

## GAME RULES (2ND EDITION)

# THE BIG PUSH

## THE BATTLE OF THE SOMME



### 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. This game can also be easily played solitaire.

### 2.0 READ THIS FIRST

We’ve organized the overall structure of the rules of this LPS Inc 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 7.5.1, 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.

### 2.1 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 at [gamesupport@atomagazine.com](mailto:gamesupport@atomagazine.com) if you have an idea on how we can communicate better with you.

### 2.2 Rules Questions

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please send an e-mail to: [gamesupport@atomagazine.com](mailto:gamesupport@atomagazine.com) phrasing your questions so that a simple sentence, word, or number can answer them.

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. In addition, be sure to check out both the *Against the Odds Magazine* and *The Big Push* discussion folders at [www.comsimworld.com](http://www.comsimworld.com).

### 3.0 GAME EQUIPMENT

A complete game of *The Big Push* includes the following:

- One 22” x 34” map
- 264 die-cut 5/8” counters on one and a half sheets, plus addenda strip.
- These 2nd Edition rules, 4 Player Aid Charts (PAC), and demo game.

If any of these parts are missing or defective please e-mail us at [admin@atomagazine.com](mailto:admin@atomagazine.com) for replacements.

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

### 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.

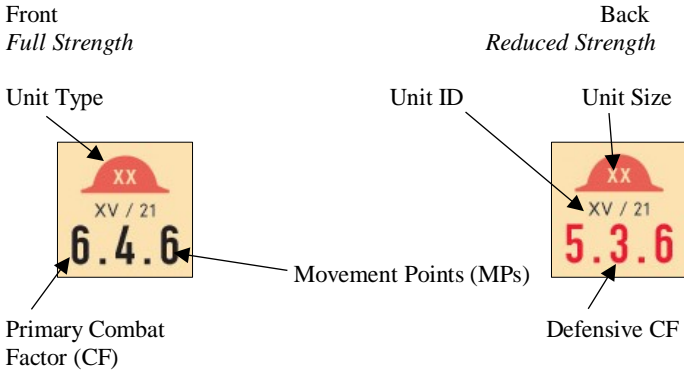
### 3.4 Units

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 Disruption,

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. French units have a blue background and German units are black. British and Common-wealth (Canadian, Australian, etc.) units have a tan background and are collectively referred to as “British” in the rules. British and French forces together are referred to as “Allied” forces in the rules. 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.

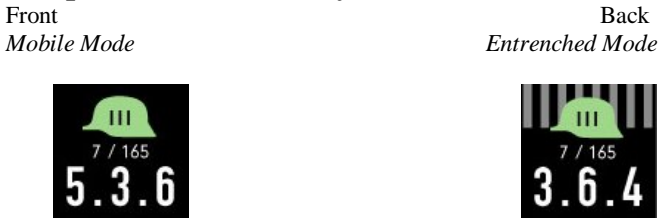
**Sample Allied Infantry Unit**



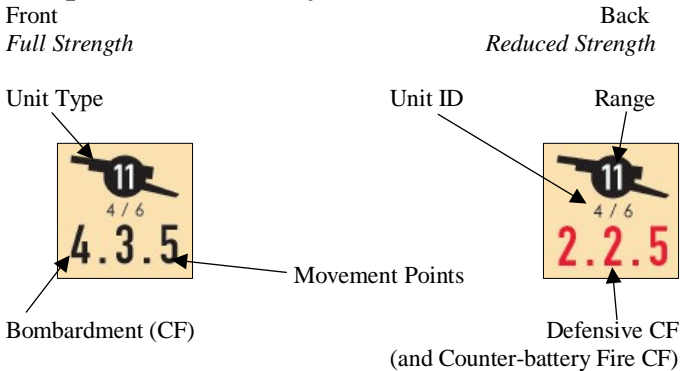
- Combat unit sizes vary:**
- Co = British Tank Company
  - II = Battalion
  - III = Regiment
  - X = Brigade
  - XX = Division
  - Flag = Corps Headquarters

German combat units appear differently. The front side depicts a unit when in mobile mode; the back side depicts a unit when in entrenched mode.

**Sample German Infantry Unit**

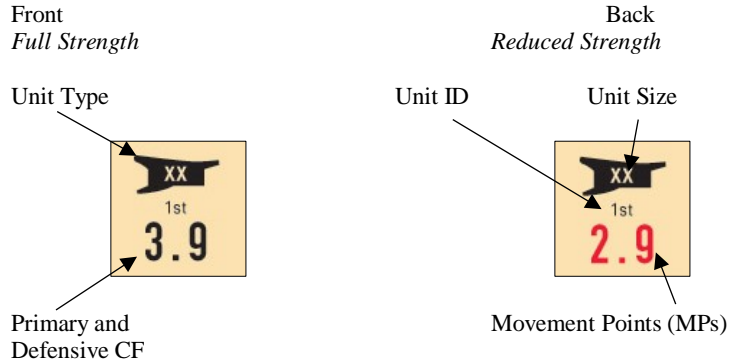


**Sample Allied Artillery Unit**

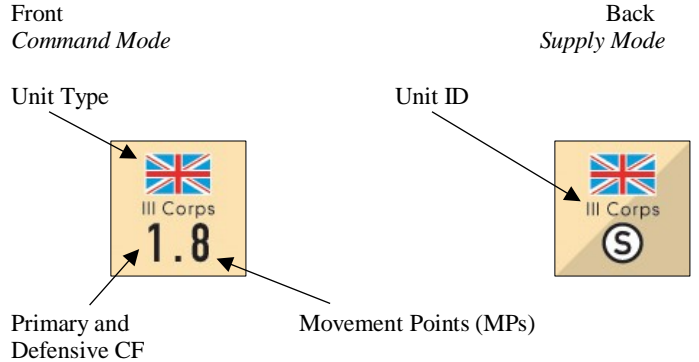


**Note:** Heavy artillery units are ones with ranges greater than 6. The regular and heavy artillery units have different icons, with the heavy artillery units having a longer gun barrel.

**Sample Allied Cavalry Unit**



**Sample Allied Headquarters Unit**



**Unit Types**

- |  |                 |  |                 |
|--|-----------------|--|-----------------|
|  | UK Infantry     |  | Tank            |
|  | French Infantry |  | Light Artillery |
|  | German Infantry |  | Heavy Artillery |
|  | Cavalry         |  | 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.





Artillery Interdiction



Broken-down Tank



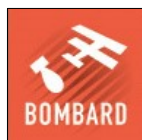
Buried Mine



Blown Mine Results



Objective



Allied Air Bombardment



Engaged



Allied Air Interdiction



Victory Points



Replacements



Game Turn



Weather

### 3.5 Definition of Terms

**Combat:** Bombarding, Counter-Battery Firing upon, or Assaulting enemy forces.

**Command 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:** A carefully planned Bombardment that moves just ahead of attacking troops.
- **Gas:** A deadly form of Bombardment that throws poison gas onto defenders.
- **Lift Barrage:** Bombardment that fixes on defensive positions and then “lifts” from front to back.
- **Night Attack:** A complex Assault in darkness.
- **Secondary Attack:** A follow-up repeat Assault, but at a lower strength.

- **Smokescreen:** A 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 Fire:** Return fire from defending artillery to block attacker’s Bombardment.

**Die Roll (DR):** The rolling of 1 or 2 six-sided dice (as detailed by the tables for the roll).

**Die-Roll Modifiers (DRMs):** Cumulative and offsetting numbers to change die rolls in combat.

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

**Disrupted:** Indicates units in great disorder, Disrupted units that cannot Assault and defend poorly.

**Suppressed:** Indicates units in minor disorder. Suppressed units *may* Assault (but have a +1 DRM as per the chart). Suppressed units are halved on defense when the target of an Assault combat.

