

Marne 1918

Friedensturm



Basic Rulebook

To my great-grandfather, Louis Schaepelynck, who heroically defended with his men of the "73ème RI" the farm of Vertes Feuilles, on June 3, 1918.
Nicolas Ridet

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1.0 - Introduction

Marne 1918 - Friedensturm is a historical simulation of the last German offensives of the First World War and the breaking of the trench deadlock, from the disaster on the Chemin des Dames until the final Allied counter-attack in July 1918. Each player takes on the role of an army group commander and must manage his forces according to the military situation but also within the political context.

Marne 1918 - Friedensturm requires two players. One controls the German forces while the other controls the Allies; French, Americans, English and Italians. The cardboard counters represent the troops that actually took part in the campaign and the map shows the area over which they fought. The players manoeuvre their forces on the map and carry out attacks as laid out in these rules. The capture of geographical objectives and the success or failures of individual offensives are taken into account to determine the overall winner at the end of each game.

The rules are divided into two booklets; the basic rules with which players can recreate each German offensive with 3 different scenarios, and the advanced rules which allow the joining together of the scenarios into a grand campaign scenario. The basic rules will familiarise you with the game concepts, while the advanced rules add a certain number of new parameters such as reinforcements and political events.

2.0 - Game components

Each copy of M18f includes the following components:

- one game map
- two sheets of die-cut counters
- one basic rules booklet
- one campaign rules booklet including historical notes
- 2 player aid cards
- 4 six-sided dice

2.1 The game map

The map covers the area in which the military events took place.

A hexagonal grid is superimposed over the terrain to facilitate the placement and movement of the counters. These hexagons (called hexes hereafter) are numbered to allow easy identification and positioning. Each hex is approximately 3 km across.

A terrain key on the map explains the different symbols used, and the effects of the various terrain types on movement and combat.

Important note: The terrain to take into account for each hex is that in the centre of the hex. So for example, the woods drawn along some hexsides have no effect on play.

2.2 The playing pieces

Each copy of the game includes two sheets of die-cut counters. These sheets include the combat units and the game markers. The markers are neutral and can be used by either side. Each nationality is represented by a different background colour for the military units.

- Germans: field grey
- French: sky blue
- British: tan
- Americans: olive green
- Italians: yellow

Regiment-sized units are darker to make them more easily distinguishable.

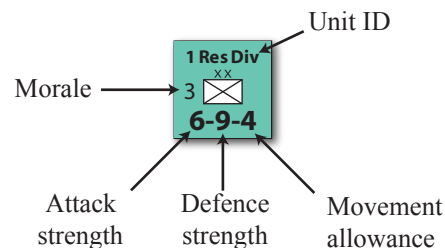
Each player's units are divided into two categories:

- combat units
- support units

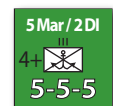
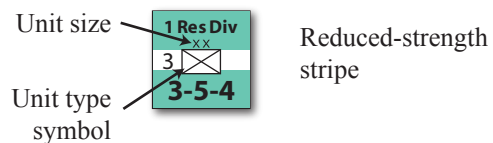
2.2.1 Combat units

Sample unit

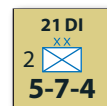
Front (full strength)



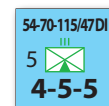
Back (reduced strength)



