

THE BIG PUSH

RULES OF PLAY

Table of Contents

1.0 INTRODUCTION

2.0 OVERVIEW

3.0 GAME EQUIPMENT

- 3.1 Game Length
- 3.2 Game Map
- 3.3 Charts and Tables
- 3.4 Counters
- 3.5 Reading Combat Units
- 3.6 Definition of Terms

4.0 SEQUENCE OF PLAY

- 4.1 Turn Sequence

5.0 WEATHER

- 5.1 Weather Determination
- 5.2 Fair Weather
- 5.3 Drizzle
- 5.4 Rain
- 5.5 Snow
- 5.6 Air Observation

6.0 MUTUAL BOMBARDMENT

- 6.1 Procedure
- 6.2 Artillery Bombardment Table
- 6.3 Firing Mechanics
- 6.4 Counter-Battery
- 6.5 Bombardment
- 6.6 British Air Bombardment

7.0 MOVEMENT

- 7.1 Terrain Restrictions
- 7.2 Terrain Costs
- 7.3 Stacking Limits
- 7.4 Special Unit Status
- 7.5 Zones of Control
- 7.6 Off-Front Movement
- 7.7 Reinforcements
- 7.8 British Tank Breakdowns

8.0 ASSAULT COMMITMENT

- 8.1 Eligible Units
- 8.2 Command Support
- 8.3 French and German HQ
- 8.4 British Corp HQ
- 8.5 Command Capacity
- 8.6 Advancing to Commit
- 8.7 Close Assault Combat
- 8.8 Engaged Units

9.0 COMMAND CENTER

- 9.1 Command Center Table
- 9.2 Command Resources
- 9.3 Command Center
- 9.4 German Substituted Resource

10.0 DEFENSIVE FIRE

- 10.1 Defensive Fire Table
- 10.2 Fire Execution

11.0 ASSAULT

- 11.1 Combat Supply
- 11.2 Eligible Units
- 11.3 Assault Strengths
- 11.4 Column Shifts
- 11.5 Assault DR Modifiers
- 11.6 Map Modifiers
- 11.7 Assault Combat Results
- 11.8 Consolidation
- 11.9 Secondary Attacks

12.0 REORGANIZATION

- 12.1 Combat Replacements
- 12.2 Rally
- 12.3 Tank Recovery
- 12.4 Clearing Interdiction

13.0 VICTORY

- 13.1 Territorial Objectives
- 13.2 Unit Losses
- 13.3 Replacement Concessions
- 13.4 Exiting the Map

14.0 SCENARIOS

- 14.1 Over the Top
- 14.2 A Punishing Land
- 14.3 Devil Machines
- 14.4 Away to Siegfried

15.0 CAMPAIGN GAME

- 15.1 British Set-Up, Reinforcements
- 15.2 French Set-Up, Reinforcements
- 15.3 German Set-Up, Reinforcements
- 15.4 Corps Set-Up, Reinforcements
- 15.5 Operations
- 15.6 Allied Objectives
- 15.7 Victory Conditions

16.0 GAME DEMONSTRATION AND SCENARIO

Design

Roger G. Nord

Development

Paul Rohrbaugh

Graphics

Craig Grando

Editing

Allan Rothberg

Rules Layout

Craig Grando

Proofreading

Jack Beckman

Production Coordination

Stephen Rawling

Playtesting

Ben Butterfield, Kirk Harris,
Don Johnson, Kim Meints, Neil Muir,
Paul Rohrbaugh, Paul Schill, John Teixeira,
Mark Van Roekel, Drew Weber,
Mal Wright

Historical Research

Thomas Scheben

Special Thanks to

Louis Ayotte and Frédéric Bey for map
proofreading

Copyright © 2005 Roger G. Nord



LPS Part # A033R
Printed in the USA

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses in 3.0) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

The Big Push covers the gigantic battle of the Somme in summer-fall of 1916. The French and British allies, wanting to take the initiative away from the Germans who had launched a massive assault at Verdun, conducted a large joint offensive at the river Somme where their fronts met. British generals called it the "Big Push." It was to be an offensive that would break the trench deadlock and carry them to victory.

The Allied player controls the Commonwealth and French forces, while the other player commands the defending German Army. It is also possible to have three players, French, Commonwealth, and German. The game can also be easily played solitaire.

2.0 OVERVIEW

Players choose sides, set up *The Big Push* and, where called for, secretly select objectives for the campaign game. The game then goes through several Game Turns, each consisting of phases in a fixed sequence.

Having the initiative, the British player starts the sequence, and when he finishes, play then reverts to the German player, who goes through the same sequence for his side. After both sides complete their phases, usually numbering seven to a side, the Game Turn ends.

Play begins with the phasing player allocating artillery fire, followed by the non-phasing player who may throw-in his counter battery fire to offset the barrages. Ground movement comes next, followed by the declaration of assaults, appeals for command center resources, and then defensive fire. After the assaults take place, the phasing player introduces replacements and tries to rally his disordered units. In Scenario 1 and in the Campaign Game, the British have a pre-game phase for mines. At the end of all play, the participants check their victory conditions to see who wins.

The game's complexity level is moderate. Estimated playing time for the campaign game is 6 to 8 hours between opponents familiar with the game. The smaller scenarios can be played in 1.5 to 2 hours time. Solitaire play is easily performed.

3.0 GAME EQUIPMENT

Each copy of *The Big Push* includes the following:

- One 22" by 34" map.
- 264 die-cut 5/8" counters.

- This rule book
- 4 pages of charts and tables

Note: Players will also need one or two six-sided dice to play the game.

If any of these parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *The Big Push*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

3.1 Game Length

Each Game Turn simulates seven days of real time. The complete Campaign Game of *The Big Push* covers 21 Game Turns, from 1 July 1916 to 17 November 1916. Four Scenarios divide the campaign into shorter stages of the battle.

A Game Turn Track appears at the map edge, separating the scenarios with double border lines. With the Game Turn Marker, players record the passage of game time on the Track.

3.2 Game Map

A rectangular map depicts the northern part of France known as Picardy, a rolling farm area situated about eighty miles north of Paris. Meandering through this region is the Somme River, the scene of the battle. Terrain on the map portrays the geography of the time. A checkerboard grid of squares defines spaces on the map to regulate movement and range of fire. Map scale measures 1,142 yards per square.

3.3 Charts and Tables

Several Charts and Tables simplify playing the game. Some of these "play-aids" are found in separate sheets, while others appear on the map. Specific rules explain how to use them.

3.4 Units

Two cardboard sheets contain the units of *The Big Push*. These units show various land and air units that took part in the battle. They also include assorted information markers to keep track of such things as disorder, losses, objectives, command resources, and victory points. Remove the units carefully from the sheets and sort them by color and type. A sharp, exacto-type knife can help in cutting these out.

3.4.1 Combat Units These represent historical units that took part in the campaign. Each infantry strength point varies between 700 and 1500 men, depending on nationality and fighting effectiveness. Support units, like artillery, cavalry, and tanks focus their strength more on relative fire power and attack force.

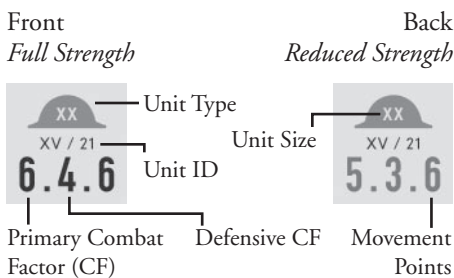
Various colors are used to denote the combat units in the game. UK units have a tan background, French a blue background and German units are black.

Most combat units have two sides. Allied combat units are full-strength on their front and step-reduced on the back, indicated with red ink. German combat units appear differently. On the front, they are entrenched; on the back, they are mobile.

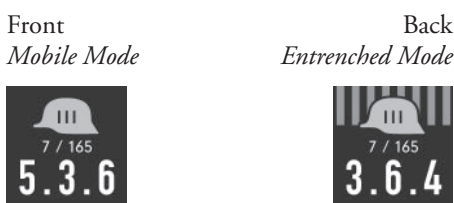
Combat unit sizes vary:

- Co = British Tank Company
- II = Battalion
- III = Regiment
- X = Brigade
- XX = Division
- Flag = Corps Headquarters

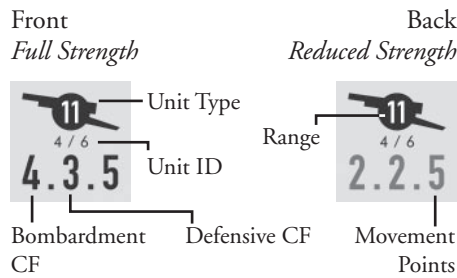
Sample Allied Infantry Unit



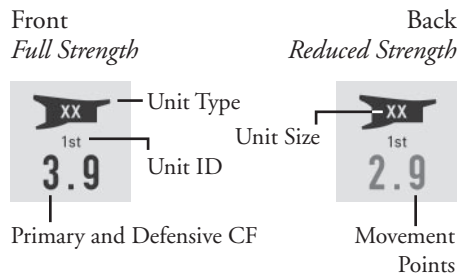
Sample German Infantry Unit



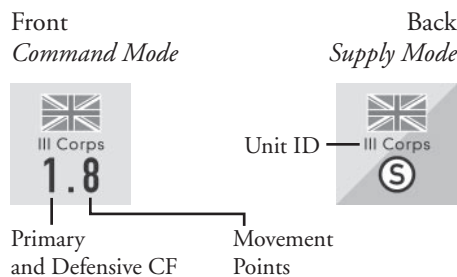
Sample Allied Artillery Unit



Sample Allied Cavalry Unit



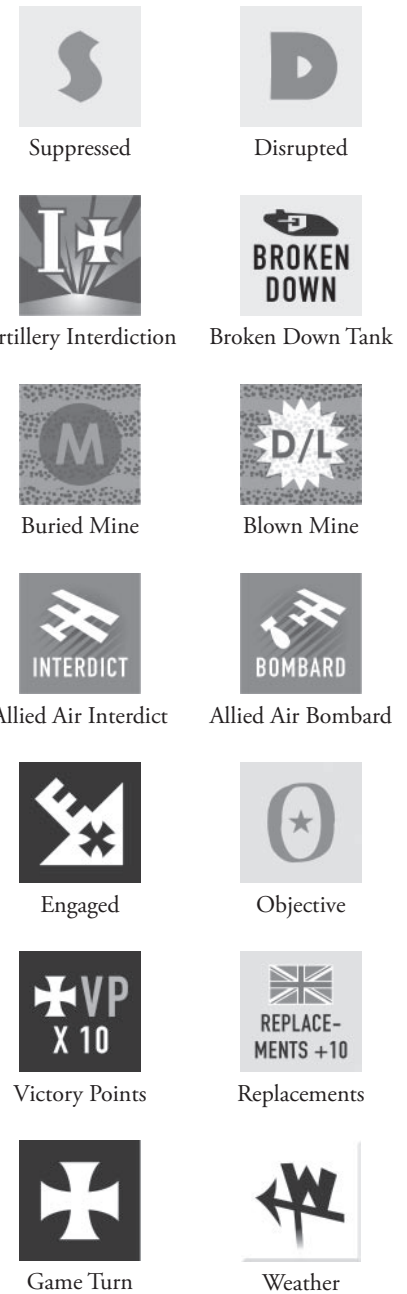
Sample Allied Headquarters Unit



Unit Types

- UK Infantry
- French Infantry
- German Infantry
- Cavalry
- Tank
- Light Artillery
- Heavy Artillery
- Headquarters

3.4.2 Information Markers These either go on the map or on the various game charts. Both players use certain markers; others, like the objective markers, are unique to one side.



3.5 Definition of Terms

Combat: Bombarding, firing upon, or assaulting enemy forces.

Command Center Resource: Ability to command effectively by using the best tactics available out of the Command Center. They are:

Consolidate: Option to advance neighboring units in assaults.

Creeping Barrage: Bombardment that moves just ahead of assaulting troops.

Gas: Deadly bombardment that throws poison gas onto defenders.

Lift Barrage: Bombardment that fixes on defensive positions and “lifts” from front to back.

Night Attack: Complex assault in darkness.

Secondary Attack: New assaults at lower strength.

Smokescreen: Bombardment that lays down smoke to shield assaults. Wind can influence outcome.

Tank/Cavalry: British assaults that benefit from tanks and/or cavalry.

Column Shift: Changing columns upward/to right or downward/to left on combat table.

Command Mode: Headquarters operating with flag side up to command assaults and rally units.

Coordination: Combined assaults by British and French units.

Counter-Battery: Return fire from defending artillery to block attacker’s bombardment.

Die-roll (DR) Modifiers: Cumulative and offsetting numbers to change die rolls in combat.

Disorder: Disrupted or suppressed units that cannot attack and defend poorly.

Engaged: Units locked in combat. Attacker renews assault in next game turn.

Good Order: The normal status of combat units, without Disrupted or Suppressed markers.

Interdiction: Bombarded square that costs more movement points and imposes DR modifiers in assault combat.

Mobile Mode: German infantry operating in this (faster, but weaker) status.

Mode: One of two ways that Headquarters and German infantry operate. Headquarters use supply or command. German infantry use trench or mobile.

Rally: Restoring disrupted or suppressed units to good order.

Recovery: Restoring broken down tanks.

Start Line: Original trench lines at start of offensive. They give maximum protection to everyone except British cavalry.

Step Reduce: Strength loss from combat.

Supply Mode: Headquarters operating with supply symbol face-up to provide attack supply.

Secondary Trench Mode: German infantry flipped to back side, operating in their stronger, but slower status.

4.0 SEQUENCE OF PLAY

At the start, players select a Scenario or the Campaign game. For convenience, the German player sits at the east map edge and the British player sits at the west edge. Units and markers set up in their designated areas according to the game chosen.

Play proceeds by Game Turns. The British player goes first through the whole turn sequence as the phasing player and then the German player does the same and becomes the phasing player. During a turn, the non-phasing player may interact with counter-battery fire and defensive fire. When a turn finishes, the Game Turn marker advances.