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

**Interdiction:** A square under Bombardment 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. Both side’s Headquarters can operate in Command or Supply Mode. German infantry units can adopt entrenched or mobile mode.

**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 Allied 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 Allied 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 Determination 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 DR 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 DR results, all units drop 1 MP 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 artillery units have fired, or the phasing player voluntarily ends the Phase. At the end of the ground Bombardment, the Allied player also resolves Air Bombardment.

### 6.2 Artillery Bombardment

Appearing on the Artillery Bombardment Table are rows displaying various target terrains. These rows vary from most vulnerable (Clear – top terrain row) to the strongest (Start Trench – bottom terrain row). Each row shows the minimum fire power, expressed in Bombardment factors, needed to strike at the specific terrain involved (first column of the row with a value).

**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.
- All units, except British cavalry, benefit from a Start Trench. Cavalry do not benefit from trench protection in their square.
- 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 square.

To Bombard, a player must fire at least the minimum number of Bombardment factors for the defensive terrain being used. 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.*

Total firing Bombardment factors that fit between a row's numbers always fire on the lower column (i.e. 7 factors would drop to the 6 factor column in Clear terrain). Total firing Bombardment factors that exceed the far right column's value of that row will fire on that column, without any added benefit.

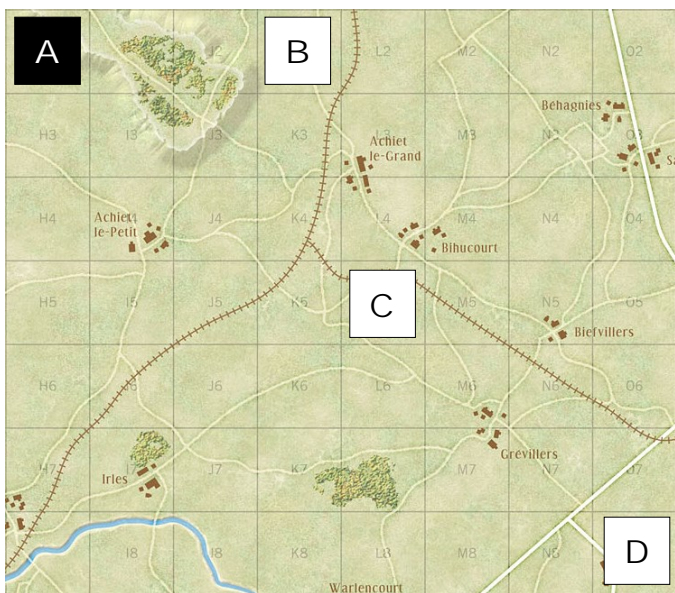


## 6.3 Bombardment Requirements

To Bombard or Counter-battery Fire, artillery must be in range and in Good Order. Each eligible unit may then fire once per phase.

**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 example below firing artillery unit A, with a range of 6, can Bombard enemy units B or C because they are 3 and 4 squares away. Unit A may not fire at enemy unit D, which is 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.

**6.3.2 Artillery Fire Limitations:** Only Good Order artillery may fire or counter-battery 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 DR penalty (see the Artillery Bombardment Table). Supply range for Bombardment is figured the same way as for combat supply (see Section 11.1).

When an artillery unit fires, all its factors must commit to one target square, there is no splitting of factors to a number of squares.

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.

Artillery and Aerial 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

Units that execute Counter-battery Fire do not perform it like a regular Artillery Bombardment, instead they use a procedure that is detailed below. The Defensive CF of the firing artillery unit (middle number) is used for Counter-battery fire.

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. Apply the applicable DRMs to the roll that are listed on the Bombardment Table Modifiers (see PAC). If the roll is less than or equal to the total Counter-battery factors, the Counter-battery 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 Fire misses and the Bombarding unit is unaffected. If there are two Bombarding units in a square, the defender rolls for each separately using the same Counter-battery value against each target unit. Mark artillery units that are hit by Counter-battery Fire as Disrupted.

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

**6.4.1 Optional Counter-battery Fire Resolution:** Use the Bombardment table to resolve Counter-battery Fire; resolving it as per the rules for artillery Bombardment (with modifiers for supply, command, terrain, etc.). This will make it a bit easier on the Allied player and is recommended as a play-balance technique for players of differing abilities. Artillery units that are Reduced, Disrupted, Interdicted, or Suppressed would be prevented from carrying out their declared Bombardment attack.

## 6.5 Bombardment Results

The firing player rolls a die on the Artillery Bombardment Table, modifies 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 DRMs as shown beneath the Table.

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

*For 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 DRMs combine, they produce a net DRM of -2.*

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

As in Counter-battery, mixing units in and out of supply still produces the +1 DRM for each Bombarding unit that is out of supply in their combined Bombardment.

Matching the modified DR 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).  
*Example: A 7 5 6 division that is flipped over on its reduced 5 3 6 side. Another step loss decreases the division to a 4 3 6 brigade.*
- **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, cannot 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.

A Disrupted German battalion that needs to take a step loss is eliminated. Place the unit into the Recruitment Pool box.

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

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 Allied 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 Allied 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 Allied 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 dice roll result runs from 2 on the far left column to 10 on the extreme right. Dice rolls of 11 and 12 are automatic misses (Bombardment or interdiction), and the counter

is removed for the current Game Turn. On a dice roll from 2 to 10, the Allied player rolls another die on that column to see what damage is caused. Bombardment DRMs do not apply to the air bombardment.

*For example, a 6 is rolled for the air column, which puts the Air Bombardment on the “8 clear” column. The damage roll is 3, for a Suppress result.*

The Allied 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 square control. By staying far enough back, a unit may execute off-front movement. Units that have their movement factor halved, and also marked at –1 or –2, are halved after the subtractions.

Reinforcement entry and tank breakdown 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. Squares that have a Primary Trench cross them only at a corner are not considered Primary Trench squares (C2, C3, D9, E10, F15, L18, M19, M28 and K34).

**Note:** Minor rivers and the Canals du Nord and Somme are shown only for historical 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. Units may enter these squares if moving along a road.

*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 a shared square, 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 (MP) allowance. When a unit moves across the map, it expends one or more MPs for entering each new square, as shown on the Terrain Key on the PAC. A unit may move up to its printed MP allowance in Fair weather, and a lower MP allowance in bad weather (see the Weather Determination Table).

A player moves his units one at a time, expending some or all of its MP allowance. A unit must pay the single highest MP cost to enter a mixed terrain square.

**Exception:** See Case 7.2.3 for Road movement.

A player may not save unused MPs from a unit and transfer them to another unit, nor may they be saved in one turn and used in the next. No unit may move into a square unless it has the requisite points remaining for entry.