US marine
regiment



British
division



French mountain
regiment



Italian
division

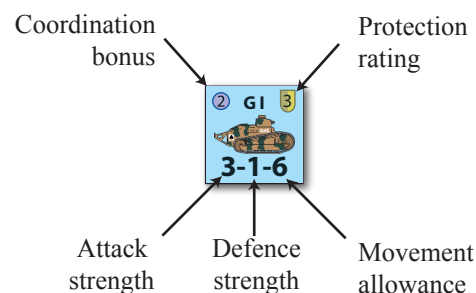
Unit sizes

- xx Division
- x Brigade
- III Regiment

Unit type symbol

- Infantry
- Mountain Infantry
- Naval Infantry (Marines)
- Cavalry

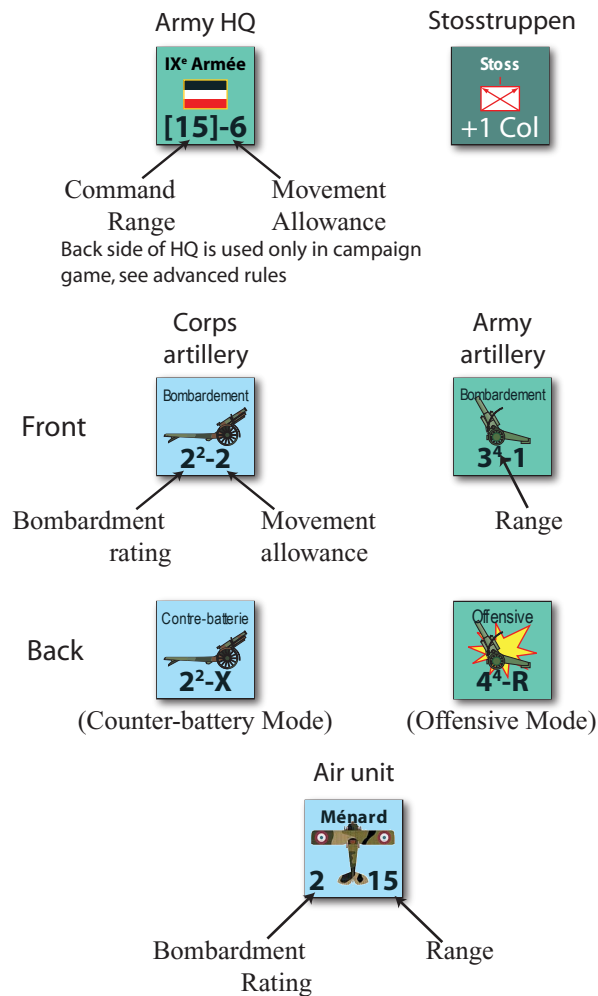
Tank unit



N.B.: In game terms, regiments and brigades are equivalent sizes. Any rule that refers to regiments also applies to brigades.

N.B.: There are no divisional integrity rules. However, stacking regiments from a same division is beneficial for exploitation (see 14.0).

2.2.2 Support units



2.2.3 Markers

	Pinned (12.2.6)		Weather (10.0)
	Disorganised (12.5)		Turn
	Reorganising (12.5)		Sequence
	Exploitation (14.0)		Victory points (16.0)
	German pontoon bridge (11.2.4)		Reserve (11.2.8)
	Destroyed bridge (11.2.5)		Out of Supply (9.2)
	Step Loss (12.2.8)		Disengagement (13.0)

N.B.: Markers that are not mentioned in the list above are not used in the basic rules. Their use will be explained in the advanced rules.

2.3 The dice

Each box includes 4 coloured dice:

- 2 white dice used to determine combat results on the Combat Results Table (CRT)
- 1 blue die used by the Allied player for his tactical coordination rolls
- 1 green die used by the German player for his tactical coordination rolls

In order to speed combat resolution, it is recommended to roll all 4 dice simultaneously.

For other game functions, any die can be used.

2.4 Game scale

Each game turn lasts 3 days.

Each unit represents a division, a brigade, a regiment, or a group of tanks, aircraft or artillery.

Each hex is approximately 3 km from side to side

3.0 - Glossary

Artillery support units: There are two sorts of artillery units in the game:

Army level artillery represents the exceptional means brought to bear when a major offensive was launched. It has two modes, bombardment mode and offensive mode. It cannot carry out counter-battery fire.

Corps level artillery, which represents corps level assets used to support front-line divisions. It can bombard and carry out counter-battery fire.

Attack strength: This number represents the unit's capacity to attack. The higher the number, the stronger the unit.

Combat unit: This refers to all infantry and cavalry regiments and divisions, and tank units.

Defence strength: This number represents the unit's defensive capacity. The higher the number, the better the defence.

Doctrine: The allied player has to obey certain restrictions depending on his military doctrine. There are three different doctrines which come into play at different times:

- the Foch doctrine
- evolving doctrine
- the Pétain doctrine

Each scenario specifies which doctrine to apply. The effects of each doctrine can be found in the Combat Results Table (CRT), the Tactical Coordination Table (TCT) and in the bombardment rules.

N.B.: Refer to chapter E.2 of the advanced rules booklet for further explanations.

Elite: A unit is considered to be an elite unit if it meets the following two conditions:

- it is regimental-sized
- its morale is 5 or 6

Note in particular that American regiments with a morale rating of less than 5 or American divisions with a morale of 5 or 6 are not elite units.