4.1 Turn Sequence

The following sequence is followed in each turn of the game:

Pre-game (Campaign Game only)

Operations determination

German Options

Allied Objectives

Pre-game (Scenario 1 and Campaign Game)

British Mine Deployment and Attack Resolution

1. Weather Determination (Rule 5.0)

2. 1st Player’s Phase

A. Bombardment Phase (Rule 6.0)

B. 1st player’s bombardment attack declaration. Note: If Allied player, Air Bombardment (if available) is also allocated at this time (Section 6.6).

C. Counter-battery fire (Section 6.4)

D. Movement (7.0). Note: HQ units may change mode (Section 7.4.2)

E. Assault Commitment (Rule 8.0). Roll for each assaulting unit to determine if it does go “over the top” (Section 8.7, see also Case 8.7.1).

F. Command Support Determination (Section 8.2)

G. Command Resource Determination (9.0)

H. Defensive Fire (Rule 10.0)

I. Assault Combat Resolution (Rule 11.0)

3. 2nd Player’s Phase (same as in Step 2)

4. Reorganization

A. Victory Point Calculation (Rule 13.0 and individual scenario rules)

B. Replacement Level Calculation (Case 12.1.1)

C. Rally (Case 12.2.1)

D. Tank recovery (Section 12.2)

5.0 WEATHER

Weather influences air observation, movement capability, and supply range. In the Weather Phase, players consult the Weather Control Table to ascertain weather conditions for the current Game Turn. The conditions will last until the next Game Turn in the new week.

5.1 Weather Determination

One player rolls a die and checks the Weather Determination Table, increasing the die-roll result by applicable modifiers listed under the Table. He then matches the number rolled with the weather column to find out the current weather. On results of drizzle or rain, both players roll for their respective air observations.

5.2 Fair Weather

Fair weather prevails, automatically, on Game Turn 1 in the Campaign Game and Scenario 1. Players roll for their own air observations on these turns as well. Beginning with the second turn of the Campaign Game and Scenario 1, and the first turn of all other scenarios, players roll to determine the weather for the turn.

5.3 Drizzle

Drizzle weather actually is a varying composite of mist, light rain and fog. Depending on their die-roll results, all units drop one movement point from their allowance, and either side can lose air observation, a benefit in counter-battery fire and artillery bombardment (See Sections 6.3 and 6.4). Drizzle reduces the attack supply range for Corps Headquarters in Supply Mode (See Section 11.1).

5.4 Rain

Rainy weather produces mud, which is more likely to severely hamper air observation. Ground movement and attack supply range are also shortened.

5.5 Snow

In the last three Game Turns, from 3 November onward, rain becomes snow. In

snowy weather, all air observation ceases (See the Weather Determination Table and Section 11.1).

5.6 Air Observation

Allied air, especially British, threw all available resources into covering the offensive. Their planes swamped German airfields, balloons and planes. For this reason, German air observation is less likely to occur.

6.0 MUTUAL BOMBARDMENT

Armies use artillery bombardment to support assaults, weaken potential enemy assaults, slow down enemy movement, and to strike at targets behind the enemy's lines. Counter-battery fire from the defending player may reduce the effectiveness of bombardment. The British have a special ability to add air bombardment.

6.1 Procedure

In the Bombardment Phase, the phasing player calls out each bombardment one at a time. He allows the defending player a chance to execute counter-battery fire before resolving the bombardment. With guns that survive the counter-battery, the phasing player then resolves the bombardment by rolling one die and checking the outcome on the Artillery Bombardment Table. New bombardments continue, until all eligible units guns have fired, or the phasing player voluntarily ends the Phase. At the end of the ground bombardment, the British player also resolves air bombardment.

6.2 Artillery Bombardment

Appearing on the Artillery Bombardment Table are vertical columns displaying various target terrains. These columns vary from most vulnerable (Clear) to the strongest (Start Trench). Each column shows the minimum fire power, expressed in bombardment factors, needed to strike the specific terrain involved.

6.2.1 Bombardment Procedure: The Terrain Key explains the different types of terrain found on the map.

- The highest cost in bombardment factors is used. For example, a square with woods and ridge is treated as ridge terrain.
- Start Trench is the original trench line depicted on the map, shown in brown for the Allies and in gray for the Germans.
- Secondary Trench, or 2nd Trench as it is called on the Artillery Bombardment Table does not appear on the map; it

refers to German infantry units that have entrenched anywhere off the Start Line.

- Secondary Trench benefits any mobile German unit(s) present in the area.
- All units, except British cavalry, benefit from a Start Trench. Cavalry do not benefit from trench protection in their square.

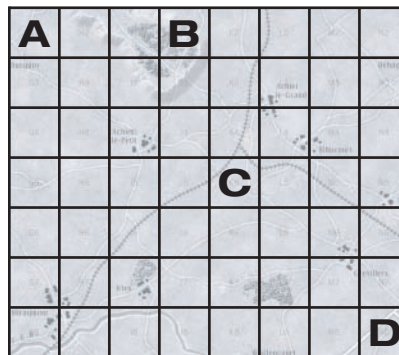
To bombard, a player must fire at least the minimum number of factors for the terrain in question. Anything less prohibits the bombardment. For example, six or more factors must fire at a ridge on the Artillery Bombardment Table; five factors do not qualify and would be considered an automatic miss. Factors that fit between the fire column numbers always fire on the lower column, such as 5 factors dropping to the 4 column.

Factors whose total exceeds the far right column will still fire on that column, without any added benefit.

6.3 Bombardment Requirements

To bombard or counter-battery fire, artillery must be in range and in good order. Each eligible unit may then fire once per phase. Artillery may bombard vacant squares, for interdiction, once per turn. Engaged units are off-limits to artillery and air bombardment.

6.3.1 Artillery Range: Range equals the greatest allowable distance from the firing unit to the target square. Bombardment, or counter-battery, can take place as long as the range is not exceeded. The distance can run diagonally. Range excludes the square containing the firing artillery and includes the target square. In the illustration, below:



Firing unit A, with a range of 6, can bombard targets B or C because they are 3 and 4 squares away. A may not fire at D, 7 squares away.

All bombarding or counter-battery units that combine fire at a particular square must be within range of the target. The range of an artillery unit is printed on the counter. Different calibers of artillery units may

combine fire as long as they are all within range of the target.

6.3.2 Artillery Fire Limitations Only good order artillery may fire or counter-fire. Any guns that are disrupted, suppressed or interdicted may not fire until rallied.

Supply is not required, but an unsupplied artillery unit bombards with a die-roll penalty (see the Artillery Bombardment Table). Supply range for bombardment is figured the same way as for combat supply (see Section 11.1).

When a unit fires, all its factors commit; there is no splitting of factors within a given unit.

A target square can be subjected to more than one bombardment in the same Phase. However, a firing square can be subjected to just one counter-battery in a Bombardment Phase.

Bombardment can never target engaged units. Proximity to the friendly units prevents this type of fire.

6.3.3 Interdiction Fire Artillery may bombard vacant squares to slow down (interdict) enemy movement. Mark the targeted square with an Interdiction Marker.

6.4 Counter-Battery Fire

After the firing player declares a bombardment, the defending player declares which unit(s) will counter fire. Units that execute counter-battery do not use the Artillery Bombardment Table; they use a separate procedure.

After declaring a bombarding unit, or square from which more than one artillery unit is bombarding, the defender designates any counter-battery unit(s) and rolls one die. The DR is modified as indicated on the Bombardment table. If the roll is less than or equals the total counter-battery factors, the counter-fire succeeds. The bombarding unit is done for the phase and does not perform its bombardment attack. If the roll exceeds the total factors, the counter-battery misses and the bombarding unit is unaffected. If there are two bombarding units in a square, the defender rolls for each separately.

Note: Counter-battery is not mandatory. Whenever the defending player passes on a specific counter-battery opportunity, that bombardment is free to be executed normally.

6.5 Bombardment Results

The firing player rolls a die on the Artillery Bombardment Table, adjusts the roll and

carries out the result. New bombardments continue in the same way until the firing player has either bombarded with all his eligible artillery or stops voluntarily.

6.5.1 Bombardment Table For every target square, the bombarding player refers to the Artillery Bombardment Table and rolls one die. The rolled number is subject to various modifiers as shown beneath the Table.

Modifiers are cumulative. All applicable modifiers combine and yield a net modifier.

Example, the German player bombards with three artillery units. Two are heavy guns (-2), minus one for each, one unit is out of supply (+1), and the Germans enjoy air observation (-1). When these modifiers combine, they produce a net modifier of -2.

British cavalry targets are most vulnerable to artillery. They always suffer a -2 modifier, even when they stack with other units.

As in counter-battery, mixing units in and out of supply still produces the +1 for each bombarding unit in their combined bombardment.

Matching the modified die-roll with the correct column on the Artillery Bombardment Table, the defending player immediately applies the given result as follows:

Step Loss: On results of “ST”, “2ST” or “3ST”, the defender selects which unit, or units, takes the step losses. Any unit already down to its last step can disrupt to satisfy one step loss. Tank units also break down, requiring them to sit motionless. (See Section 7.8).

Disrupt: A “D” result takes away good order. The defending player places a disrupt marker on top of the square. All units present are disrupted. Disrupted units suffer adverse DRMs in combat, may not conduct defensive fire, can not assault and have half their MP allowance (round-up any fraction).

Suppress: An “S” result takes away good order. A suppression marker goes on top of the square. All units present are suppressed. Also, entrenched German infantry flip over to their mobile side and remain that way until they rally. Suppressed units may not fire defensively, have a +1 assault commitment DRM and lose 1 MP.

Interdict: An “I” result hinders movement in the target square. An interdict marker goes on top of the square, affecting all units who enter or leave. When a vacant square is the fire target, any adverse result on the Bombardment Table is treated as an interdict result. A target square can be

interdicted only once in a Bombardment Phase.

Miss: A “—” result is found mainly to the bottom and left of the Table. Bombardment damage is nil.

Note: Surviving target units do not retreat from bombardment.

6.5.2 German Step Loss Step losses on German infantry follow a special pattern. With one step loss, an infantry regiment reduces to a battalion in the same mode, entrenched to entrenched and mobile to mobile. The German player removes the regiment and substitutes a battalion from the counter mix.

Two step losses either will reduce a regiment to a disrupted battalion in the same mode or eliminate the regiment, at the option of the German player.

Three infantry step losses must reduce at least two units in the foregoing manner if they are available and disrupt for the third step. A lone target unit is eliminated.

There is no step loss for a disrupted battalion. The German player eliminates the unit and removes it from the game.

6.5.3 Allied Step Loss Allied infantry units have more absorption power in taking step losses than do German infantry.

British and French divisions take their first step loss by flipping over to their reduced side.

Reduced divisions further reduce to the next largest brigade. For example, a British 7-5-6 division has flipped over to its reduced 5-3-6 side. Another step loss decreases the division to a 4-3-6 brigade.

A step loss for a brigade inverts the unit to its weaker side. After a brigade has flipped over to cover the step loss, a new loss will disrupt the brigade. There is no further step loss for a disrupted brigade. Whenever German bombardment hits with a new step loss, the British player eliminates the unit and removes it from the game.

British cavalry and tanks flip over for their first step loss. When reduced cavalry and tanks take another step loss, they become disrupted. A third step loss eliminates them.

6.5.4 Artillery and HQs All artillery and Corps Headquarters suffer step losses in their own way.

Artillery flips to its lower strength as shown on the reverse side. A step loss on already reduced artillery disrupts it. A step loss on disrupted artillery eliminates it.

An initial step loss will disrupt a Corps HQ. Another step loss on a disrupted HQ eliminates the unit.

6.6 British Air Bombardment

The Royal Flying Corps dominated the skies over the Somme. Keeping German air power at bay, British planes harassed enemy ground troops, communications, and supply. A special air counter reflects this tactical strike capability, besides any air observation provided for artillery bombardment. At the start of Allied ground bombardment, the British player places the air unit on any square no more than three squares east of and behind current German lines.

At the end of Allied ground bombardment, the British player first rolls two dice on the Bombardment Table to find the column for air bombardment, as shown on the Table's bottom line.

The Table has nine columns, from left to right. An air die roll result runs from 2 on the far left column to 10 on the extreme right. Die rolls of 11 and 12 are automatic misses (bombardment or interdiction), and the counter is removed for the current Game Turn.

On a DR from 2 to 10, the British player rolls another die on that column to see what damage is caused. For example, a 6 is rolled for the air column, which puts the air bombardment on the “8 clear” column. The damage roll then produces a 3, for a Suppress result.

The British player applies damage in air bombardment the same as in ground bombardment. Additionally, a successful DR result for air bombardment automatically interdicts a square not yet interdicted. There is no effect against a square already interdicted by artillery. To mark the interdiction, the air unit remains on the square until the start of the next German Reorganization Phase. (see Section 12.4).

Unlike air observation, British air bombardment occurs in any weather on turns it is made available.

7.0 MOVEMENT

During his Movement Phase, a player may move his units within the limits of terrain and movement restrictions. Enemy units do not move at this time.

Movement is always optional. A player may choose to leave any of his units where they are. When he does move a unit, he consults the Terrain Key and pays the unit's movement cost along the path it travels.

The unit observes limitations for terrain restrictions, terrain costs, passage costs, stacking limits, unit status, and sector control. By staying far enough back, a unit may execute off-front movement.

Reinforcement entry and tank break-down checks for the British occur during movement.

7.1 Terrain

Some areas of the map are impassable. In certain squares, units occupy only a part of the space. Ridge squares are shown with a white ridgeline graphic. An area with just part of a slope graphic, but no white ridge art, is not considered a ridge square.

Note: Minor rivers and the Canals du Nord and Somme are shown only for historical/geographic interest. These terrain features have no effect in the game.

7.1.1 Somme River Squares containing the Somme River dictate movement in a special way. Units cross the River only on major roads. There are just three crossing points: T 32-U 32, U 26-U 27 and H 26-I 26. Crossings do not occur over minor roads.