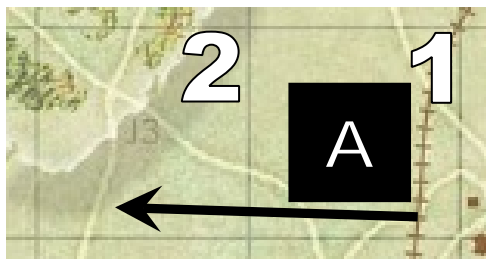
*For example, a French brigade with a MP allowance of 6 moves diagonally into woods (3 MPs), then straight into ridge (2 MPs). With just 1 MP left, the brigade cannot enter a new woods square straight on; 2 MPs are needed and the brigade has only 1 left.*

**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 MPs to go diagonally (see the Terrain Key).

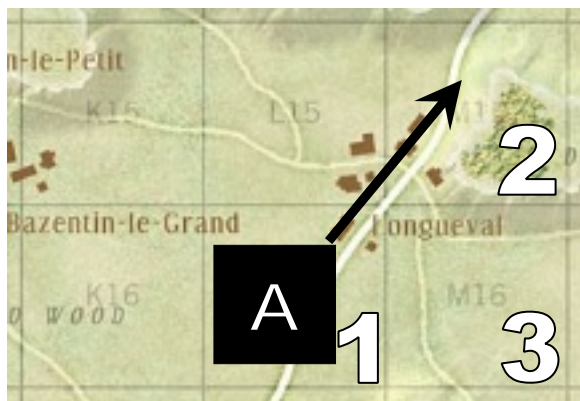
**7.2.2 Facing:** During movement a unit faces in the direction it moves. At the end of movement, the top of a unit must face a square's side. Rotating a unit to a face a square side does not cost MPs. Rotating in an enemy ZoC square is permitted only to leave the square. All units ending in a stack 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 if these squares contained only clear terrain. *For example below, Unit A in square "1" crosses from right to left, paying one MP. Without the minor road, unit A would pay 2 MPs to enter square "2" due to ridge or woods.*



Major roads negate surrounding terrain. Moving straight along major roads costs 1/2 MP and moving diagonally costs one MP.

*In the example below, unit A travels the major road from square "1" to square "2". Unit A spends 1 MP, ignoring the 3 MPs 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 unit A 2 MPs.*



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 MP to move into or out of the interdicted square. Doing both would cost +2 MPs.

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 Positioning 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.

**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 first friendly movement phase possible.

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

**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 (CF and MP-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 2 MPs, shown as a 4 movement allowance on the entrenched side. Going from entrenched to mobile mode costs nothing, shown as a 6 movement allowance 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 while in these states.



**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 only 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 further. 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 (even if stacked with a friendly unit) is removed from the map after all combats are resolved for this player turn 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 is attacked by Assault surrenders and is removed permanently from the game (see 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 Allied player removes the division unit and substitutes three brigade units with an equal or lower tally 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.

**7.4.5 Breakdown and Buildup Inside Enemy ZoCs:** Enemy ZoCs do not prevent units from separating into smaller units or combining into larger units.

## 7.5 Zones of Control (ZoCs)

Each and every combat unit in Good Order, no matter the type or size, projects a Zone of Control (ZoC) in the square it occupies and into all surrounding squares.

Units move subject to the presence of enemy forces that project ZoCs over adjacent map areas. Units pay no extra MPs for entering or exiting enemy ZoCs.

*In the example below, Unit G (which is in Good Order) projects a ZoC into all squares marked "ZoC" and its own square.*

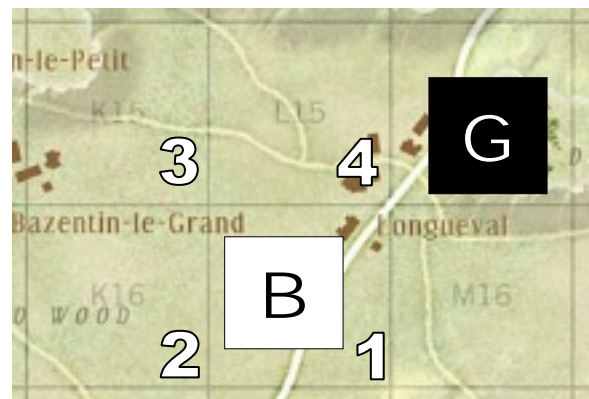


Enemy ZoCs are negated by the presence of friendly units for purposes of supply (11.1), command (8.2), and HQ destruction (7.4.2).

A moving unit must stop as soon it enters an enemy ZoC.

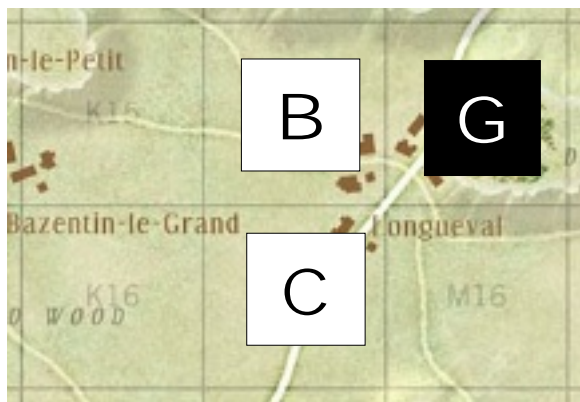
Whenever a unit begins movement already in an enemy ZoC, it may not move directly to another square in an enemy ZoC; the unit must first move to a square free of enemy ZoCs before it may enter another controlled square.

*In the example below, unit B wishes to move. Unit G is in Good Order and thus projects a ZoC. Unit B has to back out of square "1" and enter Square "2" or "3", assuming both are free of enemy ZoCs, before it may enter Square "4".*





Opposing units can exert ZoCs over the same square. The presence of friendly units or friendly ZoCs does not erase enemy ZoCs for movement purposes.



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

Disrupted, Suppressed and interdicted enemy units never project ZoCs into surrounding squares. A phasing unit may move right around them as though they were not there. Disrupted Enemy units still project a ZoC in the squares they occupy. A friendly unit may not move into their squares.

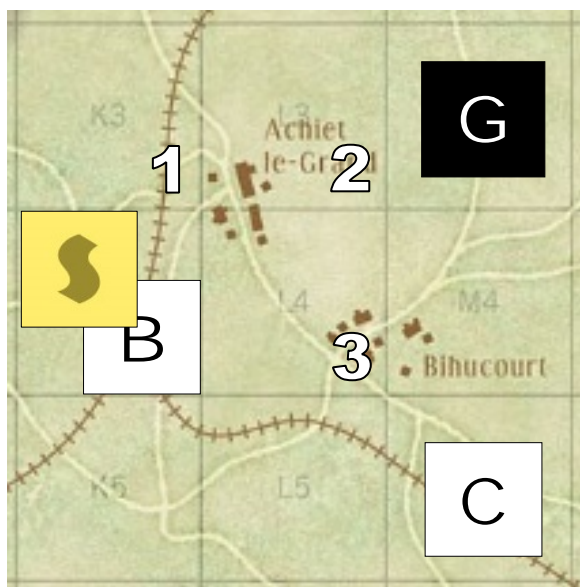
Other nearby enemy units, in Good Order, can project ZoCs and protect these Disrupted units.

Units in Good Order also protect Disrupted units by stacking with them.

Engaged units do project ZoCs into surrounding squares. Both sides in the engagement extend the same control.

An HQ in Supply Mode only projects a ZoC in the square it occupies and none in the surrounding squares. See Case 7.4.2 should an HQ come under an enemy ZoC.

In this next example below, unit B is Suppressed and C is in Good Order. Unit G can move into Squares "1" or "2" because B has no ZoC. If G moves into Square "3", however, G must halt; C projects a ZoC over Square "3" and protects B in the square controlled.



## 7.6 Off-Front Movement

A unit behind the front lines may increase movement through the use of off-front movement. To be eligible for off-front movement, the unit must stay at least three squares away from any enemy unit at all times. For counting distance, the square of the moving unit is excluded, and the square of an enemy unit is included.

**Exception:** Enemy units, when totally surrounded by friendly units and/or their ZoCs, do not stop off-front movement out to 3 squares distance.

A unit eligible for off-front movement doubles its printed allowance. In bad weather, the point deduction comes first before doubling.

For example, a mobile German unit moves in Rain. Its four MPs (six less two) doubles to eight MPs. A unit executing off-front movement has to observe all other movement rules.

## 7.7 Reinforcements

Consulting the Reinforcement Schedule found in the particular Scenario or Campaign Game, the phasing player enters the units onto the map at a friendly map edge as indicated below. Movement entry cost through the same square is the same for all units, even where they are backed up and enter in line.