Friendly or Enemy: Units controlled by a player are called friendly units, those controlled by the opposing player are enemy units.

Hit points: Combat and bombardment results are given in hit points which are then converted into losses. In general, it takes two hit points to make a regiment take a step loss, and three hit points for a division. Hit points which cannot be converted into losses serve to disorganize units.

Initiative: Each scenario indicates which player has the initiative. The opposing player is said to be the reacting player. The initiative can change sides from one turn to another.

Morale: This represents a unit's training, its aggressiveness and its experience. American units have a "+" next to their morale indicating that it can change. This rule is only used in the campaign game. In the individual scenarios, the morale level to use for American units is indicated in the scenario-specific rules.

Movement allowance: This rating represents a unit's mobility. The higher the movement allowance, the further the unit can move in each turn.

Phasing player: This term designates the player whose turn it is to move his units or carry out attacks.

Step losses: After each combat, the participating units will take losses, representing the losses incurred in men and equipment. These losses are applied in increments, called steps (see 6.0).

Stosstruppen: Stosstruppen units are stacked with German regiments (11.3.2) and provide a bonus to attack strengths (12.2.4) and to tactical coordination (12.2.6). They also allow advance after combat through enemy zones of control (ZOC). A regiment stacked with a Stosstruppen unit has special movement capabilities in the ZOCs of pinned enemy units (see tactical coordination results in 12.2.6).

Support unit: This term is used to designate all artillery units, air units, Stosstruppen and HQs. These units are not combat units and they move and fight differently.

Unit: The term "unit" refers both to combat and support units.

Zone of control: The six hexes surrounding a combat unit are called its Zone of Control (ZOC) (see 5.0)

4.0 - Stacking

Stacking refers to placing several units in the same hex. Such a pile is called a stack. Each hex can only contain a limited number of combat units. In general, a maximum of 4 combat units can occupy a single hex at the end of each phase of play. A full-strength division counts as three units for stacking purposes. A reduced-strength division (with or without a loss marker) counts as two units. A regiment or a tank group counts as one unit.

Support units do not count for stacking as they are not combat units. An unlimited number of support units can be in a hex in addition to the 4 combat units.

Exception: Stosstruppen units do not count against stacking limits but the number of such units in a hex is limited (see 11.3.2).

If at the end of any phase the stacking limit is exceeded in a hex, the owning player must eliminate sufficient units to bring the stack down to the equivalent of 4 units.

22RC/2Col
5
3-4-5

+

10 DI
3
7-9-4

+

Bombardement
2²-2

This stack is within the maximum allowed limit:
1 regiment (1 unit) + 1 full-strength division (3 units).
The artillery support unit does not count.

1/1 Bav
5
3-4-5

+

Stoss
+1 Col

+

2/1 Bav
5
3-4-5

+

Stoss
+1 Col

+

24/1 Bav
5
2-4-5

3 regiments count for three units for stacking purposes
(the Stosstruppen do not count)

50 DI
2
2-4-4

+

62 DI
3
3-5-4

+

2 G II 3
3-1-6

This stack exceeds stacking limits:
Each reduced division counts as 2 units + 1 unit for the tanks,
for a total of 5 units.

5.0 - Zones of Control

The six hexes surrounding a combat unit are called its Zone of Control (ZOC). These hexes are considered to be under the unit's control. All combat units exert a ZOC with the exception of tank units. Support units do not exert ZOCs. ZOCs extend into every type of terrain and over every type of hexside. They extend into hexes occupied by other units, even if they are enemy units. Under certain circumstances, a friendly unit will negate enemy ZOCs. Several units can exert a ZOC into the same hex. ZOCs have an important influence on movement and on combat.

6.0 - Step Losses

Each regiment has **two** steps. The first step loss is indicated by turning the unit over to its weaker side. The second step lost eliminates the unit.

Each division with a morale rating of 2 or 3 (with the exception of US divisions) also has **two** steps. The first step loss is indicated by turning the unit over to its weaker side. The second step lost eliminates the unit.

Each division with a morale rating of 4 or more, plus all US divisions, has **three** steps. The first step loss is indicated by flipping the unit over to its weaker side. The second step is indicated by placing a **Step Loss** marker under the unit. Its attack and defence strengths do not change. A third step loss eliminates the unit.