Shaded areas appear along the Somme River banks. These designate Somme River banks off-limits to movement or occupation.

For example, the River square at Curlu, M 22, shows a triangle on the south bank. In this square, units may only move or occupy the north bank.

7.1.2 Other Waterways Other waterways appear on the map, Somme and du Nord Canals, as well as minor rivers. A unit may freely enter and occupy these squares, except where they share space with the Somme River. In shared space, the Somme River limits have priority.

7.2 Movement Point Costs

Every unit has larger numbers printed below its symbol. The lower right hand number is the movement point allowance. When a unit moves across the map, it expends one or more points for entering each new square, as shown on the Terrain Key. A unit may move up to its printed allowance in fair weather, and a lower allowance in bad weather (See the Weather Determination Table).

A player moves his units one at a time, expending some or all of its movement allowance. He pays the single highest cost in mixed terrain squares (**Exception:** see Case 7.2.3 for Road movement).

No unit may move into a square unless it has the requisite points for entry. For example, a French brigade with a movement allowance

of six points moves diagonally into woods (three points), then straight into ridge (two points). With just one movement point left, the brigade cannot enter a new woods square straight on; two points are needed and the brigade has only one left.

A player may not save unused movement points from a unit and transfer them to another unit, nor may they be saved in one turn and used in the next.

7.2.1 Map Grid and Movement: Using the square grid on the map, a unit can move straight and diagonally.

Straight movement is north, south, east or west into a new square. Diagonal movement traverses a 45° angle, moving northeast, northwest, southeast or southwest into the new square. A unit expends more movement points to go diagonally (See the Terrain Key).

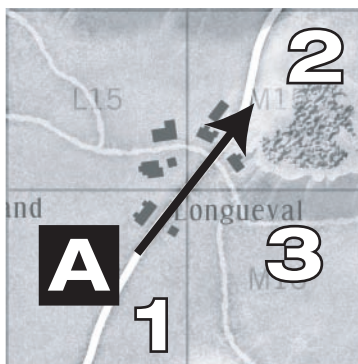
7.2.2 Facing: During movement a unit faces in the direction it moves. At the end of movement, the top of a unit must face a square side. Rotating a unit to a face a square side does not cost movement points. Rotating in an enemy sector control is permitted only to leave the square. All units ending in a stack must face the same square side.

7.2.3 Road Movement: Minor roads negate woods, ridge and marsh terrain. They permit units to move as though these squares contained only clear terrain. For example:



Unit A crosses from left to right, paying one movement point. Without the minor road, unit A would pay two movement points to enter square "2" due to ridge or woods.

Major roads negate surrounding terrain. Moving straight along major roads costs ½ movement point and moving diagonally costs one movement point. To illustrate:



Unit A travels the major road from square "1" to square "2". It spends one movement point, ignoring the three movement points normally paid for a diagonal move into ridge squares. Note that moving from square "3" to square "2" is off-road movement into woods terrain and thus would cost two points.

To use the major or minor road rates, a unit must enter the square through a side containing the road. Any unit may freely combine major road or minor road movement with off-road movement.

7.2.4 Interdiction: Interdicted squares impose extra movement costs for entry or exit besides the terrain costs. Every unit pays +1 point to move into or out of the interdicted square. Doing both would cost +2 movement points.

Anytime an interdicted square is vacated, the marker remains behind and continues the interdiction penalty. Enemy interdiction markers come off the map during a player's Reorganization Phase (see Section 12.4).

7.2.5 Unit Orientation within a Square: During movement, a unit always occupies the interior of a square. The unit does not end on the line of a square. Moving a unit to the line of a square is a function of assault commitment, not movement (See Section 8.7).

7.3 Stacking Limits

During movement, units may pass through friendly units, provided they pay the terrain and passage costs. At the end of the Phase, stacking limits will set how many units may stay in a square.

There is a +1 movement passage cost for passing through a friendly-occupied square. Stopping or starting movement in a friendly-occupied square imposes no passage cost.

Note: In the set up for a Scenario or the Campaign Game over-stacking may be called for. This is temporary and must be reduced in the next movement phase.

7.3.1 Allied Stacking: Only the British and French have divisions. Their stacking limit is one per square. No other units may stack with them.

British and French brigades may stack two to a square. Brigades from the two countries may never stack together. British tanks count as brigades despite their designation as companies.

7.3.2 German Stacking: German regiments may stack two to a square. German battalions are considered half-regiments for stacking purposes. As many as four battalions may stack by themselves. German artillery brigades stack as regiments.

7.3.3 HQ Stacking: Corps Headquarters vary, depending on their mode. In command mode (flag-side up) HQs stack freely with their brigades or regiments. Allied Headquarters never stack with divisions, however. In Supply Mode (supply symbol showing), HQs may not stack.

7.4 Special Units

Certain units have a special status in movement. Some units, which are German infantry in good order and all Corps Headquarters, have dual modes of operation. Other units, which are infantry in good order, may separate into smaller units or build up into larger units.

7.4.1 German Infantry Modes: German infantry units operate in mobile mode or entrenched mode. Their front side, in lighter gray, is mobile. Their reverse side, in darker gray, is entrenched.

The German player can flip over an infantry unit once during movement. Going from mobile to entrenched costs two movement points, shown as a 4 on the entrenched side. Going from entrenched to mobile mode costs nothing, shown as a 6 on the mobile side.

By entrenching infantry, the German player is able to build stronger defenses off the Start Line. Entrenched infantry can move without changing mode. Infantry may change mode in an enemy Zone of Control. Interdicted, disrupted and suppressed infantry must stay in their current mode; they may not change modes during movement.

7.4.2 Corps HQ: HQs operate in command or supply mode. Their mobile side, with a flag and movement allowance, is the command mode. Their stationary side, with a supply symbol, is the supply mode. HQs in command mode must conform to facing.

An HQ may change modes at the beginning of its movement (Exception: see Case 7.7.1). When changing to supply mode the HQ's movement allowance is reduced to zero, and the HQ may not move. While in supply mode the HQ has no facing. An HQ does not pay any movement cost for changing modes.

An HQ unit in command mode that comes under an enemy ZoC is removed from the map and returns to the game after one complete game turn has elapsed (i.e. if removed on Sept. 16th it will return on Sept. 30th). An HQ unit that is in supply mode that comes under an enemy ZoC is removed and will return after two complete game turns have elapsed (**Note:** see also Section 11.3).

7.4.3 Allied Divisional Breakdown:

Allied divisions in good order may separate into three brigades at any time during

their movement phase. The British player removes the division unit and substitutes three brigade units with a like number of attack factors. For example, a British 11-8-6 division may separate into 4-3-6, 4-3-6 and 3-2-6 brigades.

If the counter mix does not permit the exact attack factor exchange, then any number of brigades whose total factors do not exceed the parent division's can be used instead.

For example, two brigades can be used instead of three provided no more are available.

The new brigades are free to continue any remaining movement leftover from the division, according to the movement rules. A division counter that separates into brigades goes into the Replacement Pool.

Infantry that are suppressed, disrupted, or occupying interdicted squares may not combine into divisions or separate into brigades.

Allied brigades in good order may combine and build into a division, provided they are stacked together at the start of their movement phase. After combining, the division is free to move normally. The attack factors of the combining brigades must equal or exceed that of the division that is being created (the division can be reduced if needed).

The new division must be available from the Replacement Pool; no on-map divisions may build up in this fashion.

French and British brigades may not intermix to bring back a division.

7.4.4 German Regimental Breakdown:

At any time during movement, a German regiment in good order may separate into two battalions in the same mode as their parent unit. Any movement that remained to the regiment may be used. The regiment goes into the Replacement Pool.

Two stacked German battalions in good order may combine into a regiment of the same mode taken from the Replacement Pool, as long as the regiment taken is the smallest one available at the time from the Pool. The combination must occur at the start of the movement phase, and the new regiment is free to move normally afterward.

Enemy ZoC do not prevent units from separating into smaller units or combining into larger units.

7.5 Zones of Control (ZoC)

Units move subject to the presence of enemy forces that exert ZoC over adjacent map

areas. Units pay no extra movement points for entering or exiting enemy ZoC.

Every combat unit in good order, no matter the type or size, exerts ZoC in the square it occupies and into all surrounding squares. ZoC appears in this way:



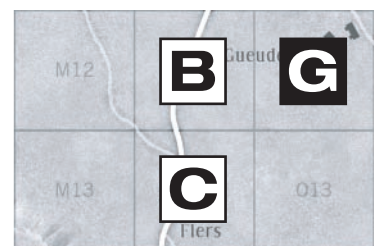
In the example above, good order G imposes ZoC into all "Z" squares and its own square.

A moving unit must stop as soon it enters an enemy ZoC. Whenever a unit begins movement already in an enemy ZoC, it may not move directly to another square in an enemy ZoC; the unit must first move to a square free of enemy ZoC before it may enter another controlled square. For example:



In this example, B is moving and good order G exerts a ZoC. B has to back out of square "1" and enter Square "2" or "3", assuming both are free of enemy ZoC, before it may enter Square "4".

Opposing units can exert ZoC over the same square. The presence of friendly units or friendly sector control does not erase enemy ZoC for movement purposes. For example:



In the above example, unit B may not move directly to join C, and vice versa. Enemy unit G shares ZoC over both these squares.

Disrupted, suppressed and interdicted enemy units never exert ZoC into surrounding

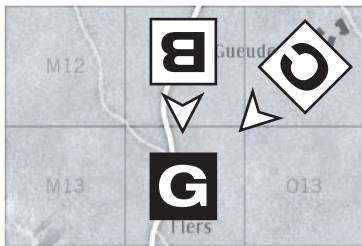
offensive hindered British command and control of smaller, local units. When one or more British brigades or tank companies take part in an assault, command support range shortens to five squares. Disordered British Headquarters still support up to five squares. Engaged Headquarters only support their engaged squares and no others.

8.5 Command Capacity

A given Headquarters in command mode may support any number of assaults in its range for units of the same nationality. Headquarters in command mode stay on the map after their use.

8.6 Advancing to Commit

Units committing to an assault will advance to the square line and face directly toward the defender. For example:



In this situation, B advances and faces straight ahead. C advances and faces diagonally. By their advance, both B and C have committed to assault G.

Stacking limits do not restrict how many units commit to assault a particular enemy square. For example, two divisions may commit to assault the same square.

8.7 Close Assault Combat

A special form of attack, called close assault, is available. The purpose is to inflict greater losses on the defender; however, the process is risky and the attacker may suffer instead (see Rule 10.0 Defensive Fire).

To set up a close assault, the attacker first commits all assaults that he intends to make. He may then try to launch a close assault within any of the committed assaults. A die-roll test will take place.

For each designated assaulting unit or stack of units the owning player rolls a single die. Add 1 to the DR for any Suppressed assaulting unit. If the die roll is less than or equal to the offensive strength factor of the attacking unit it may perform the close assault. **Note:** Combine stacked units' Combat Factors (CF) for this DR. The unit is placed next to the defending unit (units may straddle the border of the adjoining squares), facing in the direction of original

advance. For Allied divisions with a CF of six or greater, the close assault is automatic for them; no die-roll is needed (see Optional rule, Case 8.7.1).

If the die-roll exceeds the unit's assault strength, the close assault attempt fails. The unit stays where it is, on the square line. A close assault can be un-predictable; some unit(s) may go in while others fail.

Secondary attacks can also use close assaults, which are decided in the same manner. The phasing player again uses assault strength for his test die rolls, not secondary attack strength (see Case 9.2.1).

8.7.1 Optional Rule: Treat any Close Assault DR of 6, regardless of the attacking units' CF as a failed DR. **Developer's Note:** Highly recommended as a pro-German play balance device.

8.8 Engaged Units

Engaged units, placed under an engaged marker, automatically commit to re-fight the same assault until the engagement ends. The phasing player, as original attacker on the previous Game Turn, continues the battle in the new Game Turn. The defending units may remain where they are, move out of the hex (withdraw), or choose to attempt to close assault in their combat phase.

Engaged units fight a new assault at their current strength. Neither side may send reinforcements into the battle. Another engaged result will require another automatic commitment to assault in the next Game Turn.

Automatic commitments to assault continue until the engaged results end. For example, the attacker rolls three straight engaged results on Game Turns One, Two and Three. Finally, on Game Turn Four, he rolls an ASR and retreats.

9.0 COMMAND RESOURCES

Assault combats can be assisted by command resources made available through the Command Center Table. These resources represent the ability to apply the best available tactics.

9.1 Command Center Table

After all assault combats have been declared the phasing player refers to the Command Center Table and rolls two dice, adjusting the die-roll result with any modifiers that apply. Most of the time, a cluster of command resources becomes available for the upcoming assaults. Several columns appear on the Command Center Table. These display

various command resources that benefit the phasing player. From top to bottom, within each column, the particular resource goes from zero to the highest number available.

A result of zero signifies that the high command cannot assemble, plan and execute the listed resource. For example, a roll of five on the Table wipes out any chance for night attacks, shown as 0 in their column.

A resource result above zero means that the high command awards that resource to the upcoming assaults. For example, a roll of seven allows the phasing player two secondary attacks.

9.2 Command Resources

All command resources aid assaults. Most will provide favorable die-roll modifiers or column shifts in the upcoming assaults, to the extent the resources are available. Up to seven different resources appear in the columns. They go from most frequent, on the left, to the least frequent, on the right.

9.2.1 Secondary attacks: These represent a second assault wave. While secondary attacks show attacker persistence, they also reflect lower strength from fatigue. Eligible units use their smaller combat number printed below their symbol.

- Allied infantry and German mobile infantry use their second, smaller combat number.
- German entrenched infantry use their first, smaller combat number.

9.2.2 Barrage Level: advanced barrage techniques. Lift barrage (L) hedge-hops across the defenses, while creeping barrage (C) walks ahead of assaulting troops. A player can use one type or the other in a specific assault, but not both together.