German units enter on the east map edge. British units enter on the west map edge. Note that there are no French reinforcement units in the game.

Some reinforcement units enter at designated squares along the map edge. Others may enter anywhere on the owning player's map edge.

Scheduled reinforcements can come into play any time during a player's Movement Phase. Players may delay reinforcements to later Game Turns at their option. German infantry may enter in mobile mode or entrenched mode.

Reinforcement units can execute off-front movement, provided they maintain the required distance away from enemy forces at all times.

**7.7.1 Reinforcement Corps HQs:** These units must enter in Command Mode. At the end of their move, the HQ can invert to Supply Mode. This is the only exception to the rule preventing HQs from moving and flipping to Supply Mode in the same turn.

## 7.8 Tank Breakdowns

British tanks companies operate in their first Game Turn without any breakdown and move normally. In the Movement Phase of every subsequent Game Turn, the Allied player checks for possible breakdowns. Tank breakdown is a function of movement, not combat.

At the beginning of Allied movement in subsequent Game Turns, he rolls a die for each tank unit that is not broken-down and consults the Tank Breakdown Table on the PAC. A broken-down tank unit may not move or Assault, but defends normally.

Broken-down tanks return to Good Order when they successfully recover in the Reorganization Phase. A tank unit could breakdown and then recover in the same Game Turn.

Rain or Snow weather affects tank breakdowns and recovery with an adverse DRM of +1.

## 8.0 ASSAULT COMMITMENT

Certain friendly forces may Assault adjacent, enemy-occupied squares. To commit Assaults, the phasing player re-positions eligible units onto the square's line of the defending unit's square. When he has finished re-positioning all the friendly units chosen for Assaults, the phasing player may try to commit them further, to Assaults.

## 8.1 Eligible Units

Eligible units consist of Good Order infantry. British Assaults may also use Good Order cavalry and Good Order tanks. Disrupted units cannot Assault. Artillery and Headquarters may not Assault.

British and French units may commit to the same Assault, provided they do not stack together and they receive Command Support from their respective headquarters. (Which means using 1 British and 1 French HQ for Command Support and 1 British and 1 French HQ for Supply). Their ultimate cooperation in the Assault, however, depends on their ability to coordinate (see Section 11.3).

The Somme River impedes Assaults on the map. Units may attack across the river only at a major road crossing points (see Cases 7.1.1 and 7.1.2).

## 8.2 Command Support

All eligible units require command support to Assault. They must draw command support from a friendly Corps HQ that is within command range and in Command Mode (flag side up). A Corps HQ can only support Assaults by units of the same nation. British and French units draw support only from their own national HQs.

In counting the path of squares (maximum path length is defined below), the phasing player excludes the HQ and includes the Assault square. The path must be free of enemy units and enemy ZoCs. For purposes of tracing command support range, a friendly unit negates an enemy ZoC square. Bad weather does not affect command support range.

## 8.3 French and German HQs

These HQs coordinate well with all member units. In Good Order, their command support range extends up to eight squares. If they are Disrupted, their range shortens to five squares. Engaged HQs in Command Mode only provide support for the square they are in.

## 8.4 British Corps HQs

British command support range is the same as German and French, except for smaller Assaulting units. The sheer size of the 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. Disrupted British HQs still support up to five squares. Engaged HQs 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 re-position to the square's line between them and the defenders and face directly toward the defender.

*In the example below, B advances and faces straight ahead. C advances and faces diagonally. By their advance, 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 Assault Combat

A special form of attack, called 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 an Assault, the attacker first commits all Assaults that he intends to make. He may then try to launch an Assault within any of the committed Assaults. A DR 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 if a unit in the assaulting square is Suppressed. If the DR is less than or equal to the offensive strength factor of the attacking unit it may perform the Assault. 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.

**Note:** For Allied divisions with a CF of six or greater, the Assault is automatic for them; no DR is needed (see Optional rule, Case 8.7.1).

If the DR exceeds the unit's Assault strength, the Assault attempt fails. The unit stays where it is, on the square line. An Assault can be unpredictable; some unit(s) may go in while others fail.

Secondary Attacks can also use Assaults, which are decided in the same manner. The phasing player again uses Assault strength for his test DRs, not Secondary Attack strength (see Case 9.2.1).

**8.7.1 Optional Rule:** Treat any Assault DR of 6 for the above test as a failed DR (no automatic passess).

*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 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 DR result with any modifiers (listed to the right of the table) 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 DR of 5 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 DR of 7 allows the phasing player two Secondary Attacks.*

## 9.2 Command Resources

All Command Resources aid Assaults. Most will provide favorable DRMs 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 the value as noted below:

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

**9.2.2 Barrage Level:** advanced barrage techniques. Lift barrage (L) hedgehops across the defenses, while creeping barrage (C) walks ahead of the attacking 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 another command resource type for his lack of tank/cavalry (see Section 9.4).

**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.

These Command Resources and the details of their effects for Assaults are further explained in Sections 11.5 and 11.6.

## 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 may use up to a maximum of 4 Command Resources in a single Assault (as per Case 11.5.2 and the Command Center Table). 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 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

Resources exist only for the Player or 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 player's current Assault Phase.

## 9.4 German Substituted Resource

Since the tank/cavalry resource is not available to the German Army in the battle, the German player rolls a second die to see whether he may augment one of his resources by the amount for tank/cavalry awarded as a substitution in lieu of. No modifiers apply.

After any original DR that awards the tank/cavalry resource to the Allies, the German player first declares what other resource he wants and rolls a single die to see if he can augment his selected resource by the tank/cavalry number awarded.

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

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

## 10.0 DEFENSIVE FIRE

In the third phase, before any units Assault, defending units in Good Order 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 the 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 (see PAC). He rolls two dice, applies relevant modifiers, and checks the results of the Table. The Assaulting player then applies 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.

**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.

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.

## 10.2 Fire Execution

Only defenders in Good Order that are in or adjacent to squares where units have been declared to Assault may fire at those attackers.

**Note:** Units that failed to commit to an 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 once for that Assault. Modifiers listed beneath the Table adjust the DR. They are cumulative.

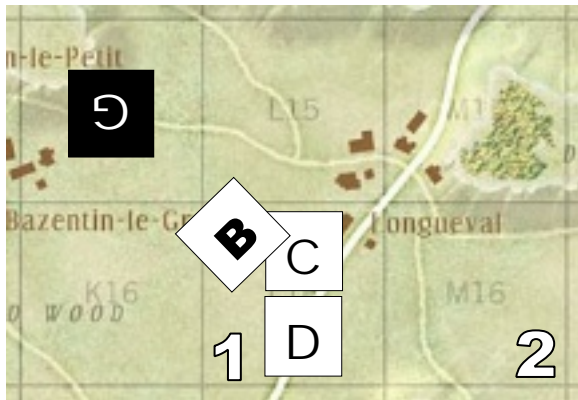
*For example, a defending force with 4 factors fires at their attackers, who have among them an interdicted unit for a -1 DRM (launching from an interdicted square), and another unit conducting an Assault for another -1 DRM. The attack takes place in Rain weather for a +1 DRM. The defending player rolls a 5, modified to a final roll of 4. The Assaulting forces suffer a "1", a single step loss.*



Matching the final, modified DR 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 to 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. Displacement would only occur if an attacking unit that failed its Assault Commitment DR is then compelled to retreat due to Defensive Fire. In this case it would have to leave the “jump off square” since it never did go up to or straddle the border with the defender (as described in Sections 8.6 and 8.7, as well as the demo).



*In the above example, unit G Defensive Fires at attacking unit B and gets an R, forcing unit B back to its jumpoff square “1”. Units C and D had previously moved and now occupy B’s original square “1”. To make room, the Allied player retreats C backwards to square “2” and B stacks with D. In the event C would over-stack in square “2”, one of those units goes back, and so on, until the whole retreat/displacement path clears stacking limits.*

Defending units that are Disrupted cannot fire at Assaulting forces.