Stosstruppen and tank units only have **one** step; they are eliminated as soon as they suffer any losses.

Support units other than Stosstruppen do not have any steps and cannot be used to satisfy required losses.

7.0 - Sequence of play

The game is divided into turns. Each turn represents 3 days of real time. Each turn is divided into sequences, themselves made up of several phases. Players can keep track of the current turn and phase with the two markers provided.

The sequence of play of the advanced game is considerably different from that of the basic game.

A complete game turn of the basic game comprises the following sequences and phases:

Administrative sequence

- Offensive declaration phase: The player holding the initiative declares if he is launching an offensive, and if so flips over an army artillery unit (or two) to its “offensive” side.
- Supply phase: each player checks that all his combat and support units are in supply. An *out of supply* marker is placed on all unsupplied combat units. Unsupplied support units are eliminated (see 9.0).

1st operational sequence

- Weather phase: The player holding the initiative rolls 2 dice to determine the weather conditions for the current sequence and places the marker accordingly on the weather track (see 10.0).
- Initiative player movement phase: The player holding the initiative can move all or some of his units, up to the limit of their movement allowance (see 11.0).
- Initiative player combat phase: The player holding the initiative can carry out attacks with all or some of his units that are adjacent to enemy units. After all attacks have been resolved, he can try to disengage units (see 12.0).
- Initiative player disengagement phase: The player holding the initiative can attempt to disengage those of his units that are designated with a *disengagement* marker (see 13.0).
- Initiative player exploitation phase: The player holding the initiative can move or fight with his units that are indicated with an *exploitation* or a *reserve* marker (see 14.0).
- Reaction player movement, combat, disengagement and exploitation phases: the reacting player carries out these 4 phases with his own units in the same manner as the initiative player previously.

At the end of the 1st operational sequence, if the initiative player declared an offensive, 2 additional operational sequences are played, each following the same sequence as the first.

2nd operational sequence (if an offensive is underway)

3rd operational sequence (if an offensive is underway)

Victory point sequence and end of turn

Each play counts how many victory points he scored this turn and adds this score to the VP track. If it was the last turn of the scenario, the winner is determined according to the scenario rules. Otherwise, move the turn marker to the next turn and start a new turn.

8.0 - Declaring Offensives

During this phase, the player holding the initiative can decide to declare an offensive. The scenario special rules indicate which player(s) can do so during the game.

Declaring an offensive gives the following benefits:

- The turn has 2 additional operational sequences
- Depending on the scenario, 1 or 2 army artillery units can be placed in offensive mode
- Units attacking a hex in range of artillery in offensive mode are awarded an **offensive bonus** in combat (12.2.4 and 12.2.6). The value of this bonus is indicated in the scenario rules for each operational sequence.

An offensive lasts for one turn of three operational sequences. At the beginning of the administrative sequence of the following turn, all artillery units in offensive mode are turned back over to their other side.

9.0 - Supply Phase

9.1 Checking supply

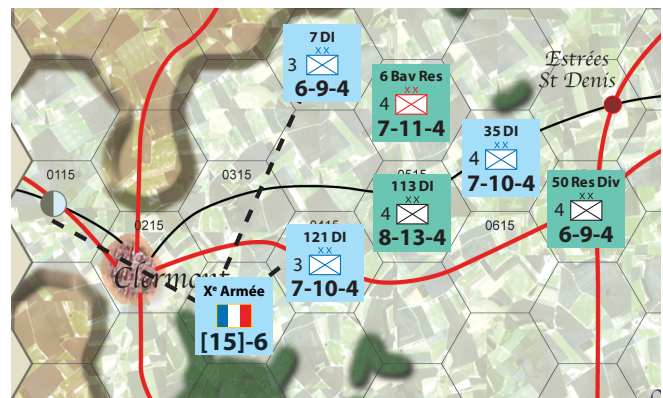
During this phase, units are checked to see if they are supplied by a friendly HQ.

Army HQ units must first be able to trace a supply path made up of contiguous hexes, of any length, leading to a supply source. The supply path cannot be traced through an enemy unit or through an enemy ZOC, unless the ZOC is negated by the presence of a friendly unit in the hex.

