF under 0, the negative value is transformed into Soldiers gained for every Allied Unit.

Example: The Allies use a Bazooka on the 12 DEF (reducing it to 5), and the German only has 4 Soldiers, the DEF would now be brought down to -3 (because of the 8 missing German Soldiers). In this case, every Unit would gain 3 Soldiers to make up for the difference. This only happens when the German is missing Soldiers to meet the DEF value.

GERMAN RWB BONUSES




   **DISPATCH:** Gain 15 Item Points, and ignore the negative effect of these Skulls (they don't cancel any dice). OR draw 1 Decoration.

   **DISCIPLINE:** Add 1 BLACK result of your choice to your Final Tally: this can trigger another RWB bonus. OR gain 2 Courage.

   **SUPPORT TROOPS:** Gain 6 Soldiers and 1 Courage.

   **REPLACEMENTS:** Gain 6 Soldiers.

   **FANATICISM:** Gain 2 Stars OR kill 1 Soldier in every Allied Unit.

   **INGENUITY:** You can find a used Item (you must still pay its cost in Item Points). OR look at the top 3 cards of the Decorations deck and rearrange them in any order.

PHASE 6 ★ ASSAULT

When an Allied Unit enters the Bunker, combat must be resolved normally during Phase 5 ★ COMBAT for both the Allies and the German. This triggers Phase 6 ★ ASSAULT, where both sides compare their remaining forces (remember that Specialists count as 1 Soldier each).

If the Allies are superior, the German loses and the game ends.

If the German has the upper hand, the Allied Unit is destroyed. If there are other Units in play, the game continues (and the German draws a Decoration as a war trophy). If there are no more Units in play, the German has won. If more than 1 Unit enters the Bunker at the same time, the Allies decide the order in which Units confront the German.

If there is a tie between the 2 sides, the one with the most Specialists wins the confrontation. If there is still a tie after that, the German wins.

LIMITED TRADING

The German player's vigilance always prevents the Allies from trading resources in the top row of a Battle Map and in any Sector adjacent to the Bunker. The Lieutenant is not affected by these restrictions: the Allies can still trade dice in these Sectors.

WINNING

When playing against the German, all the normal losing conditions apply (if a Unit is killed, they all lose), but there is now an exception: if the Allies lose 1 Unit *in the Bunker during Phase 6*, and there are other Allied Units in play, the game continues.

The German loses if any Unit successfully enters the Bunker with numerical superiority during Phase 6.

RULES CLARIFICATIONS & NOTES

- The German is not considered a "Unit". Any card that mentions a "Unit" cannot affect the German.
- Gold Wound Badge: if the German has no Decorations in hand, he must lose 1 Specialist.
- When a German card forces the Allies to lose 1 Specialist or Item, it is always the Allies' choice (except where noted).
- Gold Beach: if 2 Units enter the 2 Bunkers at the same time, treat the situation as if they were entering the same Bunker - i.e., choose 1 Unit to go first, compare remaining forces, then proceed to the next Unit if necessary. In a 2-player game, the lone Allied Unit doesn't need to conquer both Bunkers.
- Be careful when giving Skulls to Allied Units: these can be used to obtain a Dead Man's Gift RWB.
- The Allies should try to put the German on the defensive as soon as possible by recruiting the Sniper or finding a Rifle Scope.
- Time is on the German's side: it is often advantageous for the Allies to "rush" the German, instead of staying in the lower Sectors until they feel ready. Also, splitting the Allied Units (especially in 2 Sectors with different DEF) is often a good idea.

- Decorations: There is 1 Gray Decoration for every 6 Red Decorations. If you decide to change the mix of the Decorations deck, keep this ratio of 1 for 6.
- Timing: If the Allies and the German both try to do the same thing at the same time (like stealing each other's dice), or if there is a rules conflict of any kind between the 2 camps, it is always up to the German player to decide what happens first or who has priority. The battle takes place, after all, on the German's turf.
- Don't drink the Molotov Cocktail.

SOLITAIRE

When playing solo, you will face an automated Allied Unit.

Randomly determine in which Starting Sector the Unit starts. It will stay 2 turns in every Sector, always moving laterally. When it can't move laterally, it Advances to the Sector that is nearest the Map's border, then moves laterally toward the other border, and so on. The Unit wants to stay in play as long as possible, so move it accordingly. If it can avoid storming the Bunker, it will.

The Unit is not affected by Sector attributes, except "Can't Stay Here" which will force the Unit to stay only 1 turn in that Sector. The Unit's movement is restricted by Barriers, so you must make sure it doesn't maneuver itself into a dead end. If this ever happens, the Unit will exceptionally move over Barriers to keep going.