9.2.3 Smoke Screen: Massed smoke from artillery shells to hide assaulting troops. Success primarily depends on the direction wind blows during an assault (see Case 11.6.1).

9.2.4 Tank/Cavalry: coordinated British assault with infantry, available only to the Allies. Tanks and cavalry may advance farther after winning an assault. In his assaults, the German player may try to substitute for tank/cavalry.

9.2.5 Gas: These represent poisonous fumes from artillery shells to weaken and kill defenders.

9.2.6 Night Attacks: difficult, but promising time for assaults. Complex planning makes their occurrence less frequent.

9.2.7 Consolidate: ability to advance neighboring forces. A top priority to force breakthroughs, consolidation is the rarest command resource.

9.3 Command Center Table

All results from the Command Center Table carry over to the Assault Phase. The phasing player makes a note of which resources he has rolled on the Table and uses them in upcoming assaults.

Depending on availability, a player could use all seven types of resources in a single attack. Use of any available resource in a particular assault is always optional. The supply of resources will dwindle until each category is consumed. To ensure accuracy, the phasing player should keep a running count of each type. A Command Center Resource Track is printed on the map.

Each resource has a marker to place on the Track. Markers initially go in their respective number box on the Track and slide downward as the resources are used. Both sides work with the same set of markers.

Command Center Resources exist only for the Game Turn they are rolled. A player may not accumulate unused resources for later Game Turns. Unused resources will disappear at the end of the current Assault Phase.

9.4 German Substituted Resource

Since tank/cavalry is not available to the German Army in the battle, the German player rolls a second die to see whether he may substitute a different resource for tank/cavalry. No modifiers apply.

After any original die-roll that awards tank/cavalry, the German player first declares what other resource he wants and rolls a single die to see if he can transfer the tank/cavalry number to the target resource.

- On a roll of 1-2, the substitution succeeds. He adds the tank/cavalry number awarded to the regular allotment given for that target resource in the Command Center die-roll, and moves that marker up the Track.
- A roll of 3-6 is no effect, no substitution can be made.

The German player may try to substitute for any single resource even when the original allotment rolled is zero. Split transfers, to more than one resource, are not allowed.

10.0 DEFENSIVE FIRE

In the third phase, before any units assault, defending good-order units have

an opportunity to fire at their attackers. Play action shifts to the defending player, who resolves fire combat on the Defensive Fire Table and carries out all results before assaults take place.

Taking one assaulted square at a time, the defending player totals friendly fire factors and finds the corresponding column on the Defensive Fire Table. He rolls two dice, applies relevant modifiers, and checks the results of the Table. The assaulting player then carries out the results, which may or may not leave surviving attackers to conduct the assault.

Note: Terrain does not affect defensive fire.

10.1 Defensive Fire Table

Vertical columns divide the Table into the numbers of factors firing. A defending player needs at least one factor to roll on the Table.

For infantry and tanks, defensive fire factors are the same as the secondary attack numbers shown on the units.

For cavalry and Corps Headquarters in command mode, their defensive fire factors are the unit's combat factors. Corps Headquarters in supply mode do not possess any defensive fire ability.

Artillery use their Defensive CF for defensive fire.

Note: The far right "10" column of the Table effectively sets the limit for defensive fire factors. In the event more than ten factors fire, the defending player still rolls on this column.

10.2 Fire Execution

Only defenders in good order that are in or adjacent to areas where close assault attacks are declared may fire at their attackers. **Note:** Units that failed to commit to a close assault may still be fired upon. A defending player points out one assaulted square at a time, totals his fire factors, and rolls two dice on the Defensive Fire Table one time for that assault.

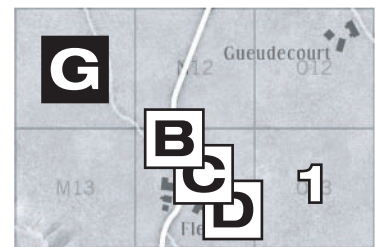
Modifiers listed beneath the Table will adjust the die-roll. They are cumulative. For example, a defending force with 4 factors fires at their attackers, who have among them an interdicted unit -1 (launching from an interdicted square), and another unit in close assault -1. The attack takes place in rain weather +1. The defending player rolls a 5, modified to a final roll of 4. Assaulting forces suffer 1, a single step loss.

Matching the final, modified die-roll with the column on the Defensive Fire Table, the attacking player immediately applies the

result. One of four different outcomes is possible:

- # Number of step losses inflicted on assaulting troops. Any survivors left in good order will carry on.
 - R Attacking player retreats all units back where they originated, facing in the same original direction before committing to assault.
 - D Same as "R", and all attackers are disrupted as well.
- There is no effect; the defenders missed.

Attackers that retreat on a D or R result must observe stacking limits. They will displace other units backwards, towards friendly lines, until the limits are satisfied. To illustrate:



In this example, G defensive fires and gets an R, forcing attacker B back to its jump-off square. Units C and D had moved and now occupy B's original square. To make room, the British player retreats C backwards to square "1" and B stacks with D. In the event C would over-stack in square "1", one of those units goes back, and so on, until the whole retreat/displacement path clears stacking limits.

Defending units in disorder cannot fire at assaulting forces.

Engaged defenders bypass defensive fire and go directly to another assault in the upcoming Assault Phase.

Close assault units (ones who passed their Close Assault DR) suffer a -1 per unit in defensive fire. These units always take losses first, even to the point of elimination

11.0 ASSAULT

Assault is the last phase of the cluster sequence. The attacker executes all new committed assaults and any assaults leftover by his engaged units. He resolves the attacks on the Assault Table. When secondary attacks are available, he may add them to increase attack pressure.

A phasing player conducts assaults one by one. For each assault square, he checks the strength differential between assaulting and defending forces. Locating the number on the proper column of the Assault Table, he

shifts that column up or down if shifting applies. He next declares which command resources he will put in, and rolls two dice. He alters the die-roll by the correct plus or minus modifiers listed with the Table, and carries out the result immediately before going on to the next assault of his choice. Repeating the process until all assaults are done, he then executes available secondary attacks, at his option, in the same manner.

11.1 Combat Supply

Defenders stay in supply at all times. Assaulting units must establish attack supply range to a supply mode HQ, or they incur a -2 die-roll modifier.

Supply range runs from assaulting units back to a good order Corps HQ in supply mode at the moment of assault. A phasing player counts the distance in squares, excluding the assault square and including the supply unit's square. The path must be free of enemy units and their Zones of Control. Weather affects supply range.

- In fair weather, the supply range extends up to eight squares.
- In drizzle, the path shortens to six squares.
- In rain, the path shortens to five squares.
- In snow, the path shortens the most, to four squares.

Within these ranges, a good order supply mode HQ can furnish attack supply to any number of assaults.

11.2 Supply Limits

Disordered HQs in Supply Mode can also furnish unlimited attack supply within range. However, the range is reduced to three squares, no matter the weather. Any HQ in Supply Mode in an engaged square only supplies that square.

Commonwealth and French HQs may only supply units of their own nationality, even with attack coordination.

11.2.1 HQ Replacement: The attacker should keep track of those HQs used for supply in the current assaults. After all assaults end, the HQ is removed and placed in the Replacement Pool. HQ units put in the Pool become eligible for return (in command mode) in upcoming Game Turns. For each HQ unit roll the die to determine the turn it may return to the game as a replacement. Add 1 to the DR if the weather is currently rain or snow. A DR of 1-3 results in the HQ being available in the next turn's (not this turn) replacement phase. If the DR is 4 or more the HQ is available 2 turns from

the current turn. Place the HQ units on the Turn Record Track as a memory aid.

11.3 Combat Eligible Units

Only certain good order units that are committed to assaults may conduct them. British and French units also need attack coordination to combine Allied assaults.

Infantry, cavalry and tanks, when in good order and committed to assault in the previous Assault Commitment Phase, must assault. Engaged units, having attacked in the preceding Game Turn, must assault again in their squares.

Disrupted or suppressed units can never assault. Disrupted units defend with a +1 die-roll modifier. Suppressed units defend with a +1 modifier and are halved in defense (round up fractions). Suppressed German infantry units, entrenched or not, defend only in mobile mode.

Interdicted attacking units, coming from interdicted square(s) adjacent to the assaulted square, attack with a -1 die-roll modifier for each interdicted square. Interdicted defenders fight with a +1 die-roll modifier.

Artillery and Corp HQs may not assault. They defend like other units, except for Corp HQs in supply mode.

- A supply mode HQ has no combat strength and contributes nothing to assault defense when stacked with other units.
- A lone supply mode HQ automatically surrenders if attacked. Surrendered HQ will not return to the game as in rule 11.2.1. The phasing player must still commit to assault the supply mode HQ to achieve the surrender result.

Provided units pass a test for attack coordination, British and French units can join in the same assault. The British player rolls a die once to ascertain coordination for the whole Assault Phase.

- On a DR of 1, 2, or 3, there is no coordination. In each combined assault, all the units of one country (attacker's choice) retreat, and the remaining units of the other country do the assault.
- On a DR of 4, a particular assault may have one British and one French unit. All others fail to assault, according to the British player's choice.
- A DR of 5 works the same as a die-roll of 4, except that two units of each nation may join in a particular assault.

Note: On a die-roll of 4 or 5, another die is rolled. British unit will advance on a DR of 1-3, French units with a DR of 4-6.

- A DR of 6 means that British and French fully coordinate in all upcoming assaults in the phase as though they were one force. They must still rely on their own supply and command HQ.

11.4 Assault Strengths

An assault depends mainly on the difference in combat strength of the opposing units. The Assault Table divides their difference into columns.

Nine vertical columns cover a range in strength differentials between the opposing units. To locate the controlling differential for an assault, the attacker subtracts the defender's defense strength from his total attack strength and finds the resulting number, positive or negative, on the correct column. For example, 2 German entrenched regiments, totaling 4 attack factors, assault a French division with 7 defense factors. The Germans attack the division on the -3 column.

Differential columns on the far left and far right of the Assault Table set the extremes.

- Assaults below the far left column, worse than -3, use that column.
- Assaults higher than the far right column, at more than +5, use that column.
- Columns on the far right and left also set the extremes for any column shifts. For example, a 2R (two right) on the +4 column ends on the +5 column.

11.5 Column Shifts

After a player knows the strength differential for an assault, the attacker determines whether column shifts will change the differential column used to resolve the attack. Two types of column shifts may apply; one kind is for the map and the other for command resources. The Shift/Modifier Table lists all the shifts.

11.5.1 Map Shifts: These occur once per assault, depending on the strongest defensive terrain present. For example, an attack onto a wooded ridge requires a 2L, a two-column shift to the left. Since the ridge is the stronger terrain with a 2L, the presence of woods, with just a 1L, is ignored.

- For attacks into areas with multiple terrain types, the defender benefits from the single highest terrain shift. Example: An area with a town, wood and ridge would use the ridge's 2L shift. Shifts for units attacking across a river would be addition to any other terrain (see below).

- An attack across a minor river produces a 1L shift whenever the defender occupies a square containing the river.
- An attack across the Somme River is allowed only at major road crossings and causes a 1L shift.
- An attack into any start trench causes a 2L shift for the defender. Original ownership of the trench or the presence of defending British cavalry does not matter.

11.5.2 Command Resource Shifts: The resources applicable for the combat are subject to the attacker's availability. To use them in an assault, the attacker declares which ones will apply and shifts the differential column to the right.

- Up to four resources are available per assault, depending on what the high command has provided in the Command Center Phase. For example, the British may acquire a creeping barrage, a tank/cavalry, and a gas attack, but no night attacks. Use of all three together in an assault totals 4R, a four-column shift to the right.
- After the phasing player exhausts a specific resource, he may not use it again in the Assault Phase. As an example, the British player rolls one tank/cavalry. By using it in an assault, he no longer has tank/cavalry available for other assaults in the phase.

11.5.2.1 A Creeping Barrage “walks” ahead of the assault, pinning down defenders to the last second. It is the most effective barrage and, for that reason, shifts the differential column two to the right (2R).

To use a creeping barrage, a player must have at least one friendly, good order artillery unit in bombardment range of the assault square target. He figures range as in bombardments.

The same artillery may support more than one creeping barrage, each against different assault squares in range of the guns. A player cannot use both a creeping barrage and a lift barrage in the same assault. Nationality for barrage resources works only for the attacking country. British barrages/artillery cannot support French attackers, and vice versa.

11.5.2.2 Tank/Cavalry allows the British to combine tanks and/or cavalry with British infantry in an assault. Their combination shifts the assault one column to the right, 1R. Without this resource, tanks/cavalry and infantry do not join together in assault.

11.5.2.3 French infantry need attack coordination before British tanks or cavalry may join them in assaults.

- Declaring an attempt to coordinate, the British player uses a Tank/Cavalry resource and rolls on the Allied Attack Table.
- A successful die-roll allows French infantry and British tanks and/or cavalry to combine in assaults, up to the unit limits listed on the Table.
- A failed die-roll still consumes the command resource.

Map shifts and command resource shifts are offsetting. For example, an assault could take place on a ridge for 2L, with Command Resources totaling 4R. Combining these the attacker nets a final shift of 2R.

11.6 Assault Modifiers

After determining the column shifts, the phasing player refers to the Assault Table to determine which DR modifiers (if any), as shown on the Shift/Modifier Table, will apply. Two types of die-roll modifiers are possible, one for the command resources and the other for map terrain.

Terrain modifiers arise from specific circumstances. For example, the nearest Corp HQ for command mode may be 5 or more squares away and this imposes a -1 modifier.

11.6.1 Command Resource: These modifiers are smoke screen and lifting barrage. When a player has either or both these resources, he may choose to use them during an attack. The player announces which one or ones he will apply to a particular assault.

- Smoke screen next requires a check for prevailing winds. On a die-roll of 1-3, the smoke blows at defending forces and succeeds. On a die-roll of 4-6, the smoke blows back towards the attackers and does not help; the + 2 modifier is lost.
- By declaring a smoke screen, a player consumes one smoke screen resource no matter the die-roll result.
- Lifting barrages, offering a +2 die-roll modifier, jump forward to fixed points during an attack. They also require bombardment support in the same way as creeping barrages.