If it is impossible to trace such a supply path, the army HQ is moved towards the nearest friendly supply source, without taking into account enemy units or ZOCs, until it is once more able to trace a supply path.

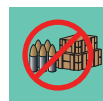
Each side's supply sources are indicated by corresponding symbols on the map edges. The Germans use the west, north, and east edges, and the Allies use the west, south and east. Paris and Reims are also considered supply sources for the Allies if a path free of enemy units and ZOCs can be traced from these cities to a friendly supply source on the map edge.

Once army HQs have been checked for supply, each unit is checked in turn to see if it is within the command range of an HQ. This command range is 15 hexes, counted in hexes, not movement points. The distance is counted from the HQ (exclusive) to the unit (inclusive). The command path cannot pass through an enemy unit or enemy ZOC unless the ZOC is negated by the presence of a friendly unit. Unless it is traced over a bridge or pontoon, the command path cannot go beyond the first hex on the other side of a major river.



Example: The French 10th army HQ has a valid supply path (free of enemy units and ZOCs) to the west map edge. All the French units are within command range and in supply except for the 35th Infantry Division which is out of supply, as the German 28th and 103rd divisions project their ZOCs into hex 0615 thus blocking the supply path. The presence of a French unit in 0615 would negate the German ZOCs and restore the supply path.

9.2 Effects of being out of supply on a combat unit



An **Out of supply** marker is placed on the unit which suffers from the following effects:

- an unsupplied unit may not attack. If attacked, it suffers from an unfavourable modifier
- it can only move in order to move back into supply as quickly as possible

A unit that already has an *unsupplied* marker at the beginning of the supply phase (i.e. that was out of supply on the preceding turn) is eliminated if it has not been able to move back into the supply range of a friendly HQ.

9.3 Effects of being out of supply on a support unit

The support unit is immediately eliminated. Stosstruppen are not considered to be support units for this rule and obey the same rules as German combat units.

10.0 - Weather



During the weather phase, the player holding the initiative rolls 2 dice to determine the weather for the current operational sequence:

- 2-6: fair weather
- 7: morning fog then fair weather
- 8-10: fair weather
- 11-12: overcast

The weather marker is placed in the corresponding space in the track on the map.

Morning fog only affects the initiative player's phases:

- neither player can place air units during the initiative player's movement phase
- during his combat and exploitation phases, the initiative player suffers one less hit point loss during combat resolution.

For the remainder of the operational sequence (the reacting player's phases), the weather is fair.

The effect of overcast weather is to forbid all activity by air units except rebasing.

Fair weather has no effect on play.

At the end of the weather phase, all air units placed beneath an HQ unit are moved on top of the HQ.

11.0 - Movement

All air units are moved first during a movement phase (see 17.0). Once both players have finished moving their air units, the phasing player may begin moving his ground units.

11.1 Overview

11.1.1 Basic principles

During his movement phase, a player may move any of his units up to the limit of their individual movement allowances.

A player may move his units individually, or together as a stack. To be moved as a stack, the units must have begun the movement phase stacked in the same hex.

Each hex a unit moves into costs a certain number of movement points (MPs). These costs are given on the Terrain Effects Chart (TEC, see map). A unit may not spend more MPs than it has points in its movement allowance.

The costs of moving from one hex to the next are cumulative.

Example: *To cross over a river into a cratered woods hex costs 4 MPs: 2 MPs for the woods, +1 for the craters and +1 for the river.*

A unit may move freely into and through hexes containing other friendly units without it costing additional MPs. MPs may not be saved from one turn to the next, nor may they be transferred from one unit to another.

A friendly unit may never enter a hex occupied by an enemy combat unit.

11.1.2 Minimum movement

Whatever its movement allowance, a unit may always move a minimum of one hex during its movement phase, so long as it doesn't move directly from one enemy ZOC to another or leave an enemy ZOC without being relieved (see 11.2.2).

This minimum move applies also to exploitation, reserve or reaction (due to tactical coordination) movement.

11.1.3 Road movement

Units moving along a road, from one road hex to another along a connecting road, moves at the road movement rate (see TEC), without taking into account the other terrain in the hex or the hexside. Roads ending in the same town are considered to be connected. If a road crosses a river it indicates the presence of a bridge.