Engaged defenders bypass Defensive Fire and go directly to another Assault in the upcoming Assault Phase.

Assaulting units (the ones who passed their Assault DR check (see Section 8.7) suffer a -1 DRM 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 combat 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 attacking 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 DR 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 DRM.

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 HQ in Supply Mode can furnish attack supply to any number of Assaults.

## 11.2 Supply Limits

Disrupted 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, remove all HQs used during the Assault Phase. Then make a die roll for each of those HQs and consult the HQ Replacement Table (see the PAC) for when the HQ returns as a replacement during the Replacement Phase of the indicated turn. Place the HQ on the Turn Record Track in the turn box it will come back.

## 11.3 Combat Eligible Units

Only certain Good Order or suppressed 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 units can never Assault. Disrupted units defend with a +1 DRM. Suppressed units may Assault but receive a +1 DRM to commit. Suppressed units defend with a +1 DRM and their defensive CF is halved (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 DRM for each interdicted square. Interdicted defenders fight with a +1 DRM.

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 the defense of a square under Assault 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 the test for attack coordination is passed, British and French units can join in the same Assault. The Allied player rolls a die once and consults the Attack Coordination Table (see the PAC)



## 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, two 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 defender's terrain and the other for Command Resources. The Column Shift/DRM Table (see below Assault Results Table on the PAC) lists all the shifts.

**11.5.1 Defender's Terrain 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 if available may be used per Assault, depending on what the High Command has provided in the Command Center Phase.

*For example, the Allied player 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 Allied player rolls one tank/cavalry Command Resource. By using it in an Assault, he no longer has the tank/cavalry Command Resource available for other Assaults in the phase.*

**11.5.2.1 Creeping Barrage:** This "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:** This allows the Allied player 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.

By the expenditure of this Command Resource asset, the Allied player can have British tank and cavalry units assault with French units. This is above and beyond the coordination roll performed earlier. The Allied player declares this co-ordination attempt and rolls a die. The number of French and British tank/cavalry units that can coordinate is equal to the DR made. However, a DR of 6 results in no coordination and thus no British tank/cavalry units being able to attack and the loss of the Command Resource that was expended.

**11.5.2.3 Shift Offsets:** The defender's terrain shifts and attacker's Command Resource shifts are offsetting.

*For example, an Assault could take place against a ridge penalizing the attacker with 2L shifts, and with Command Resources adding 4R shifts. Combining these, the attacker nets a final shift of 2R shifts.*

## 11.6 Assault Command Resource Die Roll Modifiers

After determining the column shifts, the phasing player refers to the Assault Table to determine which DRMs apply (if any), as shown on the Die Roll Modifier Table. Two types of DRMs are possible, one for terrain modifiers and the other for Command Resources. Terrain modifiers arise from specific circumstances of the defender's terrain and the locations of one's own HQ.

*For example, the nearest Corps HQ for Command Mode may be 5 or more squares away and this imposes a -1 DRM.*

**11.6.1 Command Resource:** These DRMs derive from smoke screen and lifting barrage. When a player has either or both of these resources available, he may choose to use them during an attack. The player announces which one of them, or both, that he will apply to a particular Assault.

- **Smoke screen:** Requires a check for prevailing winds. On a DR of 1-3, the smoke blows at the defending forces and succeeds. Otherwise, it has no effect (blowing back at the attackers). By declaring a smoke screen, a player consumes one smoke screen resource no matter the DR result.
- **Lifting barrages:** These provide a +2 DRM, jump forward to fixed points during an attack. They also require Bombardment support in the same way as creeping barrages.

**Note:** All DRMs are cumulative.

*For example, a particular Assault might have the following mix of DRMs:*

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

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

## 11.7 Other Die Roll Modifiers

Defensive terrain modifiers always apply when relevant to an Assault. Eight different situations can modify DRs. They concern command, supply, bad weather, secondary trenches, flank attacks, Disrupted defender, interdiction and Assaults.

**11.7.1 HQ (Command Mode) Command Range DRM:** This modifier rewards units that are close to their commanding HQ and penalizes those more distant. 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 ZoCs.

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

**11.7.2 Weather DRMs:** Bad weather impacts Assaults negatively as follows:

- **Rain or Snow** causes a -2 DRM
- **Drizzle or Fair** weather do not have DRMs

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



**11.7.4 Flank Attack DRMs:** Provide a +1 DRM to Assault DRs. 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 above diagram. Assaulting units can execute flank attacks to benefit from the flank DRM per unit flank attacking.

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 ZoCs into the Assault jump-off square.

*In the example at the top of the next column, units B and C Assault enemy unit H. Enemy unit G covers B and prevents a flank modifier. Enemy unit I covers C and prevents that flank modifier. The attacker first has to dispose of enemy units G or I (by retreat, Disrupt or elimination) to get at unit H with a flank modifier.*



**11.7.5 Unit Status DRMs:** Disrupted units and interdicted units may not cover flanks. Disrupted defenders allow a +1 DRM to the attacker. At least one defender present must be Disrupted for this DRM to apply. The same applies to Suppression.

**11.7.6 Air or Artillery Interdiction DRMs:** Adversely affects the interdicted side. An Assault from an interdicted square has a -1 DRM. An interdicted defending square has a +1 DRM. Assaulting units surviving interdiction fire add a +1 to Assault DRs for each Assaulting unit.

*For example, the Allied Assault on the 0 column of the Table. Three units attack in clear terrain, two of them going into Assault, and no other DRMs apply. The Allied player rolls a five, modified to a seven (+2 for the Assault). The ENG (Engaged) result inflicts one step loss on the defender. If the DR was three, however, the modified DR of five would cost the attacker two step losses (one step on ASR, doubled).*

## 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 DRMs, referring as needed to the Column Shift or DRM Tables. He then rolls 2D6 on the Assault Table. He immediately carries out the final, modified result listed. Repeat 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, C, for counter-attack, and BT for breakthrough.

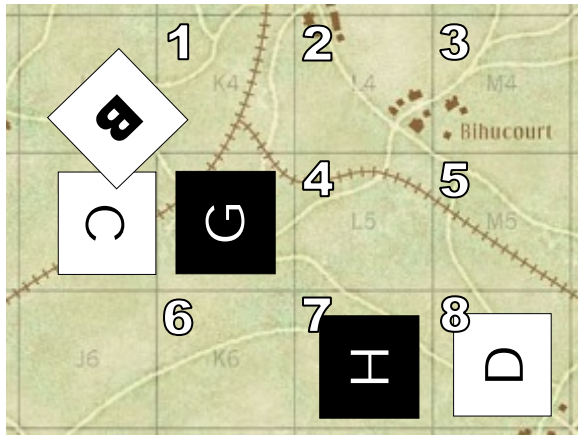
- **ENG Result:** Applies to all units of both sides that occupy the Assaulted square. An Engaged marker – marked Allied or German depending on which side attacked – goes on top of the stack and all units will re-fight the same Assault in the same player's Assault Phase of the next Game Turn. The attacker may use Command Resources in each new Engaged Assault but may not choose an Engaged Assault as a Secondary Attack. Engaged Assaults do not suffer Defensive Fire.
- **C Result:** Requires the defender to immediately counter-attack with only his Good Order defending units. A C result is not possible when all the defenders are Disrupted or consist only of artillery units; they retreat instead. A defender only has to counter-attack against one of the Assaulting squares (*hint, hint, hint attackers; deploy for the attack carefully!*).