Note: All mixed modifiers are cumulative.

A particular assault might have the following mix of modifiers:

- 2 Attacker Out of Supply
- 2 Rain
- +1 One Defender Disrupted
- +2 Lift Barrage

All these modifiers, when added, produce a final, net modifier of -1.

11.7 Die Roll Modifiers

Map terrain modifiers always apply when relevant to an assault. Eight different situations can modify die rolls. They concern supply, command, bad weather, secondary trenches, flank attacks, disordered defender, interdiction and close assaults.

Units attacking out of supply will acquire a -2 die roll modifier. There is no modifier for unsupplied defenders, since defenders are always considered to be in supply. (see Section 11.1).

11.7.1 Command HQ Range: Command modifiers reward close command and penalize more distant command. For each assault, the attacker counts the squares back to a good order Corps HQ in command mode. The distance excludes the assault square and includes the HQ square. A command path cannot trace through enemy units or their ZoC.

- A Command HQ that is no more than 4 squares away, the assault has a +1 modifier.
- When all Command HQs are over 4, but not more than 8, squares away, the assault has a -1 modifier.
- Command HQs over 8 squares away from an assault cannot provide support. This effectively bars an assault when all friendly HQs are too far away.
- Weather does not affect Command HQ range.

11.7.2 Terrain and Facing Modifiers: Bad weather impacts assaults negatively. Rain or snow modifies die-rolls with a -2. Drizzle and fair weather do not have modifiers.

Secondary Trench applies to one or more defending entrenched German infantry off the German Start Line. It imposes a -1 modifier per stack. Any mobile German units stacked with the entrenched infantry do not negate the modifier.



Flank attacks provide a +1 modifier to assault die rolls. To qualify as a flank attack, the attackers must commit from at least two squares. One of these squares has to be a diagonal attack, a side attack or a rear attack, as shown in the preceding diagram.

Flank attack modifiers are not possible when the defender covers his flanks with at least one other unit in good order at the moment of assault. The units cover by extending ZoC into the assault jump-off square. For example:



In this attack, units B and C assault H. Unit G covers B and prevents a flank modifier. Unit I covers C and prevents that flank modifier. The attacker first has to dispose of G or I (by retreat, disorder or elimination) to get at H with a flank modifier.

11.7.3 Unit Status Modifiers: Disordered units and interdicted units may not cover flanks. Disordered defenders allow a +1 modifier to the attacker. At least one defender present must be disrupted for a +1. The same applies to suppression.

Air or Artillery Interdiction adversely affects the interdicted side. An assault from an interdicted square has a -1 modifier. An interdicted defending square has a +1 modifier. Close assault units surviving interdiction fire add a +1 to assault die-rolls for each close assault unit.

- Any result on the Table having an A in the line is an attacker loss. All other results are defender losses.
- An example would be a British assault on the 0 column of the Table. Three units attack in clear terrain, two of them going into close assault, and no other modifiers apply. The British player rolls a five, modified to a seven (+2 for the close assault). The ENG (Engaged) result inflicts one step loss on the defender. If the die-roll was three, however, the modified die-roll of five would cost the attacker two step losses (one step on ASR, doubled).
- Close assault units can execute flank attacks to benefit from the flank die-roll modifier per unit.

11.8 Assault Combat Results

The attacker may execute committed assaults in any order he chooses. After finding the proper strength differential, he checks

for column shifts and die-roll modifiers, referring as needed to the Shift/Modifier Table. He then rolls two dice on the Assault Table. He immediately carries out the final, modified result listed and repeats the process for the next assault of his choice.

A Results Key printed beneath the Table explains the results. Many are A results, affecting the attacker, while several others are D results, affecting the defender. A few are ENG, for engaged, CA, for counter attack, and BT for breakthrough.

- A result of ENG applies to all units of both sides that occupy the assault square. An engaged marker – marked Allied or German depending on which side attacked- goes on top of the stack and all units will re-fight the same assault in the same player's Assault Phase of the next Game Turn. The attacker may use command resources in each new ENG assault.
- A result of CA requires the defending player to immediately counter-attack with only good order defending units. He will apply all relevant column shifts and die-roll modifiers, except for command resources, which he does not have at this point, and uses the terrain of his assaulted square. In the event a new CA is rolled, the defending player again counter-attacks until the CA chain is broken.
- A CA result is not possible when all the defenders are in disorder; they retreat instead.
- On a DE result all defending units are eliminated.
- On a result of DEBT the defending units are eliminated and the phasing player achieves the ultimate success in assault, a breakthrough. The phasing player may advance assaulting units one or two vacant or friendly-occupied squares past the assault square, in any direction he chooses. He can ignore enemy Zones of Control. A breakthrough advance must be made immediately after the result is known, or it is waived. For example:



The above example shows infantry B and C attacking G, a much smaller defender. On a DEBT result, G suffers elimination.

The attackers can then advance into squares “1-6”, all vacant, or square “8”, friendly-occupied. They may not advance into square “7” since the space is still enemy-occupied by H.

- An S or 2S in the result causes step loss, on the owning player's choice of units.
- 11.8.1 Retreats:** Any result with an R stands for retreat. The owning player moves all his surviving units in the assault square back one square.
 - Retreating multiple defenders can retreat to separate squares. Vacant squares toward a friendly map edges are priority destinations (west for Allies, east for Germans).
 - Retreating attackers go back to their original jump-off squares.
 - Upon finishing retreat into a vacant square, units may rotate and face any square side, provided all units in a square face the same square side.
 - Retreating forces must face the same square side as the other units already present.
 - Retreating units that cause over-stacking will displace other units as in defensive fire (See Case 10.2.3).
 - Defending units do not advance after combat in attacker retreats.
 - On DE or DR, attacking units seize the assaulted square and surviving defenders, if any, retreat.

Retreats into vacant, enemy-controlled squares do not impose step losses because of the path.

When two or more assault units win a battle, other than DEBT, and over-stacking would occur, the attacker immediately withdraws the excess unit(s) to the starting square(s). The player chooses which units to withdraw. Victory in an assault requires at least one attacking unit occupy the defending square.

11.8.2 Advance After Combat: Tanks and cavalry may advance the farthest in victorious attacks.

- On a DE result, tanks and cavalry may advance one more square, beyond the assault square.
- With a BT result, tanks and cavalry may advance one, two or three squares beyond the assault square.
- Advances must go into vacant or friendly-occupied squares. German Zones of Control will not hinder them.
- Multiple tanks and/or cavalry may fan out during the advance; they do not have to end in the same square.

11.9 Consolidation

Coordinating forces is a major goal of assaults. One key method is to have adjoining units advance (consolidate) with successful attackers. Consolidation, as a command center resource, allows nearby units, who have not participated in the attack, to advance.

Whenever defenders retreat or are eliminated, including breakthrough, the phasing player may declare a consolidation and use up the command resource. Observing stacking limits, the attacking player may advance one or more friendly units, who have not participated in the assault, into the assaulted square. Consolidating units must be adjacent to the assault square, in good order, and free of assault commitment at the moment to advance. For example:



In this case, G wins the assault against B, who retreats to square “2”. Nearby units H and I may advance into the assault square if they satisfy stacking. Unit J cannot advance, because it is presently committed to another assault, against C.

Unit K cannot advance, since it was not adjacent to the B assault square. If G yields the consolidation advance to H and/or I, G returns to its jump-off square “1”.

Units may be eligible to consolidate in the assault at hand, even though they attacked earlier in the same Assault Phase. In the preceding example, J could advance if it was done with its assault vs. C, or it had never attacked at all.

Note: A player must immediately declare consolidation for the particular assault, or lose the opportunity.

11.10 Secondary Attacks

After he finishes all primary assaults, the phasing player can conduct secondary attacks when they are available. The earlier die-roll for command resources awarded their number. With a few exceptions, secondary attacks proceed like the earlier assaults in the phase.

Eligible, good order units adjacent to enemy-held squares may secondary-attack them by advancing to those square lines. A unit may

both assault and execute a secondary attack in the same Assault Phase.

Instead of the first number appearing on the bottom left of their counters, Allied infantry and British tanks going on secondary attack will use the second number. This middle number is the secondary attack number. British cavalry always use their single combat number.

German infantry vary in applying secondary attack factors. Mobile infantry use their second (lower) number. Entrenched infantry use their first (lower) number.

Defending forces conduct defensive fire as usual. They use the same fire factors like they would in primary assaults (See Section 10.1).

Leftover command resources, those not yet consumed in primary assaults, may aid a secondary attack.

Note: Secondary attacks are optional to the phasing player. When he concludes all the available ones he chooses to do, the Assault Phase ends.

12.0 REORGANIZATION

Closing out his side in the Game Turn, the phasing player has an opportunity to build back some losses and to restore disordered units to good order. The British player can also try to recover broken-down tanks.

A player reviews his lost friendly units that have gone into the Replacement Pool. At a cost in victory points, he may take them as replacements. Disrupted and suppressed units will have to rally before they can return to good order. British tanks that have broken down try to recover to operate normally. Enemy-interdicted squares clear automatically.

12.1 Combat Replacements

As friendly units are lost in combat, the phasing player places them in the Replacement Pool Box designated for his side. Victory points will accumulate for the losses (See Section 13.3).

During reorganization, certain units may return as replacements, which will cost more victory points. Taking replacements is optional to the owning player. The Pool Boxes already contain units at the start of play, according to set-up instructions. Battalions deploy into the German Box and brigades go in the Allied Box.

At-start units on the map and reinforcements never receive replacements directly; they first have to be eliminated and put in the Pool Box in order to come back into play.

12.1.1 Replacement Levels: To determine the current replacement level, the phasing player must keep track of three statistics for each Game Turn.

- During a Game Turn, the player moves the Replacements Marker along the Points Track to count how many assaults he has conducted, the number of steps his units have lost in those assaults, and how many of his units have become disordered.
- Adding these three numbers, he arrives at a number to use on the Replacement Chart, known as the working total. To illustrate, the German player on Game Turn 5 conducted two assaults, lost three steps, and had two units disrupted and one unit suppressed. His working total for the Chart is eight (+2+ 3 + 2 +1).
- Counterattacks count as assaults. Counterattack losses count as assault losses.
- Units that were disordered on earlier Game Turns do not count; their numbers were counted at that time.
- Engaged units and interdicted squares do not count for replacements.

The Replacement Chart subdivides into vertical columns representing the intensity of the preceding combat. These columns vary from 4, covering the lightest action, to 14, for the heaviest action. A phasing player locates the column that matches his working total. In the example above, the 8 column is used.

Notes: A working total of less than four is off the Chart, and no replacements are possible. Combat was too scattered and light to impress high command enough to commit replacements. Any working total over fourteen still uses that column.

12.1.2 Replacement Determination:

Finding the proper column on the Chart, the phasing player rolls two dice. Indexing the dice-roll with this column, he locates how many replacement steps he may take.

Replacement steps are always optional to the phasing player, up to the rolled limit. Any replacement steps not taken will be forfeited for that Game Turn. Unclaimed units remain in the Replacement Pool.

12.1.3 Unit Replacement Types: Unit types vary in their step loss capacity.

- One German infantry regiment has two steps: regiment and battalion.
- One Allied infantry division has four steps: full division, reduced division, full brigade, and reduced brigade.
- Artillery, cavalry and tanks have two steps: full and reduced (on back).

- Corps Headquarters only have one step and always come back in their mobile, command mode.

Having determined the number of replacements, the phasing player concedes their victory points to his opponent (See Section 13.3). He then deploys them in any square(s) behind friendly lines along his starting map edge (west for Allies, north or east for Germans) in accordance with stacking limits.

Replacement units will be free to move in the next friendly Movement Phase, paying movement cost for subsequent squares they enter.

German infantry always deploy in mobile mode.

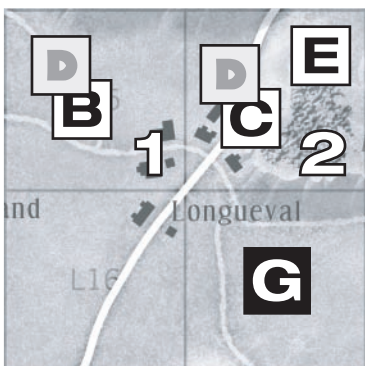
At the end of the Reorganization Phase, the owning player returns the Replacements Marker to zero on the Points Track to prepare for the next Game Turn. Each player writes the number of replacement points they will spend in secret and then they simultaneously reveal this, or flip a coin or have the VP leader go first (play nice!).

12.2 Rally

During combat, units may lose good-order status in two ways; through disruption or suppression. In the Reorganization Phase, a player may try to rally disrupted and suppressed units. Rally attempts proceed unit by unit. Declaring which disrupted or suppressed unit he wants to rally, the phasing player rolls a single die. Depending on the DR, the unit will rally or remain disordered. Add 1 to the DR if a unit is in an enemy ZoC.

Units rally and return to normal status with a DR of 1-3. A DR of 4 or more results in the unit retaining its disordered or suppressed status.

Only friendly good order units occupying a square will negate enemy ZoC on that square for rallying. As an example:



In this example, B and C are disrupted, and E is in good order. Enemy unit G extends a ZoC into squares "1" and "2". When trying

to rally, unit C lies outside G's ZoC because E negates it for rally. Unit B remains in G's ZoC, since E merely shares control into square "1".

12.2.1 HQ and Rally: Friendly Corps HQ must be in command mode to assist in rallies. When the command Corps HQ lies within 3 squares of the disordered unit, a player may use the Corps DRM of -1.

- Range to the Corps excludes the disordered unit's square and includes the Corps square. The path must be free of enemy units and their ZoC. Friendly units in the path negate enemy ZoC into their squares.
- Disordered Corps may still help in rallying, with a -1 die-roll modifier.