11.1.4 Rail movement

In the basic game there is no rail movement. The rail lines are only used to move army artillery units. In order to move during the exploitation phase, an army artillery unit in offensive mode must be able to trace a supply line along the rail line to a friendly supply source. An enemy unit on or adjacent to the rail supply line forbids rail movement.

Whenever a rail line crosses a river a bridge is considered to be present. Rail bridges can be used to cross a river by combat or support units, at an additional cost of 1 PM for major rivers, and no additional cost for minor rivers.

11.1.5 Reinforcements

Each scenario indicates what reinforcements are available for each player. Reinforcements arrive during the movement phase, either from a friendly map edge or directly in a certain hex as indicated in the scenario. If a unit arrives at a map edge, it must pay the costs for entering the first hex. A unit arriving stacked with an HQ must be placed before the HQ moves. Air units can arrive directly on a friendly HQ before any movement are carried out. Air units are placed ON the HQ unit, and are available for missions in the current movement phase.

11.2 Movement of combat units

11.2.1 Movement and zones of control

A unit that enters an enemy ZOC must immediately end its move. A friendly unit does not negate the enemy ZOC in this instance. It is always forbidden to move directly from one enemy ZOC to another during the movement and exploitation phases, including a relief move and a minimum move. Entering or leaving an enemy ZOC does not cost any additional MPs.

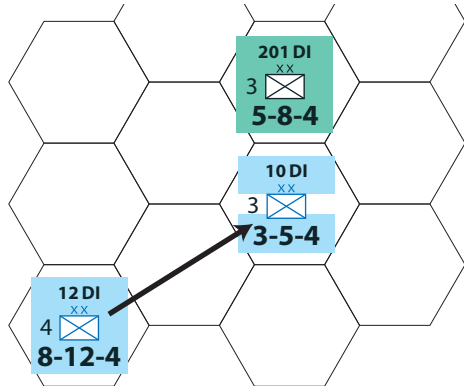
11.2.2 Relief

A combat unit that begins its movement phase alone in an enemy ZOC may only leave the hex if it is relieved by another friendly combat unit. This is carried out by moving another combat unit into the enemy controlled hex. This unit stops moving and the phasing player has the option of moving the first unit out of the hex and as far as allowed by its movement allowance.

The option of moving the relieved unit must be taken immediately, before moving any other friendly unit. Units that begin stacked in an enemy ZOC may freely leave the hex as long as one unit stays in position.

Relief example:

The German 106th ID controls the 6 surrounding hexes.



The French 10th ID begins its movement phase in an enemy ZOC. The 12th ID is moved into the hex and ends its movement. The Allied player has the option of relieving the 10th ID and moving it out immediately. If he doesn't take up this option, the 10th ID will not be able to move, unless another relieving unit arrives. Whatever the player chooses, the 12th ID may not move any further.

11.2.3 Crossing major rivers

Crossing a major river for a combat unit over:

- a road bridge does not cost any additional movement point,
- a rail bridge costs one additional movement point.

If there is no bridge available, a combat unit may only cross a major river by beginning its movement phase adjacent to the major river and expending its entire movement allowance to cross the major river, obeying the restrictions applicable to a minimum move.

11.2.4 German pontoon bridges

At any moment during its movement or exploitation phase a



German combat unit adjacent to a major or minor river may attempt to build a pontoon bridge over the river. The player rolls a die. On a result of 1 to 4, the attempt is successful and a **Pontoon Bridge** marker is placed in the unit's hex, its arrow pointing to one of the adjacent river hexsides.

Die roll modifiers:

- +1 if an Allied unit is one or two hexes away from the German unit
- +2 if the attempting to bridge the Marne river
- 2 if a friendly unit occupies the other side of the river hexside
- 1 if the attempt is over a minor river

Whatever the result, the German unit may carry on its movement, including crossing over the bridge. Building a pontoon bridge does not cost any movement points.

The German player may make several attempts with the same unit, including after a failed attempt.

The German player may only make 3 attempts per operational sequence, and there may only be 3 bridges on the map simultaneously. A previously built bridge may be removed at any moment.

A pontoon bridge enables combat units and Stosstruppen to cross the river hexside indicated by the arrow. Crossing a minor river over a pontoon bridge costs no additional MPs. Crossing a major river over a pontoon bridge costs 1 additional MP.

