

## ABBREVIATED SEQUENCE OF PLAY -----

### 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.

*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)

*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)

## WEATHER DETERMINATION (5.0) -----

ID6	Weather	British Air Observation	German Air Observation	Movement	Supply Range
1-3	Fair	Yes	Yes	Full	8
4	Drizzle	1-2 No, 3-6 Yes	1-4 No, 5-6 Yes	Lose 1 MP	6
5-6	Rain*	1-4 No, 5-6 Yes	1-5 No, 6 Yes	Lose 2 MP's	5/4*

### Die Roll Modifiers

+1 Rain on previous Turn

+1 Sept. 16 Turn or later

*\*Nov. 3 Turn or later, Rain is Snow – no air observation, reduced Supply range of 4.*

## TERRAIN (7.1, 11.5.1) -----

*Where more than one type of terrain exists, apply the single highest effect. Exception: River effects add to other terrain.*

Type	Movement Cost	Assault Effect
Clear 	1 Straight 2 Diagonal	No Effect
Town 	No Effect	1 Shift Left
Woods 	2 Straight 3 Diagonal	1 Shift Left
Ridge 	2 Straight 3 Diagonal	2 Shifts Left
Marsh 	2 Straight 3 Diagonal	1 Shift Left
Canal 	No Effect	No Effect
Minor River 	No Effect	1 Shift Left
Somme River 	Impassable, except at Major Road	1 Shift Left <i>Attack at Major Road only</i>
Railroad 	No Effect	No Effect
Minor Road 	1 Straight 2 Diagonal <i>Negates Woods, Ridge, Marsh (7.2.3)</i>	No Effect
Major Road 	½ Straight 1 Diagonal <i>Negates Woods, Ridge, Marsh (7.2.3)</i>	No Effect
Starting Trench 	2 Straight 3 Diagonal	2 Shifts Left <i>Infantry units only, all others use other terrain</i>

# THE BIG PUSH

## THE BATTLE OF THE SOMME

## COMMAND CENTER (9.0) -----

Up to 4 Command Resources can be applied to an Assault  
(see Case 11.5.2)

2D6	Second Attacks	Barrage Level C = Creeping I = Lift	Smoke Screen	Tanks/Cavalry	Gas	Night Attacks	Consolidate
0,1	0						
2	0						
3	1	1L	0	0	0	0	0
4		2L					
5		2L	1				
6	2	2L, 1C		1			
7		3L, 1C			1		
8		3L, 1C	2			1	1
9	3	4L, 2C		2			2
10		4L, 2C			2		3
11		5L, 3C	3			3	4
12	4	5L, 3C		3			5
13		5L, 4C	4			4	6
14	5	5L, 4C		4			

### British Die Roll Modifiers

- 1 Rain or Snow
- 1 for each friendly Disrupted HQ
- +1 Two or more Objectives reached
- +2 Attack Planning
- +2 No Germans on Start Line

### German Die Roll Modifiers

- +1 Any Allied units on Start Line
- +1 If Germans occupy at least 1 Primary Trench square
- +2 All tanks Broken Down/Damaged

## CORPS HQ COMMAND RANGES (8.3, 8.4)

All ranges in squares.

8	Good Order
5	Disordered HQ
5	British HQ (Good Order or Disrupted) when one or more British brigades or tank companies take part in an Assault
0	HQ is Engaged

## CORPS HQ SUPPLY RANGES (11.1) -----

All ranges in squares.

8	in Fair Weather
6	in Drizzle
5	in Rain
4	in Snow
5	for a British HQ (see Section 8.4)
3	for a Disrupted HQ
3	for an HQ rally (see Case 12.2.1)

## BOMBARDMENT (6.0) -----

		Factors Firing									
Target Terrain is... Clear		2	3	4	6	8	10	12	14	16	
Woods or Town		4	5	6	8	10	12	14	16	18	
Ridge or Secondary Trench		6	7	8	10	12	14	16	18	20	
Start Trench		8	9	10	12	14	16	18	20	22	
1D6*	1	S	D			ST			2ST	3ST	
	2	-	I	S		D		ST	ST	2ST	
	3	-	I	S		D		D	D	ST	
	4			I		S				D	
	5						I		S		
	6									I	
Air Bombardment 2D6**		2	3	4	5	6	7	8	9	10	