12.3 Tank Recovery

During reorganization, the British player may try to recover broken-down tanks. Like in rally, he tries to recover tanks one unit at a time. Declaring which tank unit is involved, he rolls a die on the Tank Upkeep Table to try to repair the tanks.

On a roll of 1-2, the tank unit recovers. On a roll of 3-6, recovery fails and unit remains disabled. Die-roll modifiers may change the roll result. The modifiers for tank breakdown DRs are as follows:

- +1 Any good order German unit adjacent to the tank unit (+1 maximum). Disordered or interdicted German units do not count.
- -1 A British cavalry or infantry brigade stacked with the tank unit. French units have no effect.
- +1 On Rain and Snow weather turns.

Note: Die-roll modifiers are cumulative.

A tank unit that recovers can break down again in a later Game Turn and re-start the recovery cycle with new die-roll modifiers if they apply. (See Section 7.8 for tank breakdown procedure).

Tanks can be disordered like other units. Whenever a tank breaks down as well, the unit must rally twice. One rally DR is for disorder and the other DR is for breakdown.

12.4 Clearing Interdiction

At the end of reorganization, the phasing player removes all enemy interdiction markers from the map. In the German player's turn, he also removes the British air counter, which served as an interdiction marker. The cleared squares again impose their normal movement cost.

13.0 VICTORY

At the end of the game, one side wins by scoring more victory points (VP) than the opponent does. Points come from three general sources: territorial objectives on the map, enemy casualties, and enemy replacements. During play, victory points will be earned, and they are recorded on the game record track printed on the map. Scenarios and Campaign Games may contain additional conditions for victory.

During the game, players move their markers along game record track to reflect enemy casualties and replacements taken. At the end of play, they adjust the markers upward to indicate points earned for territorial objectives.

13.1 Territorial Objectives

All the games list geographical objectives for the Allies. In certain Scenarios, they will be assigned to the British player, while in the Campaign Game he chooses them randomly from a cup. By denying these objectives to the Allies, the German player receives the points.

13.1.1 Procedure: Both the British and French have objectives. When the Campaign Game calls for random objectives, the British player places the markers in a cup and draws them randomly. He hides the markers from the German player, who will not know which objectives are active (unless players have done Operations Planning in the Campaign Game and the German player has chosen Discover Allied Objective). The British player makes two drawings, one British and one French.

When a Scenario calls for stated objectives, the British player dispenses with the drawing. Both players will know all the active geographical objectives.

Each objective marker gives the name of a city/town or an area, the location of the square, and the number of victory points for taking the goal. As an example, the marker for Hem lists O23.

Certain markers give only one of the location squares as a point of reference. Pozieres, at G13, is an example. The town actually has two squares, G13 and G14. Multiple squares listed in the victory conditions will take priority over the single squares listed on markers.

To earn VP, at least one friendly unit must occupy, or have an uncontested ZoC on, the objective, or be the last to pass through it, by the end of the game.

The Allied player receives no credit for geographic objectives not held by the

nationality specified in the scenario's victory conditions (neither does the German player for that matter). For example, British units must occupy Montauban (K-17) as part of the Allied victory conditions for Scenario 1. A French unit is there instead at the end of the game. Therefore the Allied player gets no credit for the area. The same would be true for British units occupying French geographic objective areas. **Developer's Note:** The long-term, post-battle adjustments to the front, as well as the political and economic costs at the Allied home fronts would not be off-set by these limited battlefield "victories."

Clarification: A player wins an area objective if he claims a majority (more than half) of the member squares. To illustrate, Thiepval Ridge extends over six squares. The victor must control, occupy and/or be the last to pass through at least four of the ridge squares.

13.2 Unit Losses

Combat losses will award victory points to the opposing player. Each friendly step loss equals a victory point for the opponent.

A player moves their victory point markers along the game record track as soon as enemy step losses occur. For example, the British assault and lose two steps from an attack. The German player moves his VP markers up two spaces.

Notes: Units that become disordered, without taking losses, do not count for VP. A targeted unit down to its last step in bombardment may disrupt without costing a VP (See Case 6.42).

Retreats without losses do not count for VP.

13.3 Replacement Concessions

Taking actual replacements will concede victory points to the opposing player.

For example: the German player rolls six replacement steps on the Replacement Chart. He decides to take four, which will yield four victory points to the British player. Neither side benefits from the two unused steps; the German player did not take them and the British player does not earn two victory points that would've been awarded had the German player done so.

13.4 Exiting the Map

Exiting the map is sometimes allowed, according to nationality and scenario. Allied units may only exit for victory conditions and they do not return. German units can exit and return, but if they do, they pay the Allied player VP. (See Scenarios and Campaign).

14.0 SCENARIOS

There are four scenarios that detail portions of the 1916 Campaign along the Somme River.

14.1 Scenario 1: Over the Top

Historical Notes: Taking over command of the British Army in December 1915, General Sir Douglas Haig reluctantly prepares the Western Offensive on the Somme. His New Army is largely a green army still in training, but the French and Russians, under enormous pressure on their own fronts, will not let him wait. Haig sets a massive attack for July 1st. On a hazy, sunny morning, over 150,000 Tommies in fourteen divisions charge German lines. French Poilus from six divisions south of the river advance in support.

The scenario length is 4 Game Turns, July 1 through July 22.

14.1.1 Allied set-up and Reinforcements

British

Front-line units down to *row 18* face east. Those on *row 19* face north. The unit on *row 20* faces east. Rear units all face east. All infantry start as divisions. Artillery range appears in parentheses. Corps HQs begin in either Mobile or Supply Mode.

Infantry Divisions:

46 B1
56 A3
48 B5
31 B6
4 B8
29 B9
36 D11
32 D13
8 D15
34 E17
21 F19
7 H19
18 J19
30 L20
49 B13
19 B17
17 C22
9 H23

Reinforcements:

July 22: ANZ/1 and ANZ/2 appear at A18.

Artillery:

2-2-5(6) A6
3-2-5(6) A7
4-3-5(9) B12
3-2-5(6) B14
4-3-5(11) A17
3-2-5(6) D19
3-2-5(6) H20
4-3-6(11) C20

Cavalry:

(3-9) One each in A22, A23, and A24.

Corp HQ:

VIII A4
VII A9
X A13
III B18
XV B20
XIII F24

Replacements:

All brigades go into Allied Replacements Box.

French

All units face east. Infantry begin as divisions.

Infantry Divisions:

39 K22
11 L24
2 L27
3 K29
61 K31
51 J33

Artillery:

3-2-5(6) J23
5-3-5(9) L26
3-2-5(6) H29
5-3-5(11) F25
6-4-5(11) E30
3-2-5(6) H33

Corp HQ:

XX F25
I Col G29
XXXV F33

Replacements:

All brigades go into Allied Replacement Box.

14.1.2 German Set-up and Reinforcements

Units face west, except for the three units on front-line *row 18*, who face south. Front-line infantry are entrenched. Rear infantry are mobile. Corps HQ begin in either mobile or supply mode. All infantry start as regiments and are designated by division first. Where the division appears times a number, that number of regiments from the division appear.

Infantry Regiments:

2GR/77 C1; 91 B2; 55 B3; 15 F2.
52/170 C4; 66 C5; 160 C6.
26R/121 C8; 119 D10; 99 E12; 180 E14.
28R/110 F16; 111 F18; 109 H18.
10th Bavarian/6 J18; 8 & 16 N13.
12/62 K18; 23 L19; 63 M21.
121/56 M26; 60 L28; 7 L30; GR11 P27.
11/10 L32; 51 J34; 38 P31.
Frentz x 3 U32.
12R x 3 T18.
185 x 3 P7.
11R x 3 V5.

Reinforcements:

July 8: **Liebert 1 & 2** V23; **17R/162** V26;
3G/Fus V14.
 July 15: 7 x 3 V5; **8/153** V14.
 July 22: **8/73** and **8/93** V5.

Artillery:

3-2-5(9) V4
3-2-5(6) V32
2-2-5(6) P31
3-2-5(6) I11
2-2-5(6) E5

Reinforcements:

July 8: **3-2-5(6)** V23; **4-2-5(6)**, **5-3-5(9)**,
6-4-5(11) anywhere east edge.
 July 22: **2-2-5(11)** and **3-2-5(11)**
 anywhere on east edge.

Corp HQ:

XVII U26
XIVR P7

Reinforcements:

July 8: **IX** V26; **VIR** V14.
 July 15: **IV** V12.

Replacements:

All battalions go into German
 Replacements Box.

14.1.3 Special Rules: The following rules
 apply to Scenario 1.

British Mines: A special Mines Phase follows
 the Bombardment Phase of Game Turn One:

- Before play begins, the British player
 inverts the six mine markers, leaving
 their Interdiction side face-up. He then
 randomly mixes them.
- All mine markers go on the map during
 initial set-up of the scenario. Taking the
 markers one by one, the British player
 deploys them on six separate squares of the
 occupied German start trench from *row 1*
through row 21. Each marker must rest on
 top of a German front-line infantry unit.
- Mine detonation occurs only in the Mines
 Phase of Game Turn One. Declaring for
 each marker, the British player rolls a die to
 see whether the mine successfully explodes.
 A 1-3 blows the mine and he flips the
 marker to see what damage is inflicted. A
 roll of 4-6 is treated as no effect and he
 removes the marker.
- Damage can be major as DST, for
 disrupt and step loss. The German player
 substitutes an entrenched battalion for
 the regiment and places a disrupt marker
 on the battalion. A different major
 damage can be ST for a step loss, without
 disruption.
- Damage can be minor as D for disrupt or
 S for suppress. The German player places
 the designated marker on the targeted unit.

Minor damage can also be negligible, shown
 as No Effect; the targeted unit is not harmed.

At the end of the Mines Phase, all mine
 markers should be off the map.

British Cavalry Release: Starting in the
 Movement Phase on July 15, the British
 player may try to release cavalry from the
 west edge. For each unit, he rolls a die. A 1-3
 frees the unit to move normally; a 4-6 holds
 it in place and he may try again on July 22.
 Another hold result on July 22 keeps the
 cavalry unit in place for the game. Cavalry
 held on west edge may not attack but defend
 normally.

Allied Sectors: British operations extend
 down to *row 20*, inclusive. French operations
 extend from *row 21* to *south edge*. Combat
 units pay 3 German VP each for occupying
 squares outside their national areas. The cost
 is paid once per unit. Corp HQs are exempt.

Exiting the Map: No units may exit the
 map voluntarily. When combat forces them
 off the map, they do not return and
 pay 1 VP each to the opposing player.

14.1.4 Victory Conditions: The following
 conditions determine the victor, if any in
 Scenario 1.

British Victory: The British player must
 satisfy all of the following:

- 1) Clear the entire German start trench of
 German units. ZoC from German units
 off the line does not matter.
- 2) British forces must claim at least four of
 these five: Gommecourt B3; Serre D6;
 Thiepval Ridge(all six squares) E11-12,
 F11-12, G11-12; Mametz Wood (all three
 squares) I16, H16, H17; and Montauban
 K17.
- 3) French forces must claim two of these
 three: Herbecourt O26, Flaucourt P27,
 and Estrees M32.

German Victory: Avoid the British victory
 conditions, or earn 25 more VP (from unit
 losses, exits and replacements) than the
 British.

Draw: Both sides achieve their victory
 conditions.

14.2 Scenario 2: A Punishing Land

Historical Notes: With pressure easing on
 the Eastern front and at Verdun, the British
 High Command pondered whether to
 continue the merciless attacks of the Somme.
 General Haig believed a 'wearing out' phase
 would do-in the Germans. He adopted a
 strategy of attrition, la guerre d'usure, and
 in return took unprecedented casualties.
 Yardage was limited, but it did produce some

tactical bright spots, such as night attacks
 and creeping barrages.

The scenario length is 7 Game Turns, July 29
 through September 9.

14.2.1 Allied Set-up and Reinforcements

British

Front-line units down to *row 14* face east,
 on *row 15* they face north, and on *rows 16-17*
 they face east. Facing behind the line is
 optional. Corps HQ begin in either mobile
 or supply mode.

Full-strength Infantry Divisions:

46 A2
56 A3
ANZ/2 G14
III/NZ B17

Reduced-strength Infantry Divisions:

31 B5
4 B7
29 B9
36 D11
32 D12
48 F13
9 H15
19 J15
8 J18
49 K15
18 L15
34 M16
30 M17
17 G17

Infantry Brigades (by attack strength):

3 C10
4 C13
2 E13
3 I15
3 K17

Reinforcements (All appear at A18):

August 5: **ANZ/4**(full).
 August 12: **ANZ/1**(reduced) and
21(reduced).
 August 19: 7(reduced).
 September 2: **CDN/1**(full).
 September 9: one **4 Brigade**.

Artillery (all 8):

Set up after Germans, anywhere behind
 line down to *row 18*. They must be free of
 German ZoC.

Corp HQ:

VII A4
VIII A9
X B15
XV J17
XIII K16
III H18

Replacements:

Remaining brigades go into Allied
 Replacements Box.

14.2.2.2 French

All units face east.

Reduced-strength Infantry Divisions:

39 *N19*
3 *Q29*
61 *P31*
51 *P33*

Infantry Brigades (by attack strength):

2 *N21*
2 *O22*
3 *O23*
3 *P25*
3 *Q26*
2 *Q27*
2 *O27*

Artillery (all 6):

Set up after Germans, anywhere behind line *row 19 to south edge*, with at least one north of the Somme. They must be outside of German ZoC.

Corp HQ (start as Mobile):

XX *L20*
1Col *M25*
XXXV *M32*

Replacements:

Remaining brigades go into Allied Replacements Box.

14.2.2 German Set-up and Reinforcements

Units face west, except those on *row 14*, who face south. Front-line infantry are entrenched. Rear infantry start as mobile. Corps HQ begin in either mobile or supply mode.

