ABBREVIATED SEQUENCE OF PLAY -----

Pre-game (Campaign Game only)

- Operations determination
- German Options
- Allied Objectives

Pre-game (Scenario 1 and Campaign Game)

- British Mine Deployment and Attack Resolution
- 1. Weather Determination (Rule 5.0)
- 2. 1st Player's Phase
 - A. Bombardment Phase (Rule 6.0)
 - B. 1st player's Bombardment attack declaration.

If Allied player, Air Bombardment (if available) is also allocated at this time (Section 6.6).

- C. Counter-battery Fire (Section 6.4)
- D. Movement (7.0)

HQ units may change mode (Section 7.4.2)

E. Assault Commitment (Rule 8.0)

Roll for each Assaulting unit to determine if it does go "over the top" (Section 8.7, see also Case 8.7.1).

- F. Command Support Determination (Section 8.2)
- G. Command Resource Determination (9.0)
- H. Defensive Fire (Rule 10.0)
- I. Assault Combat Resolution (Rule 11.0)
- 3. 2nd Player's Phase (same as in Step 2)
- 4. Reorganization
- A. Victory Point Calculation (Rule 13.0 and individual scenario rules)
 - B. Replacement Level Calculation (Case 12.1.1)
 - C. Rally (Case 12.2.1)
 - D. Tank recovery (Section 12.2)

WEATHER DETERMINATION (5.0) -----

1D6	Weather	British Air Observation	German Air Observation	Movement	Supply Range
1-3	Fair	Yes	Yes	Full	8
4	Drizzle	1-2 No, 3-6 Yes	1-4 No, 5-6 Yes	Lose 1 MP	6
5-6	Rain*	1-4 No, 5-6 Yes	1-5 No, 6 Yes	Lose 2 MPs	5/4*

Die Roll Modifiers

- +1 Rain on previous Turn
- +1 Sept. 16 Turn or later
 - *Nov. 3 Turn or later, Rain is Snow no air observation, reduced Supply range of 4.

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

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

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



THE BATTLE OF THE SOMME

COMMAND CENTER (9.0) -----

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

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

British Die Roll Modifiers

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

German Die Roll Modifiers

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

CORPS HQ COMMAND RANGES (8.3, 8.4)

All ranges in squares.

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

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

All ranges in squares.

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

BOMBARDMENT (6.0) -----

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

Die Roll Modifiers

-2 Cavalry Target

-1 for Air Observation

-1 each Stacked Target Unit

-1 each Heavy Artillery Unit

+1 if Unsupplied

+2 if Rain or Snow

Results Key

I = Interdict

S = Suppress

D = Disrupt

ST = Step Loss

- = No effect

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

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

DEFENSIVE FIRE (10.0) -----

2D6				F	actors	Firin	g				2D6
)6	1	2	3	4	5	6	7	8	9	10)6
≤ 1	1	1		2	2		3	3		4	≤ 1
2	D	1	1			2		3	3		2
3	R	D		1			2			3	3
4	-	R	D		1			2			4
5		-	R	D		1			2		5
6		-		R	D		1			2	6
7			-		R	D		1			7
8			-			R	D		1		8
9	- R D					D		1	9		
10	- R D							D		10	
11		- R								D	11
12+		_	_	_	-					R	12+

Die Roll Modifiers

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

+1 Attacker includes Tanks

Results Key

= Attacker Steps Lost

R = Attacker Retreats

D = Attacker Retreats and becomes Disrupted

- = No Effect

SUPPRESSION----- and -----DISRUPTION **EFFECTS EFFECTS**

- No Defensive Fire
- -1 MP
- +1 to the Assault Commitment DR
- No Defensive Fire
 - 1/2 MPs
 - No Assault

ASSAULT (11.0) ------

2				Strei	ngth Differe	ential				, N
2D6	-3 or less	-2	-1	0	+1	+2	+3	+4	+5 or more	2D6
≤ 0		AF	Ξ			A2SR		A	ASR	≤ 0
1		AE			A2SR		AS	SR	AR	1
2	AF	3		A2SR		AS	SR	AR	ENG	2
3	AE		A2SR		AS	SR	AR	Е	NG	3
4		A2SR		AS	SR	AR	EN	NG	С	4
5	A2S	R	AS	SR	AR	ENG		С		5
6	A2SR	AS	SR	AR	ENG		С		DR	6
7	ASI	R	AR	ENG		(3]	DR	7
8	ASR	AR	EN	NG		C	D	R	DSR	8
9	AR	EN	N G	(C	DR		Ι	OSR	9
10	EN	G	(3	D	R	D	SR	D2SR	10
11	ENG	(C	D	R	D	SR	D	2SR	11
12	С	,	D	R	D	SR	D2	SR	DE	12
13	С	D	R	D	SR	D2	SR	DE	DEBT	13
14	DF	₹	DSR		D2	SR DE		D	EBT	14
15+	DR	D	SR	D2	SR	DE	DEBT			15+

Column Shifts	Die Roll Modifiers	Key (11.8)
2R Creeping Barrage	+2 Smokescreen*	A = Attacker
1R Tank/Cavalry Attack	+2 Lift Barrage	D = Defender
1R Gas	+1 Flank Attack (per unit flanking)	E = All units eliminated
1R Night Attack	+1 for each Close Assault Unit over 1	R = Owning player Retreats Unit 1 square
1L Town, Woods	+1 Defender Disrupted	ENG = Engaged
1L Secondary Trench	+1 Defender Suppressed	C = Counterattack
1L Ancre River, Somme River	+1 Defender Interdicted	SR = One Step Loss and Retreat
2L Start Trench	+1 Command ≤ 4 Squares away	2SR = Two Step Losses and Retreat
2L Ridge	-1 Command 5+ Squares away	BT = Attacker does Breakthrough
CF Adjustments	-1 Attacker Interdicted or suppressed	
x½ Defender Suppressed (round up)	-2 Attacker Unsupplied	
	-2 Rain or Snow	

^{*} Roll 1D6 and if the result is a 1-3, the wind is blowing the smoke screen effectively into the defender's. Otherwise no effect.

ASSAULT COORDINATION (11.3) - Roll 1D6 ------

1-3	No Coordination . In each combined Assault, all the units of one country (attacker's choice) retreat to their starting position, and the remaining units of the other country perform the Assault.
4*	Each individual Assault may have one British and one French unit assault (Allied player's choice of the two units). All others will fail to Assault and are retreated to their starting position.
5*	Works the same as a DR of 4, except that 2 units of each nation may perform in the particular Assault.
6	All units from both sides may fully participate in the Assault.

^{*} On a coordination DR of 4 or 5, another DR is rolled. British unit(s) will perform any advance on a DR result of 1-3, otherwise the French unit(s) will.



HQ REPLACEMENT (11.2.1) - Roll 1D6

+1 DRM if Rain or Snow

DR 1-3 = HQ available next turn

DR 4-7 = HQ available after 2 turns

REPLACEMENTS (12.1) ------

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

TANK BREAKDOWN (7.8) ------

Roll 1D6 for each tank unit.

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

+1 DRM if Rain or Snow weather in effect.

TANK RECOVERY (12.3) ------

Roll 1D6 for each broken-down tank unit.

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

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

RALLY (12.2) -----

Units Rally with a DR of 1-3.

Die Roll Modifiers

- -1 if unit ≤3 squares from an HQ in Supply Mode
- +1 if unit in an enemy ZoC
- +1 if Rain or Snow weather (tank companies only)

BRITISH OPERATIONS (15.5) -----

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

GERMAN OPERATIONS (15.5)-----

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