The objective of the game is to survive the Allies storming the Bunker. You lose if at any moment you have 0 Soldiers (remember that German Specialists are worth 1 Soldier each). There is no 6 ★ ASSAULT when you play against an automated Unit.

Play with all the regular rules, with these exceptions:

MGF & LANDMINES

If the Allies are in a Sector with **inactive** MGF, you must roll MGF and suffer the casualties **yourself**. Only when MGF is active do you ignore it. The same goes for Landmines.

Allied Sniper

The Allies will automatically recruit their Sniper the 1st time they Advance. Starting on the next turn, the Allied Sniper will fire every turn the Allies don't move. When hit by the Sniper, you must lose 1 Specialist of your choice (or your Zwangsrekrut).

There are 2 ways to kill the Sniper. You can use the Sniper Badge Decoration on the Allies. Or, you can use the Scharfschütze 4 times on the Allies (use tokens as a reminder): this will allow you to "find" the hidden Sniper. Once you do, immediately sacrifice the Scharfschütze to get rid of this Allied pest!

Waffen-SS & Beobachter

When playing solo, the Waffen-SS allows you to ignore 1 Skull in your Final Tally and the Beobachter to gain 2 Item Points for every RWB you obtain.

Close Combat Clasp

When using this Decoration, use a spare set of dice to roll a Final Tally (re-rolling all the dice as if they were your own). You must choose between your original Final Tally and this one. Whatever you choose, discard the Decoration afterward.

Dog & Barbed Wire

When you find one of these Items, roll 6 spare dice once, to create a Trading Pool. When using the Dog, choose 1 die from this Pool; with the Barbed Wire, choose 2 dice. If there are no more dice in the Trading Pool, roll another Pool.

Unavailable cards

Take out these Decorations from the deck:

Gold Wound Badge	West Wall Medal
Coastal Artillery Badge	Gestapo Disk
Fritz Todt Award	War Merit Cross
German Cross	

Also, these Items are unavailable: Booby Traps, Gas, Goliath Mine, MG42, Molotov Cocktail, Tracer Bullets.

OPTIONAL RULES

RE-ROLL COUNTERS

8 Re-roll counters are provided with Atlantikwall. These can be used as a reminder when the Soldier Mulligan Optional Rule is used (D-Day Dice rulebook, page 13). Simply give every player a counter at the start of the game. If a player uses his Mulligan, he simply discards his counter back in the box. When playing with this rule, don't forget to give the German player a counter, too!

You can also use the Re-roll counters with these optional rules:

LUCKY DICE

Each player starts with 1 Re-roll counter. Place the remaining counters together in the "Counter Pool".

A Re-roll counter can be discarded to re-roll all 6 dice after the first roll (as per the Soldier Mulligan optional rule, except you are allowed to re-roll even if there are Soldiers in your first roll).

Or it can be discarded by a player at any time to re-roll any die or d6 this player just rolled (could be MGF, Landmines, a random attribute or any other thrown die, including Unit markers). Discarded counters return to the Counter Pool.

When players obtain a Special Find RWB (or an Ingenuity RWB for the German), they now have the added option to draw a Re-roll counter from the Counter Pool (instead of the other Special Find/Ingenuity options). A player may never have more than 2 Re-roll counters at the same time. If there are no counters available in the Pool, none can be gained until they are replenished again.

BLIND START, GERMAN SYLE

If you want to add spice to the German's life, make him start with a random number of Soldiers and Courage. Roll a number of d6 equal to the total number of Allied players: the German player then chooses 1 result to represent his starting number of Soldiers, and adds the rest of the dice together to determine his starting Courage. In a 2-player game (and in solitaire), the German player rolls 1d6 to determine the number of his starting Soldiers.

HIDDEN RESOURCES

Place all the Re-roll counters in a Counter Pool. Players can obtain 1 counter from the Pool instead of any RWB bonus (no limit per turn or per player). The counters can be discarded back to the Counter Pool during Phase 1 ★ ROLL THE DICE to add 1 result of your choice, in any color, to your Final Tally. A player may discard more than 1 counter at the same time to add multiple results. Once discarded, the Counters return to the Counter Pool.

DESPERATE MEASURES

All players receive 1 Re-roll counter (the rest are placed back in the box). A player may discard his counter at the end of Phase 1 ★ ROLL THE DICE to re-roll his Final Tally entirely (effectively re-starting his Phase 1 ★ ROLL THE DICE as if it never happened). When a player discards his Re-roll counter this way, all Units (including his) lose 2 Soldiers. If the German player does this, or any solitaire player, he loses 3 Soldiers.