Infantry Regiments:

2GR/77 *C1*; **91** *B2*; **55** *B3*; **15** *H8*.
52/160 *C6*.
26R/21 *C8*; **180** *E12*.
18R/31 *G13*; **86** *H14*.
17R/75 *J14*; **76** *K14*.
12/23 *M15*.
10th Bavarian/16 *N17*; **6** *O19*.
28R/109 *P21*; **111** *P23*.
Frentz/1 *U26*.
11R/156 *R26*.
121/56 *R28*.
11/38 *R30*; **10** *Q32*; **51** *Q34*.

Reinforcements:

August 19: **17R/162** *V26*.
 August 26: **Frentz 2 & 3**, anywhere on east edge.

Infantry Battalions:

C4
C5
E5
D10
E11
I11
F12
I14

L14
N16
Q17
S32

Artillery (all 11):

Set up before Allies, behind line and free of Allied sectors. At least two must start south of the Somme.

Corp HQ:

XIVR *RI3*
IX *H7*
VIR *T20*
XVII *S27*
IV *U32*

Replacements:

Leibert 1 & 2 regiments and remaining battalions go into German Replacements Box.

14.2.3 Special Rules

German Exit Areas: German units may exit the map voluntarily or as a result of combat.

- Units that voluntarily exit the north or east edge of the map must pay 5 British VP apiece. They will return on the next Game Turn anywhere along the same map edge, on or behind their lines, paying movement cost for entry squares.
- When units in combat are forced to retreat off map, they pay 3 British VP apiece. The retreat must be the only path available before it can be used. They will return in the same manner as voluntary units.
- The same unit can exit or retreat more than once in the game, each time paying the required VP.

Allied Exits: When British and French infantry exit the east map edge to fulfill victory conditions, they do not return to play.

Allied Sectors: British operations extend down to *row 18*, inclusive. French operations extend from *row 19* to south edge. Combat units pay three German victory points each for occupying squares outside their national areas. The cost is paid once in the game per unit. Corp HQs are exempt.

14.2.4 Victory Conditions: The following conditions determine the victor, if any, in Scenario 2:

British Victory I: The British player must satisfy all of the following:

- 1) Physically clear the entire German start trench of German units. ZoC from German units off this line does not matter.
- 2) British forces must claim all of these: Gommecourt *B3*; Thiepval Ridge (all

six squares) *E11-12*, *F11-12*, *G11-12*; Pozieres(both squares) *G13-14*; High Wood *K14*; Delville Wood *M15*; Guillemont *N16*; and Bouleaux Wood *P16*.

- 3) French forces must claim all of these: Biaches *S27*; Berleux *R30*; and Aunes Wood (both squares) *R33-34*.

British Victory II: As an alternative to Victory I, the British player may win by exiting seven or more Allied infantry units of any size off the east edge. British and French both count towards the total.

German Victory: Avoid both British victories, or earn 25 more VP (from unit losses, exits and replacements) than the British, or occupy at least seven squares of the British/French start trench from 1 July.

Draw: Both players achieve their victory conditions.

14.3 Scenario 3: Devil Machines

Historical Notes: News of heavy losses on the Somme filtered through to the home front. The British public was worried. Political pressure built for effective action. General Haig faced another cross roads, encouraged by G2 reports that German resistance was at the breaking point. He reversed his hostility to landships alias mastodons, and threw them into a new offensive. Forty-two of the iron monsters were launched at the German defenders, who panicked in places and spread word about the 'devil machines'. Soon, headlines splashed across the newspapers, telling about a single monster that rumbled through Flers village. Tank warfare was born.

The scenario length is 4 Game Turns, September 16 through October 6.

14.3.1 Allied Set-up and Reinforcements**British**

Front-line units on *rows 13-15* face north and remaining units face east. Facing behind the line is optional. Corps begin in either mobile or supply mode.

Full-Strength Infantry Divisions:

46 *A2*
CDN/3 *F13*
CDN/2 *G13*
III/NZ *L15*

Reduced-strength Infantry Divisions:

31 *B5*
4 *B7*
29 *B9*
36 *D11*
32 *D12*
8 *H13*
9 *I14*

- 18 M15
- 34 N16
- 48 M17
- 17 O17
- 56 P17

Reinforcements:

September 23: **CDNI** (full) A18.
 October 6: **49** (reduced strength) A18.

Infantry Brigades (by attack strength):

- 4 A3
- 2 B4
- 3 C10
- 4 D13
- 2 D14
- 3 J14
- 3 P18

Tanks:

- C16
- M16
- O18

Cavalry:

2nd Ind H18.

Artillery (all 8):

Set up after Germans, anywhere behind line down to row 18. They must be free of German ZoC.

Corp HQ:

- VII** A4
- VIII** A9
- X** E15
- III** H16
- XV** J17
- XIII** L17

Replacements:

Remaining brigades go into Allied Replacements Box.

French:

Full-strength Infantry Divisions:

- 11** P21

Reduced-strength Infantry Divisions:

- 39** P19
- 3** R29
- 61** P31
- 51** P33

Brigades (by attack strength):

- 2 O20
- 2 P22
- 3 P23
- 3 R25
- 3 S26
- 2 S27
- 2 R28

Artillery (all 6):

Set up after Germans, anywhere behind line from row 19 to south edge, with at least two north of the Somme. They must be free of German ZoC.

Corp HQ:

- XX** N19
- 1 Col** P27
- XXXV** M32

Replacements:

Remaining brigades go into Allied Replacements Box.

14.3.3 German Set-Up

Units face west, except those on rows 12, 13 and 14, who face south. Front-line infantry are entrenched. Rear infantry start as mobile. Corps HQ begin in either mobile or supply mode.

Infantry Regiments:

- 2GR/77** F3; **91** B2; **55** B3; **15** H8.
- 52/160** C6.
- 26R/121** C8; **180** E12.
- 17R/75** J13; **76** K14; **162** G12.
- 18R/89** H12.
- 12/23** M14.
- 10th Bavarian/8** P16; **16** Q17; **6** Q19.
- 28R/110** Q20; **109** Q21; **111** Q23.
- 121/60** T27.
- Frentz/1** U26.
- 121/56** S28.
- 11/38** R30; **10** Q32; **51** Q34.

Reinforcements:

September 23: **Frentz/2** and **Liebert 1 & 2** anywhere on east edge free of Allied ZoC.

Infantry Battalions:

- C4
- C5
- E5
- D10
- E11
- F12
- I11
- L13
- L14
- N13
- N15
- O16
- Q18
- S32

Artillery (all 11):

Set up before Allies, behind line and free of Allied ZoC. At least two must start south of the Somme.

Corp HQ:

- XIVR** F3
- IX** O12
- VIR** T20
- XVII** V26
- IV** S32

Replacements:

Three regiments of 11R(11th Reserve Division) and remaining battalions go into the German Replacements Box.

14.3.4 German Exits: German units may exit the map voluntarily or as a result of combat.

- Units that voluntarily exit the north or east edge of the map must pay 5 British VP apiece. They will return on the next Game Turn anywhere along the same map edge, paying movement cost for entry squares.
- When units must retreat off map, they pay 3 British VP apiece. The retreat must be the only path available before it can be used. They will return in the same manner as voluntary units.
- The same unit can exit or retreat more than once in the game, each time paying the required VP.

14.3.5 Allied Exits: When British and French infantry exit the east map edge to fulfill victory conditions, they do not return to play.

14.3.6 Allied Sectors: British operations extend down to row 18, inclusive. French operations extend from row 19 to south edge. Combat units pay 3 German VP each for occupying squares outside their national areas. The cost is paid once in the game per unit. Corps are exempt.

14.3.7 Victory Conditions: The following determine the victor, if any, in Scenario 3.

British Victory I: The British player must satisfy all of the following:

- 1) Physically clear the entire German start trench of German units. ZoC from German units off this line does not matter.
- 2) British forces must claim at least five of these: Gommecourt B3; Thiepval Ridge (all six squares) E11-12, F11-12, G11-12; Courcelette I11; High Wood K14; Flers N13; Gueudecourt O12; and Lesboeuufs Q14.
- 3) French forces must claim both of these: Perrone (two squares) U26-V26; and Brie U32.

British Victory II: As an alternative, the British player may win by exiting ten or more infantry units of any size off the east edge. British and French can both count towards the total, but at least five have to be British. All the exit squares must be in exclusive Allied ZoC at the end of play.

British Victory III: As an alternative, the British player may win by occupying Bapaume P7 at the end of play and tracing a line of squares from the town back to the west edge, free of German ZoC. The Bapaume unit(s) must be in good order.

German Victory I: Avoid all three British victories, or earn 20 more VP (from unit losses and replacements) than the British.

German Victory II: Occupy at least four squares of the British/French start trench with any combat units, excluding corps. The occupiers do not have to be in good order.

Draw: Both players achieve their victory conditions.

14.4 Scenario 4: Away To Siegfried

Historical Notes: War on the Somme bogged down to a trench-by-trench struggle, after British tanks did their part in gains of several thousand yards. Some observers blamed General Haig for sending them in too little and too early, before tactics for the use tanks were prepared.

British High Command was now wary of the weather, and were committed to getting in a final offensive before rain, snow and mud took over. Dominion troops buttressed the line in closing attacks. The British right and the French left made the best headway, deepening a German salient around Gommecourt and Beaumont-Hamel. By November the battlefield was sunk in mud, likened to a wolf that preyed on everything.

German Generals Hindenburg and Ludendorff decided that enough blood had flowed and that the line ought to be shortened. Over the winter, the Germans withdrew to the east, where they set up a formidable new defense-in-depth called the Siegfried Line.

The scenario length is 6 Game Turns, October 13 through November 17.

14.4.1 British Set Up

Front-line units on *rows 11-13* face north and remaining units face east. Facing behind the line is optional. Corps begin in either mobile or supply mode.

Full-strength Infantry Divisions:
46 *A2*

Reduced-strength Infantry Divisions:

31 *B5*
4 *B7*
29 *B9*
36 *D11*
32 *F11*
CDN/3 *H11*
CDN/2 *I11*
CDN/1 *J11*
19 *K11*
9 *L11*
30 *M11*
49 *N12*
34 *O13*

48 *P13*
56 *Q14*
17 *Q15*

Reinforcements:

October 13: **CDN/4**(full) *G13*.
October 20: **8**(reduced) *A18*.
October 27: **ANZ/1**(full) *N13*;
ANZ/2(full) *M13*.

Infantry Brigades (by attack strength):

4 *A3*
2 *B4*
3 *C10*
2 *E11*
4 *G11*
3 *H14*
3 *Q16*

Tanks:

x 1 (full) *M15*.

Artillery (all 8):

Set up after Germans, anywhere behind line down to *row 16*. They must be free of German ZoC.

Corp HQ:

VII *A4*
VIII *A9*
X *C13*
III *G14*
XV *L15*
XIII *N16*

Replacements:

Remaining brigades go into Allied Replacements Box.

14.4.2 French Set-Up

All units face east.

Full-strength Infantry Divisions:

11 *T18*

Reduced-strength Infantry Divisions:

39 *Q17*
3 *R29*
61 *Q31*
51 *Q33*

Infantry Brigades (by attack strength):

2 *R17*
2 *T20*
4 *S21*
3 *R22*
3 *R23*
3 *R25*
3 *S26*
2 *S27*
2 *R28*

Artillery (all 6):

Set up after Germans, anywhere behind line from *row 17* to south edge, with at least three north of the Somme. They must be free of German ZoC.

Corp HQ (start as Mobile):

20 *Q19*
I Col *P27*
XXXV *P31*

Replacements:

Remaining brigades go into the Allied Replacements Box.

14.4.3 German Set-Up

Units face west, except those on *rows 10, 11, 12 and 13*, who face south. Front-line infantry are entrenched. Rear infantry start as mobile. Corps HQ start in either mobile or supply mode.

Infantry Regiments:

2GR/77 *F3*; **91** *B2*; **55** *B3*; **15** *H8*.
52/160 *C6*.
26R/21 *C8*; **180** *E10*.
12/62 *C9*; **23** *N11*.
18R/31 *K10*; **86** *M10*.
17R/75 *H10*; **76** *J10*.
10th Bavarian/8 *P12*; **16** *R14*; **6** *S17*.
28R/110 *U18*; **109** *U20*; **111** *T21*.
Frentz x 3 *U19*; *S22*; *U23*.
17R/162 *T27*.
121/56 *S28*.
11/38 *S30*; **10** *R32*; **51** *R34*.

Reinforcements:

October 27: **Liebert 1 & 2** anywhere on east edge free of Allied ZoC.

Infantry Battalions:

C4
C5
E5
E9
D10
F10
G10
I10
L10
N10
O12
Q13
T15
R16

Artillery (all 11):

Set up before Allies, behind line and free of Allied sectors. At least two must start south of the Somme.

Corp HQ:

XIVR *F3*
IX *O9*
VIR *U16*
XVII *V26*
IV *U32*

Replacements:

Three regiments of 11th Reserve Division (11R) and remaining battalions go into the German Replacements Box.

14.4.4 Special Rules: The following apply in Scenario 4.

German Exits: German units may exit the map voluntarily or as a result of combat.

- Units that voluntarily exit the north or east edge of the map must pay 5 British VP apiece. They return on the next Game Turn anywhere along the same map edge they exited, free of Allied ZoC and paying movement cost for the entry squares.
- When units in combat must retreat off map, they pay 3 British VP apiece. The retreat must be the only path available before it can be used. They will return in the same manner as voluntary units.
- The same unit can exit or retreat more than once in the game, each time paying the required victory points.

Allied Exits: When British and French infantry exit the east map edge to fulfill victory conditions, they do not return to play.

Allied Sectors: British operations extend down to *row 16*, inclusive. French operations extend from *row 17* to south edge. Combat units pay 3 German VP each for occupying squares outside their national areas. The cost is paid once in the game per unit. Corps are exempt.

14.4.5 Victory Conditions: The following determine the victor, if any, in scenario 4.

British Victory I: The British player must satisfy all of the following:

- 1) Clear the entire German start trench of German units. German ZoC off the line does not matter.
- 2) British forces must claim all of these: Gommecourt *B3*, Warlencourt *L9*; le Transloy *R12*; and at least 6 of the 12 squares of the Transloy Ridges on *rows 8, 9, 10, 11, and 12*.
- 3) French forces must claim both of these: Perrone (two squares) *U26-V26*; and Brie *U32*.