### Die Roll Modifiers

- 2 Cavalry Target
- 1 for Air Observation
- 1 each Stacked Target Unit
- 1 each Heavy Artillery Unit
- +1 if Unsupplied
- +2 if Rain or Snow

### Results Key

- I = Interdict
- S = Suppress
- D = Disrupt
- ST = Step Loss
- = No effect

\*Any result other than No Effect is an Interdict result against a vacant square (Case 6.5.1)

\*\*DR of 11 or 12 for Air Bombardment is an automatic miss (Section 6.6)

## DEFENSIVE FIRE (10.0) -----

2D6	Factors Firing										2D6
	1	2	3	4	5	6	7	8	9	10	
≤ 1	1			2			3			4	≤ 1
2	D	1	1		2	2		3	3		2
3	R	D		1			2			3	3
4	-	R	D		1			2			4
5			R	D		1			2		5
6				R	D		1			2	6
7					R	D		1			7
8						R	D		1		8
9							R	D		1	9
10								R	D		10
11									R	D	11
12+										R	12+

### Die Roll Modifiers

- 1 Close Assault Attacker
- 1 Interdicted Attacker
- +1 if Rain or Snow Weather
- +1 Interdicted Defender
- +1 Attacker includes Tanks

### Results Key

- # = Attacker Steps Lost
- R = Attacker Retreats
- D = Attacker Retreats and becomes Disrupted
- = No Effect

## SUPPRESSION ----- and ----- DISRUPTION EFFECTS

• No Defensive Fire

• -1 MP

• +1 to the Assault Commitment DR

• No Defensive Fire

• ½ MPs

• No Assault



## HQ REPLACEMENT (11.2.1) - Roll 1D6

+1 DRM if Rain or Snow

DR 1-3 = HQ available next turn

DR 4-7 = HQ available after 2 turns

## REPLACEMENTS (12.1) -----

2D6	(Assaults) + (Steps Lost in those Assaults) + (Units that become Disordered)											
	4	5	6	7	8	9	10	11	12	13	14+	
2	1			2			3			4		
3	1		2			3			4			
4	1	2		3			4					
5	1	2	3			4			5			
6	2		3			4			5			
7	2	3		4			5					
8	2	3	4			5			6			
9	3		4			5			6			
10	3	4		5			6					
11	3	4	5			6			7			
12	4		5			6			7			

## TANK BREAKDOWN (7.8) -----

Roll 1D6 for each tank unit.

On a DR of 5 or 6 the unit breaks down (place marker on it).  
Otherwise remains in good order.

+1 DRM if Rain or Snow weather in effect.

## TANK RECOVERY (12.3) -----

Roll 1D6 for each broken-down tank unit.

On a DR of 1-2, the unit recovers, otherwise it remains broken down. Apply any of the following DRMs that apply.

+1 DRM Any Good Order German unit adjacent to the tank unit (+1 maximum). Disrupted or interdicted German units do not count.

+1 DRM On Rain and Snow weather turns

-1 DRM A British cavalry or infantry brigade is stacked with the tank unit. French units have no effect

## RALLY (12.2) -----

Units Rally with a DR of 1-3.

*Die Roll Modifiers*

-1 if unit ≤3 squares from an HQ in Supply Mode

+1 if unit in an enemy ZoC

+1 if Rain or Snow weather (tank companies only)

## BRITISH OPERATIONS (15.5) -----

German VPs Awarded	Option
10	Plant Mines
15	Increased Supplies
15	Build More Artillery
20	Change Objectives
25	Improve Command Center
30	Better Train the Troops
115	<b>Total of all options</b>

## GERMAN OPERATIONS (15.5) -----

British VPs Awarded	Option
10	Off Map Artillery
10	Concealed Artillery
15	Reinforced Defenses
15	Discover Allied Objectives
20	Improve Command Center
25	Commit Reserves
95	<b>Total of all options</b>