BATTLE MAPS

To fully enjoy Atlantikwall, the Allies mustn't struggle too much with the Battle Map, otherwise the German will make mincemeat out of them. To help you get the "feel" of this expansion and ease yourselves into playing against an opponent, we have provided a relatively easy Battle Map, Exercise Fabius, which gives the Allies a good chance against the German player. The second Battle Map, Omaha Beach II, is provided as a bonus.

The following 2 Maps can be enjoyed with, or without, a German player.

Battle Map N-09 : EXERCISE FABIUS

Sector 4: The Special Damage for Machine Gun Fire is "-1 SPECIALIST". This Specialist is lost on top of the regular MGF damage. If you don't have any Specialist in your Unit, ignore this loss.

If the General is in play, Units would ignore this Sector's attribute.

Sector 7: Note that every Unit present adds 2 Tools to its Final Tally.

Sector 9: Units cannot obtain a Fresh Troops RWB by any means while standing in this Sector. This includes using Items like the Command Jacket. The dice results (3 x 2 Soldiers) are still added to the Unit, however.

Sector 12: Although Items may not be found here, they can be used here if they were found earlier.

Here are the available Specialists and Items for Exercise Fabius:

Regular Specialists

- Beachmaster
- Corporal
- Hero
- Medic
- Minesweeper
- Platoon Leader
- Sharpshooter

Special Items

- Amphetamines
- Dispatch Case
- Lucky Charm
- Mortar
- Rangefinder
- Toolkit

Unique Specialists

- Captain
- Combat Photographer
- Decoy
- Lieutenant
- Marksman

This Map is dedicated to Ken Small, who devoted many years of his life trying to uncover the truth about the Allied servicemen who died during Exercise Tiger in April 1944, and to all the people who lost their lives and limbs during the landing exercises leading up to D-Day (Duck, Fox, Muskrat, Beaver, Trousers, Tiger and Fabius).

Battle Map N-10 : OMAHA BEACH II

Sector 5: At the beginning of the game, draw 1 Vehicle card at random and place it, visibly, beside the Map. That vehicle can be found in Sector 5 only (note that players need to pay its cost in Item Points to find it).

Sector 8:



CLIMBING RULES: To successfully Advance from this Sector, you **MUST** "Climb" and no Battle Cry RWB is allowed. To "Climb" you must obtain 4 Skulls in your Final Tally. To help you do this, no dice are Locked when you Climb.

You have 3 turns to succeed. If you fail your Climb, you must move laterally to Sector 9 (if you haven't visited it already). Skulls obtained while Climbing count as normal (they cancel other dice), and can give you a Dead Man's Gift. A Vehicle can never be present in a Climbing Sector.

Sector 11: The Medal Case can only be found in this sector so place the Medal Case aside from the Pool at the beginning of the game. It is found for free by the first Unit to enter.

Here are the available Specialists and Items for Omaha Beach II:

Regular Specialists

- Beachmaster
- Corporal
- Hero
- Medic
- Scout
- Sharpshooter
- Veteran

Special Items

- Medal Case (in Sector 11)
- Amphetamines
- Grappling Hook
- Rangefinder
- Signalling Lamp
- Toolkit

Unique Specialists

- Captain
- Marksman
- Lieutenant
- General
- War Correspondent

Vehicle

- 1 Random Vehicle

This Map is dedicated to Sergeant John Robert Slaughter and the men of the US 29th Infantry Division ("Blue and Gray").

BLOODY OMAHA

(a scenario for 2-5 players)

Place the 2 Omaha Beach Maps side by side (Omaha Beach II to the left). Players choose on which Map they will start (at least 1 player per Map), which determines their Regular Specialists. All available Items and Unique Specialists from both Maps are put into the same Pool.

In this scenario, Units can move from one Map to the other as if it was one giant beach. Also, the Mortar can be played on the border of one Map to affect an adjacent Sector on the second Map.

The Carrier Pigeon allows Units to trade resources between Maps (and the Lieutenant allows dice trading as normal). All cards that affect "all Units" affect Units on both Maps.

This scenario is not recommended for solitaire.

Playing with Allied Units only (2-4 players):

Both Bunkers must be entered by at least 1 Unit. Once a Unit has entered a Bunker, it is removed from play (using standard winning rules).

Playing against a German player (3-5 players):

It is not necessary for the Allies to enter both Bunkers, they only need to defeat the German.

The German player draws 1 free Decoration at random at the very start of the game (if it is a Gray Decoration, resolve it normally).