British Victory II: As an alternative, the British player may win by exiting 12 or more infantry units of any size off the east edge. British and French can both count towards the total, but at least 6 have to be British. The exit squares must all be in exclusive Allied ZoC at the end of play.

British Victory III: As an alternative, the British player may win by occupying Bapaume *P7* and Beugny *V5* at the end of play and tracing a line of squares from both towns back to the west edge, free of German

ZoC. The occupying unit(s) must be in good order.

German Victory: Avoid all 3 British victories, or earn 25 more VP (from unit losses and replacements) than the British, or occupy at least 4 squares of the British/French start trench from 1 July.

Draw: Both players achieve their victory conditions.

15.0 CAMPAIGN GAME

The campaign game covers the offensive against the German lines along the Somme River.

The game length is 21 Game Turns, from July 1 through November 17.

15.0.1 Set-Up and Reinforcements

Initial units start as in Scenario 1, Over The Top. Reinforcements appear according to their schedule given in all four scenarios, with certain modifications.

15.1 British Set-Up

Infantry Divisions: Divisions already on the map do not reappear as reinforcements; they remain in play. For example, ANZ/1 first appears on July 22. The British player keeps ANZ/1 in the game until the next call for ANZ/1, which occurs on October 27. He ignores the second call. In another example, 7th division starts the game and stays in play. The call for 7th division on August 19 has no effect.

Infantry Replacements: It is possible to return a division as a replacement, however replacements cost victory points. [See section 13.3]. Brigades in the same square can combine with division replacement points. For instance, the British player combines a 2 and 3 brigade into the 56th full-strength division for a new strength of 8, and pays for the 3 new replacement points. If he chose to bring back 56th at reduced 6-strength, it would cost just one replacement point: 6-(2+3).

Mines: These set up and detonate in the same manner as in Scenario 1. Extra mines are available throughout play if the British player chooses Plant Mines in Operations [See Case 15.52].

Infantry Brigades: All unused brigades go in the Allied Replacements Box.

Tanks, Cavalry and Artillery: These units appear as scheduled and stay in the game until they are eliminated in combat. They may reappear only as replacements, never as reinforcements. Starting with the July 15 Game Turn and continuing on following

Game Turns until he succeeds, the British player can roll to release cavalry [See Scenario 1].

15.2 French Set-Up

There are no French reinforcements, only replacements. Removed divisions and unused brigades go in the Allied Replacements Box. A French division can reappear as a replacement if the British player loses it to combat, or he has converted it to brigades.

15.3 German Set-Up and Reinforcements

Infantry Regiments: Reinforcements and replacements proceed in the same way as British divisions.

Infantry Battalions: All unused battalions go in the German Replacements Box.

Artillery: These units appear as scheduled and stay in the game until they are eliminated in combat. They may reappear only as replacements, never as reinforcements.

15.4 Corps Set-Up

The Allied player starts the game with every corps headquarters present. He may recycle them later as replacements. German corps build-up reinforcements in July as scheduled and they also recycle.

15.5 Operations

To enhance fighting capability, both sides may step up operations before the offensive begins. Each player can choose from a range of options to improve his army's preparation. Used options will cost VP on the Game Record Track.

After the Campaign Game is set up, each player secretly decides whether to conduct Operations, by writing yes or no on a piece of paper. They then reveal their decisions and go on if one or both have decided yes.

In the event both sides decline Operations, the process ends. If just one player selects Operations, he chooses one or more options from his side's Operations Table and concedes the total VP to his opponent.

When both players approve Operations, they first secretly write down all options they choose from their respective Operations Tables and add up the total victory points to concede. Then the players simultaneously reveal the results and move their VP markers along the Game Record Track.

15.5.1 Operation Table results: Each side has their own Operations Table. The left column lists enemy victory points for each option chosen. To the right of the numbers are the corresponding options. At

the bottom, the total points appear for all options.

15.5.2 British options

Plant Mines: Engineers convince everyone that underground explosions are the key to advancing the front. After the initial Game Turn, the British player may continue to plant mines in a Mine Phase of each new Game Turn after the initial Game Turn. He follows the same procedure as in Scenario 1, except for two changes. First, he deploys two markers again that are randomly chosen. Second, he is not restricted to the German Start Trench; he may deploy one of these additional mines on any German-occupied square, provided that it is free of engagement and the square is adjacent to any British unit. French units do not count. 2 VP per turn additional mines are deployed are awarded to the German player.

Increase supply: British supply benefits from increased home front production and better depots. British Corps come back free of replacement charge after they are expended in supply mode. They do not cost any replacement steps, but do award 3 VP to the German player.

Build Artillery: British artillery closes the gap with the heavier German calibers. The British player deploys the extra 4-3-5-(11) unit, shown in yellow, at the start of the game in B 20. 1 VP is awarded the German player.

Change Objective: General Haig switches objectives to mollify staff debate. When the British player has drawn all map objectives in the upcoming Allied Objectives procedure, he may cash in one British objective or one French objective, and randomly pick another from the remaining parent group. He must announce that he is making the new pick. 2 VP are awarded the German player.

Command Center: British High Command improves in all aspects of attack planning. The British player employs a special plus two (+2) die roll modifier to all his Command Center die rolls for any 1 turn from June to July. 2 VP are awarded the German player.

Train Troops: British troops are no longer the New Army; they get better training and are ready to go in. Play is cut short by five Game Turns, and commences with the August 5 Game Turn. All interim reinforcements collect on their respective entry points and appear on August 5. British cavalry test for release commencing on that Game Turn. [See Scenario 1]. Combat is more effective:

- 1) An extra one-right column shift is made on all British assaults, regardless of the Command Center resources rolled.
- 2) British units trying to close assault receive a special -1 (minus one) modifier to their close-assault die rolls [See Section 8.3].
- 3) French units do not benefit.

15.5.3 German Options

Off-Map Artillery: German heavy artillery coordinates all along the front. The German player may fire an extra 5 factors in a single bombardment from the north or east edge up to 11 squares inland. The first square on the map edge counts in figuring the range. These 5 factors can fire alone or in combination with on-map guns. They can fire counter-battery, however, they are not subject to Allied counter-battery or assault. 3 VP are awarded the Allied player.

Conceal Artillery: Despite superior Allied air power, German artillery does a better job of hiding. German artillery sets up after the Allied set-up. They cannot be bombarded, and they automatically retreat if assaulted. 1 VP is awarded to the Allied player.

Reinforce Defense: German tactics succeed in heavily interlocking defenders, committing extra machine guns, and refusing all flanks. Allied units cannot do flank attacks. German defensive fire receives a special minus (-1) die roll modifier. 2 VP are awarded to the Allied player.

Discover Allied objective: German intelligence is sharper, expecting an offensive in certain sectors. The German player randomly picks 1 of the chosen British or French markers to discover an objective. 1 VP is awarded to the Allied player.

Command Center: German High Command also enhances tactical planning. The German player employs a special plus 2 die roll modifier to all his Command Center die rolls on any 1 turn during August or September. 3 VP are awarded to the Allied player.

Commit Reserves: Better marshaling in rear areas brings more troops to the Somme front. Battalions do not pay replacement steps, however they do cost VP. 6 VP are awarded to the Allied player.

15.6 Allied Objectives

British generals differed among themselves and with French generals over strategic objectives in an offensive of this scale. To reflect this tension, the British player must randomly draw markers to determine his goals in the campaign. Each goal has an assigned number of victory points on its marker.

15.6.1 Objective Determination: Placing all 11 British objective markers in a cup, the British player randomly draws 5 markers to set his goals for the British Army, keeping their identity secret. He then does the same with the 5 French markers, drawing 2 of those.

At this time, the British player may draw 1 new marker if he planned to Change Objectives in the preceding Operations. He announces whether it is a British or French objective he wants to change, puts the rejected marker aside, and places the leftover, unpicked British or French markers together in a cup by themselves and secretly draws one.

To facilitate competitive play, the British player should write down all final objectives on a piece of paper and keep them secret until the game ends.

When the German player has chosen Discover Allied Objective as an option, he tells the British player that he wishes to draw one of the final markers and specifies British or French. The British player returns the specified national set to the cup. The German player may discover one of these chosen objectives by randomly picking it from the cup, all the while keeping it secret from the British player. At the end of play, he can declare which one he discovered.

15.6.2 Territorial Objectives: Seven of the British objectives and four of the French objectives are territorial. They refer to towns or other strategic locations. Whoever controls these final objectives at the end of play receives their VP.

15.6.2.1 British Objectives:

Gommecourt *B3*

Thiepval Ridge (all six squares) *E11-12, F11-12, G11-12*

Pozieres (both squares) *G13-14*

Delville Wood *M15*

Guillemont *N17*

Transloy Ridges (six squares) *Q10, R10-11, S10-11, T11 and T12* (**Note:** Area *T12* was inadvertently left off the counter. The developer has been flogged)

Bapaume *P7*

2 VP are awarded for each of these objectives if controlled at the end of the last turn of the game.

15.6.2.2 French Objectives:

Estrees *M32*

Berleux *R30*

Perrone *U26*

Hem *O23*

1 VP is awarded for each of these objectives if controlled at the end of the game.

15.6.3 Map Edges: Both the French and Commonwealth forces have Exit East Map Edge markers. To gain the VP, the Allied player must exit at least 8 infantry units of the respective nationality off the east map edge by the end of the game. The units may be divisions or full-strength brigades. All exit squares have to be in exclusive Allied ZoC at the end of play. Control of a square can overlap Allied nationalities; they cover for one another. Exited British and French units do not return to play. Both markers in play will require their national units to exit. 3 VP per exited unit are awarded to the Allied player.

15.6.4 Tank-Cavalry Breakthrough:

One marker appears as Tank/Cavalry Breakthrough. The British player attains this objective by rolling 3 or more breakthrough assaults in the whole game, all involving tanks and/or cavalry. Any breakthrough without tanks or cavalry does not count. 5 VP are awarded to the Allied player if this objective is met by the end of the game.

15.6.5 German Strength Points: One British marker is German Strength Points, referring to German losses. To achieve this objective, the British player must inflict a minimum of 150 step losses on the German Army and have more victory points than the German player at the end of play. 5 VP are awarded to the Allied player if this objective is met by the end of the game.

15.6.6 German Reserves: One British marker appears as German Reserves. There are 2 different ways to meet this goal. First, the German player chooses Commit Reserves in his Operations procedure, and 5 or more German regiments come back as replacements in the game. In the second alternative, the German player does not choose Commit Reserves as an option, but at least 10 regiments reappear as replacements. 7 VP are awarded to the Allied player if this objective is met by the end of the game.

15.7 Victory Conditions

The following conditions determine the victor in the campaign game.

15.7.1 German Map Exit: German units may exit the map voluntarily or as a result of combat.

Units that voluntarily exit the north or east edge of the map deduct 5 British VP apiece. If the British VP total would be reduced to

less than zero the VP difference is awarded to the German player. The exited unit(s) can return on the next Game Turn, anywhere along the same map edge they exited, free of Allied ZoC and paying the MP cost for the entry squares.

When German units in combat must retreat off map, they cost 3 VP apiece. The retreat must be the only path available for it to be used. The unit(s) can return 2 turns later along the same map edge in the same manner as units exited voluntarily.

Use the German Objective marker to record VP awarded to the German player for exiting units off the east map edge. The same unit can exit or retreat more than once in the game, each time costing the required VP. However, any exited German units not returned to play by the end of the game are considered eliminated. All VP awarded to the German player for exited units are forfeit should even one German unit be eliminated for not returning to the game (ouch!).

Developer's Note: These units are raiding the Allied rear area. A sustained occupation was not possible for the Germans at this point.

British Victory I: The British player must satisfy all of the following:

- 1) Clear the entire German start trench of German units. ZoC from German units off the line does not matter.
- 2) British and French forces must claim all their respective map objectives. [See Section 13.12].
- 3) Realize all combat objectives as drawn from German Reserves, Tank/Cavalry Breakthrough, Exit E, and German Strength Points.
- 4) If the British player gains only some of the drawn map objectives, he cannot win Victory I. He may, however, count their VP in trying to win Victory II.

British Victory II: As an alternative, the British player may win by inflicting huge losses on the German Army. If the German Strength Point marker is not drawn, the VP ratio must run at least 2:1 in favor of the Allies.

German Victory I: Avoid both British victories, and earn 40 more combat VP (from unit losses and replacements, not exits) than the Allies.

German Victory II: Claim two of these 3 towns as objectives: Albert *A17-18*, *B17-18* (all four squares); Bray *F24*; and Privert *E30*.

Draw: Both players achieve their victory conditions.

ADDITIONAL READING

Asprey, Robert B., *The German High Command at War*, William Morrow & Company, Inc., 1991.

Buchan, John, *The Battle of the Somme*, George H. Doran Company, 1917.

Dugmore, Captain A. Radcliffe, *When The Somme Ran Red*, George H. Doran Company, 1918.

Falls, Cyril, *The Great War 1914-1918*, Capricorn Books, 1959, 1961.

Forester, C.S., *The General*, Little Brown Company, Inc., 1982

Gibbs, Philip, *The Battles of the Somme*, A. L. Burt Company, 1917.

Keegan, John, *The Face of Battle*, Vintage Books-Random House, 1934, 1976, 1977.

Livesey, Anthony, *Great Battles of World War I*, MacMillan Publishing Company, 1989.

MacDonald, Lyn, *Somme*, Salem House, 1983, 1985.

McCarthy, Chris, *The Somme, The Day-by-Day Account*, Arms & Armour Press, 1993.

Middlebrook, Martin, *First Day on the Somme*, W.W. Norton & Company, Inc., 1972.

Terraine, John, *The Great War 1914-1918*, Doubleday & Co., 1965.