Counter-attackers use their Primary Combat Factor; the original attackers use their Defensive Factor. Counter-attackers apply all relevant column shifts and DRMs, except for Command Resources, which they do not have at this point, and use the terrain of the targeted attacking unit's square. Counter-attackers do not need to trace Command from an HQ; however they do receive the HQ range modifiers as per the chart.

There is no advance after combat for either side with a C result. In the event a new C result is rolled, the defending player again counter-attacks until the C result chain is broken.

- **DE Result:** All defending units are eliminated.
- **DEBT Result:** All 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 achieved, or it is waived.



The example above shows infantry units B and C attacking enemy unit G, a much smaller defender. On a DEBT result, unit G suffers elimination. The attackers can then advance into all vacant squares "1-6", or square "8", friendly occupied. They may not advance into square "7" since the space is still enemy occupied by enemy unit H.

- **S or 2S Result:** Causes 1 or 2 step losses, 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 units must comply with the following conditions in the order given:
  1. Towards a friendly map edge (west for Allies, east for Germans).
  2. Not through an enemy ZoC.
  3. Towards empty squares.
- Retreating multiple defenders can retreat to separate squares.
- Retreating attackers go back to their original beginning of the assault squares.
- Upon ending a retreat into a vacant square, the units may rotate and face any square side, provided all units in the square face the same square side.
- Retreating forces must end facing 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 a DE or DR result, attacking units seize the Assaulted square which is now vacant.

Retreats into vacant, enemy ZoC squares do not cause step losses because of the path.

**11.8.2 Advance After Combat:** Victory in an Assault requires at least one attacking unit occupy the defending square. When two or more Assaulting units occupy the defending square, other than from a DEBT result, and over-stacking would occur, the attacker immediately withdraws the excess unit(s) to their original starting square(s). The attacking player chooses which units to withdraw.

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 ZoCs 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.

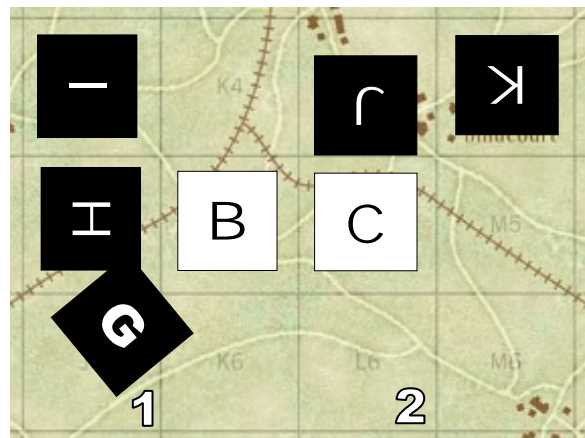
## 11.9 Consolidation

Having nearby friendly forces work in tandem with victorious assaulting troops is a major goal of Assaults. One key method is to have adjoining units advance (consolidate) with successful attackers. Consolidation is a Command Resource that 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 expend one of his Command Resources. 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.

In the example below, unit G wins the Assault against enemy unit B, who retreats to square "2". Nearby friendly units H and I may advance into the Assault square if they satisfy stacking. Friendly unit J cannot advance, because it is presently committed to another Assault, against enemy unit C.

Friendly unit K cannot advance, since it was not adjacent to the Assaulted square containing enemy unit B. If unit G yields the consolidation advance to friendly units H and/or I, unit 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, unit J could advance if it was done with its Assault vs. enemy unit 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 DR 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 second-ary-attack them by advancing to those square lines. A unit may both Assault and then execute a Secondary Attack later in the same Assault Phase.

Instead of the first number appearing on the bottom left of their counters, Allied infantry and British tanks performing a Secondary Attack will use the second number. This middle number is the Secondary Attack CF used. British cavalry always use their single CF.



German infantry vary in applying Secondary Attack factors. Mobile infantry use their second (lower) CF. Entrenched infantry use their first (lower) CF.

Defending forces conduct Defensive Fire as usual. They use the same fire factors like they would as 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 Disrupted units to Good Order. The Allied 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 Disrupted.
- 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. His working total for the Chart is seven (+2+ 3 + 2).
- Counterattacks count as Assaults. Counterattack losses count as Assault losses.
- Units that were Disrupted 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 7 column is used.

**Note:** A working total of less than four is off the Chart, and no replacements are possible. Combat was too scattered and light to impress the 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 (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 Disrupted. 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 Disrupted or Suppressed status.

Only friendly Good Order units occupying a square will negate enemy ZoCs on that square for rallying.

*In the example below, units B and C are Disrupted, and E is in Good Order. Enemy unit G projects a ZoC into squares "1" and "2". When trying to rally, unit C lies outside G's ZoC because unit E negates it for rally. Unit B remains in unit 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 Disrupted unit, a player may use the Corps DRM of -1.

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

## 12.3 Tank Recovery

During reorganization, the Allied 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 (applying DRMs) and consults the Tank Recovery Table on the PAC to try to repair the tanks.

A tank unit that recovers can breakdown again in a later Game Turn and restart the recovery cycle with new DR modifiers if they apply (see Section 7.8 for tank breakdown procedure).

Tanks can be Disrupted like other units. Whenever a tank breaks-down as well, the unit must roll to rally and then roll to recover.

## 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 (VPs) than the opponent does. Points come from three general sources: territorial objectives on the map, enemy casualties, and enemy replacements. During play, VPs 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 VPs 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 Allied 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 VPs.

**13.1.1 Procedure:** Both the British and French have objectives. When the Campaign Game calls for random objectives, the Allied 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 Allied player makes two drawings, one British and one French.

When a Scenario calls for stated objectives, the Allied 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 VPs 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 VPs, 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. A player wins an area objective if he claims a majority (more than half) of the member squares.

*For example, 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.*

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. Assume 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."

## 13.2 Unit Losses

Combat losses will award VPs to the opposing player. Each friendly step loss equals 1 VP for the opponent.

A player moves their VP 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.*

Units that become Disrupted, without taking losses, do not count for VPs. A targeted unit down to its last step in Bombardment may Disrupt without costing a VP (see Case 6.5.1). Retreats without losses do not count for VPs.

## 13.3 Replacement Concessions

Taking actual replacements will concede VPs to the opposing player.

*For example the German player rolls 6 replacement steps on the Replacement Chart. He decides to take 4, which will yield 4 VPs to the Allied player. Neither side benefits from the 2 unused steps; the German player did not take them and the Allied player does not earn 2 VPs 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 VPs (see Scenarios and Campaign Game).

## 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 Command 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*.

#### Corps HQs:

**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)** *I26*  
**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 Command 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.

#### Corps HQs:

**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 Allied 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 Allied 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 Allied 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 DR of 4-6 is treated as no effect and he removes the marker.
- Damage can be major as D/L, for Disrupt and a (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 L 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 Allied 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 Squares:** British operations extend down to *row 20*, inclusive. French operations extend from *row 21 to south edge*. Combat units pay 3 German VPs 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.

**Allied Victory:** The Allied player must satisfy all of the following:

- 1) Clear the entire German start trench of German units. ZoCs 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) *H16, 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 Allied victory conditions, or earn 25 more VPs (from unit losses, exits and replacements) than the Allies.

**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 HQs begin in either Command or Supply Mode.

Full-strength Infantry Divisions:

<b>46</b>	<i>A2</i>
<b>56</b>	<i>A3</i>
<b>ANZ/2</b>	<i>G14</i>
<b>III/NZ</b>	<i>B17</i>

Reduced-strength Infantry Divisions:

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

Infantry Brigades (by attack strength):

<b>3</b>	<i>C10</i>
<b>4</b>	<i>C13</i>
<b>2</b>	<i>E13</i>
<b>3</b>	<i>I15</i>
<b>3</b>	<i>K17</i>

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 ZoCs.

Corps HQs:

<b>VII</b>	<i>A4</i>
<b>VIII</b>	<i>A9</i>
<b>X</b>	<i>B15</i>
<b>XV</b>	<i>J17</i>
<b>XIII</b>	<i>K16</i>
<b>III</b>	<i>H18</i>

Replacements:

Remaining brigades go into Allied Replacements Box.

#### 14.2.2.2 French

All units face east.

Reduced-strength Infantry Divisions:

<b>39</b>	<i>N19</i>
<b>3</b>	<i>Q29</i>
<b>61</b>	<i>P31</i>
<b>51</b>	<i>P33</i>

## 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 ZoCs.

## Corp HQs (start in Command Mode):

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 HQs begin in either Command 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 squares. At least two must start south of the Somme.

## Corps HQs:

XIVR	R13
IX	7
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 Allied VPs 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 Allied VPs 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 VPs.

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

**Allied Squares:** British operations extend down to *row 18*, inclusive. French operations extend from *row 19* to south edge. Combat units pay three German VPs 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:

**Allied Victory I:** The Allied player must satisfy all of the following:

- 1) Physically clear the entire German start trench of German units. ZoCs 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.

**Allied Victory II:** As an alternative to Victory I, the Allied 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 Allied victories, or earn 25 more VPs (from unit losses, exits and replacements) than the Allies, 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 HQs begin in either Command or Supply Mode.



## Full-Strength Infantry Divisions:

<b>46</b>	<i>A2</i>
<b>CDN/3</b>	<i>F13</i>
<b>CDN/2</b>	<i>G13</i>
<b>III/NZ</b>	<i>L15</i>

## Reduced-strength Infantry Divisions:

<b>31</b>	<i>B5</i>
<b>4</b>	<i>B7</i>
<b>29</b>	<i>B9</i>
<b>36</b>	<i>D11</i>
<b>32</b>	<i>D12</i>
<b>8</b>	<i>H13</i>
<b>9</b>	<i>I14</i>
<b>18</b>	<i>M15</i>
<b>34</b>	<i>N16</i>
<b>48</b>	<i>M17</i>
<b>17</b>	<i>O17</i>
<b>56</b>	<i>P17</i>

## Reinforcements:

September 23: **CDN1**(full) *A18*.  
 October 6: **49** (reduced strength) *A18*.

## Infantry Brigades (by attack strength):

<b>4</b>	<i>A3</i>
<b>2</b>	<i>B4</i>
<b>3</b>	<i>C10</i>
<b>4</b>	<i>D13</i>
<b>2</b>	<i>D14</i>
<b>3</b>	<i>J14</i>
<b>3</b>	<i>P18</i>

## 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 ZoCs.

## Corps HQs:

<b>VII</b>	<i>A4</i>
<b>VIII</b>	<i>A9</i>
<b>X</b>	<i>E15</i>
<b>III</b>	<i>H16</i>
<b>XV</b>	<i>J17</i>
<b>XIII</b>	<i>L17</i>

## Replacements:

Remaining brigades go into Allied Replacements Box.

**French:**

## Full-strength Infantry Divisions:

<b>11</b>	<i>P21</i>
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## Reduced-strength Infantry Divisions:

<b>39</b>	<i>P19</i>
<b>3</b>	<i>R29</i>
<b>61</b>	<i>P31</i>
<b>51</b>	<i>P33</i>

## Brigades (by attack strength):

<b>2</b>	<i>O20</i>
<b>2</b>	<i>P22</i>
<b>3</b>	<i>P23</i>
<b>3</b>	<i>R25</i>
<b>3</b>	<i>S26</i>
<b>2</b>	<i>S27</i>
<b>2</b>	<i>R28</i>

## 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 ZoCs.

## Corp HQ:

<b>XX</b>	<i>N19</i>
<b>1 Col</b>	<i>P27</i>
<b>XXXV</b>	<i>M32</i>

## 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 HQs begin in either Command 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 ZoCs.

## 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 ZoCs. At least two must start south of the Somme.

## Corps HQs:

<b>XIVR</b>	<i>F3</i>
<b>IX</b>	<i>O12</i>
<b>VIR</b>	<i>T20</i>
<b>XVII</b>	<i>V26</i>
<b>IV</b>	<i>S32</i>

**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 Allied VPs 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 Allied VPs 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 VPs.

**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 Squares:** British operations extend down to *row 18*, inclusive. French operations extend from *row 19* to south edge. Combat units pay 3 German VPs 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.

**Allied Victory I:** The Allied player must satisfy all of the following:

- 1) Physically clear the entire German start trench of German units. ZoCs 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*; Courcellette *I11*; High Wood *K14*; Flers *N13*; Gueudecourt *O12*; and Lesbœufs *Q14*.
- 3) French forces must claim both of these: Perrone (two squares) *U26-V26*; and Brie *U32*.

**Allied Victory II:** As an alternative, the Allied 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 ZoCs at the end of play.

**Allied Victory III:** As an alternative, the Allied 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 ZoCs. The Bapaume unit(s) must be in Good Order.

**German Victory I:** Avoid all three Allied victories, or earn 20 more VPs (from unit losses and replacements) than the Allies.

**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 HQs begin in either Command 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 ZoCs.

Corps HQs:

**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 ZoCs.

Corps HQs (start in Command Mode):

**20** *Q19*

**1 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 Command 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 ZoCs.

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.

Corps HQs:

**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 west edge of the map must pay 5 Allied VPs apiece. German units can only exit along the north map edge west of the German at-start trench line. They return on the next Game Turn anywhere along the same map edge they exited, free of Allied ZoCs and paying movement cost for the entry squares.
- When units in combat must retreat off map, they pay 3 Allied VPs 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 VPs.

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

**Allied Squares:** British operations extend down to *row 16*, inclusive. French operations extend from *row 17* to south edge. Combat units pay 3 German VPs 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.

**Allied Victory I:** The Allied player must satisfy all of the following:

- 1) Clear the entire German start trench of German units. German ZoCs 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*.

**Allied Victory II:** As an alternative, the Allied player may win by exit-ing 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 ZoCs at the end of play.

**Allied Victory III:** As an alternative, the Allied 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 ZoCs. The occupying unit(s) must be in Good Order.

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

**Draw:** Both players achieve their victory conditions.

## 15.0 THE CAMPAIGN GAMES

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 VPs (see section 13.3). Brigades in the same square can combine with division replacement steps. 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 2 replacement steps (providing for another 3 strength Brigade) achieving the 8 CFs needed. If he chose to bring back the 56th at reduced 6-strength, it would cost just one replacement step (providing a reduced Brigade cost) to achieve the 6 CFs needed (2+3+1 (reduced Brigade CF)).

**Mines:** These set up and detonate in the same manner as in Scenario 1. Extra mines are available throughout play if the Allied player chooses Plant Mines in Operations (see Case 15.5.2, first option).

**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 Allied 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 Allied 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 Allied 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 HQ present. He may recycle them later as replacements. German corps build-up reinforcements appear 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 VPs 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 VPs 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 VPs 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 VPs 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 Allied Options:

- **Plant Mines:** Engineers convince everyone that underground explosions are the key to advancing the front. After the initial Game Turn, the Allied 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. Award 10 VPs to the German player if this option is chosen.

- **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. Award 15 VPs to the German player if this option is chosen.

- **Build Artillery:** British artillery closes the gap with the heavier German calibers. The Allied player deploys an extra 4-3-5-(11) artillery unit at the start of the game in B 20. Award 15 VPs to the German player if this option is chosen.

- **Change Objective:** General Haig switches objectives to mollify staff debate. When the Allied 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. Award 20 VPs to the German player if this option is chosen.

- **Command Center:** British High Command improves in all aspects of attack planning. The Allied player employs a special plus two (+2) DR modifier to all his Command Center DRs for any 1 turn from June to July. Award 25 VPs to the German player if this option is chosen.

- **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 Resources rolled.
- 2) British units trying to Assault receive a special -1 (minus one) modifier to their close-assault DRs (see Section 8.3).
- 3) French units do not benefit.

Award 30 VPs to the German player if this option is chosen.

### 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 conduct Counter-battery Fire, however, they are not subject to Allied Counter-battery Fire or Assault. Award 10 VPs to the Allied player if this option is chosen.

- **Concealed 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. Award 10 VPs to the Allied player if this option is chosen.

- **Reinforced Defenses:** 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) DR modifier. Award 15 VPs to the Allied player if this option is chosen.

- **Discover Allied Objective:** German intelligence is sharper, expecting an offensive in certain squares. The German player randomly picks 1 of the chosen British or French markers to discover an objective. Award 15 VPs to the Allied player if this option is chosen.

- **Command Center:** German High Command also enhances tactical planning. The German player employs a special plus 2 DR modifier to all his Command Center DRs on any 1 turn during August or September. Award 20 VPs to the Allied player if this option is chosen.

- **Commit Reserves:** Better marshaling in rear areas brings more troops to the Somme front. Battalions do not pay replacement steps, however they do cost VPs. Award 25 VPs to the Allied player if this option is chosen.

## 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 Allied player must randomly draw markers to determine his goals in the campaign. Each goal has an assigned number of VPs on its marker.

**15.6.1 Objective Determination:** Placing all 11 British objective markers in a cup, the Allied 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 Allied 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 Allied 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 Allied player that he wishes to draw one of the final markers and specifies British or French. The Allied 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 Allied 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 VPs.

### 15.6.2.1 British Objectives:

Gommecourt	<i>B3</i>
Thiepval Ridge (all six squares)	<i>E11-12, F11-12, G11-12</i>
Pozieres (both squares)	<i>G13-14</i>
Delville Wood	<i>M15</i>

Guillemont	<i>N17</i>
Transloy Ridges (six squares)	<i>Q10, R10-11, S10-11, T11-12</i>

(**Note:** Area *T12* was inadvertently left off the counter. The developer has been flogged)

Bapaume	<i>P7</i>
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Award 2 VPs for each of these objectives if controlled at the end of the last turn of the game.

### 15.6.2.2 French Objectives:

Estrees	<i>M32</i>
Berleux	<i>R30</i>
Perrone	<i>U26</i>
Hem	<i>O23</i>

Award 1 VP 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 VPs, 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 ZoCs 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 VPs per exited unit are awarded to the Allied player.

**15.6.4 Tank-Cavalry Breakthrough:** One marker appears as Tank/Cavalry Breakthrough. The Allied 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 VPs 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 Allied player must inflict a minimum of 150 Strength Points (count up Primary Combat Factors on the Mobile side of the units) on the German Army and have more VPs than the German player at the end of play. 5 VPs 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 VPs 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 Allied VPs apiece. If the Allied 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 ZoCs and paying the MP cost for the entry squares.

When German units in combat must retreat off map, they cost 3 VPs 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 VPs 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 VPs.



However, any exited German units not returned to play by the end of the game are considered eliminated. All VPs 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.

**Allied Victory I:** The Allied player must satisfy all of the following:

- 1) Clear the entire German start trench of German units. ZoCs 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 Allied player gains only some of the drawn map objectives, he cannot win Victory I. He may, however, count their VPs in trying to win Victory II.

**Allied Victory II:** As an alternative, the Allied 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 Allied victories, and earn 40 more combat VPs (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
Privert	E30

**Draw:** Both players achieve their victory conditions.

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INDEX		
<i>1.0 INTRODUCTION</i>	<i>1</i>	
<i>2.0 READ THIS FIRST</i>	<i>1</i>	
2.1 Learning to Play the Game	1	
2.2 Rules Questions	1	
<i>3.0 GAME EQUIPMENT</i>	<i>1</i>	
3.1 Game Length	1	
3.2 Game Map	1	
3.3 Charts and Tables	1	
3.4 Units	1	
Sample Allied Infantry Unit	2	
Sample German Infantry Unit	2	
Sample Allied Artillery Unit	2	
Sample Allied Cavalry Unit	2	
Sample Allied Headquarters Unit	2	
Unit Types	2	
3.5 Definition of Terms	3	
<i>4.0 SEQUENCE OF PLAY</i>	<i>3</i>	
4.1 Turn Sequence	4	
<i>5.0 WEATHER</i>	<i>4</i>	
5.1 Weather Determination	4	
5.2 Fair Weather	4	
5.3 Drizzle	4	
5.4 Rain	4	
5.5 Snow	4	
5.6 Air Observation	4	
<i>6.0 MUTUAL BOMBARDMENT</i>	<i>4</i>	
6.1 Procedure	4	
6.2 Artillery Bombardment	4	
6.3 Bombardment Requirements	5	
6.4 Counter-Battery Fire	5	
6.5 Bombardment Results	5	
6.6 British Air Bombardment	6	
<i>7.0 MOVEMENT</i>	<i>6</i>	
7.1 Terrain	6	
7.2 Movement Point Costs	6	
7.3 Stacking Limits	7	
7.4 Special Units	7	
7.5 Zones of Control (ZoCs)	8	
7.6 Off-Front Movement	9	
7.7 Reinforcements	9	
7.8 Tank Breakdowns	9	
<i>8.0 ASSAULT COMMITMENT</i>	<i>9</i>	
8.1 Eligible Units	10	
8.2 Command Support	10	
8.3 French and German HQ	10	
8.4 British Corps HQ	10	
8.5 Command Capacity	10	
8.6 Advancing to Commit	10	
8.7 Assault Combat	10	
8.8 Engaged Units	10	
<i>9.0 COMMAND RESOURCES</i>	<i>10</i>	
9.1 Command Center Table	10	
9.2 Command Resources	11	
9.3 Command Center Table	11	
9.4 German Substituted Resource	11	
<i>10.0 DEFENSIVE FIRE</i>	<i>11</i>	
10.1 Defensive Fire Table	11	
10.2 Fire Execution	11	
<i>11.0 ASSAULT</i>	<i>12</i>	
11.1 Combat Supply	12	
11.2 Supply Limits	12	
11.3 Combat Eligible Units	12	
11.5 Column Shifts	13	
11.6 Assault Modifiers	13	
11.7 Die Roll Modifiers	13	
11.8 Assault Combat Results	14	
11.9 Consolidation	15	
11.10 Secondary Attacks	15	
<i>12.0 REORGANIZATION</i>	<i>16</i>	
12.1 Combat Replacements	16	
12.2 Rally	16	
12.3 Tank Recovery	17	
12.4 Clearing Interdiction	17	
<i>13.0 VICTORY</i>	<i>17</i>	
13.1 Territorial Objectives	17	
13.2 Unit Losses	17	
13.3 Replacement Concessions	17	
13.4 Exiting the Map	17	
<i>14.0 SCENARIOS</i>	<i>17</i>	
14.1 Scenario 1: Over the Top	17	
14.2 Scenario 2: A Punishing Land	19	
14.3 Scenario 3: Devil Machines	20	
14.4 Scenario 4: Away To Siegfried	22	
<i>15.0 THE CAMPAIGN GAMES</i>	<i>24</i>	
15.1 British Set-Up	24	
15.2 French Set-Up	24	
15.3 German Set-Up and Reinforcements	24	
15.4 Corps Set-Up	24	
15.5 Operations	24	
15.6 Allied Objectives	25	
15.7 Victory Conditions	25	
ADDITIONAL READING	26	
<i>16.0 CREDITS</i>	<i>26</i>	