HQs and artillery units may not cross over a pontoon bridge.

Only the German player may use pontoon bridges. If an Allied unit ends its movement adjacent to a pontoon bridge in an unoccupied hex, the bridge is removed from the map.

11.2.5 Destroying and repairing bridges

Only bridges over major rivers may be destroyed. At the end of his movement phase, the player designates the bridges he wishes to destroy. In order for a bridge to be eligible to be destroyed, it must satisfy the following two conditions:



- an enemy unit must be within 3 hexes of one end of the bridge
- AND one of the two ends of the bridge must be within the command range of a friendly HQ. This is determined

in the same way as the supply path in paragraph 9.1.

The phasing player rolls a die. On a result of 1 to 4 the bridge is destroyed. A marker is placed at either end of the bridge to denote the fact.

Die roll modifiers:

+2 if the demolition attempt is for a bridge over the Aisne River during turn 1 (27-29 May).

Repairing a destroyed bridge: At the end of his movement phase, a player may designate the bridges he wishes to rebuild. In order for a bridge to be eligible to be destroyed, it must satisfy the following two conditions:

- a friendly unit must occupy one end of the bridge, and the other end may not be in an enemy ZOC unless a friendly unit is in the hex to negate the ZOC
- AND both ends of the bridge must be within the command range of a friendly HQ. This is determined in the same way as the supply path in paragraph 9.1.

The player rolls a die, on a result of 1 to 4 the bridge is repaired. The *destroyed* marker is removed and the bridge is immediately available again.

Die roll modifiers:

- +2 if one end of the bridge is in an enemy ZOC
- +1 if the bridge is over the Marne River

If more than one bridge crosses the same hexside (a road bridge and a rail bridge), they are considered as one for destruction and repair purposes.

11.2.6 Forced march

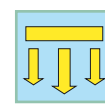
Any combat unit except for tanks that is not disorganised may extend its movement by forced march, subject to the following conditions:

- the unit may only move along a road
- the unit may never move within 2 hexes of an enemy combat or support unit

Subject to these conditions, the unit may double its movement allowance. AT the end of its movement, and if an offensive has been declared, the unit becomes disorganised.

Forced marching is not allowed during the exploitation phase.

11.2.7 Disengagement markers



At the end of his movement phase, a player may place **Disengagement** markers on any of his units that are in enemy ZOCs and that have not moved in the current phase. These units are ineligible to attack in the upcoming

attack phase, but may attempt to disengage from the enemy ZOCs.

11.2.8 Reserve markers



At the end of his movement phase, the initiative player may place **Reserve** markers on any of his units that are at full strength, that have not just moved, that are not in an enemy ZOC, and that are within bombardment range of a friendly army artillery unit in offensive mode.

The number of units that may be placed in reserve is limited by the number of markers provided. The number of markers provided is different for each player. Moreover, Allied Cav reserve markers may only be placed on Allied cavalry units.

Units placed in reserve may move during the exploitation with a benefit of 2 additional movement points.

11.3 Movement of support units

11.3.1 Artillery movement

An artillery unit may never enter an enemy ZOC, even if there is a friendly combat unit in the hex. If an enemy combat unit enters a hex adjacent to an artillery unit alone in a hex, or if an artillery unit is left alone in a hex after combat, it is immediately eliminated.

Artillery units may not cross a river except at a bridge (road or rail).

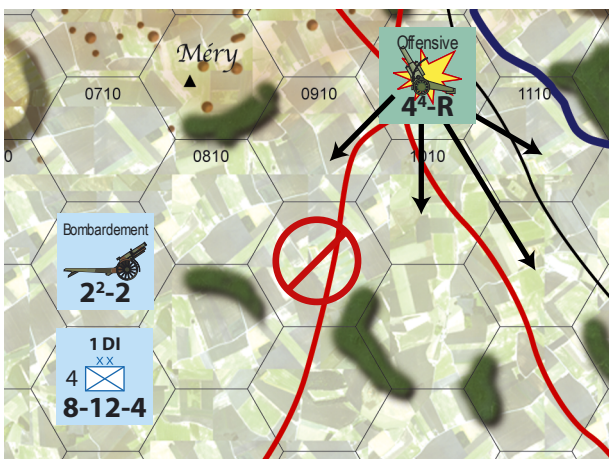
11.3.1.1 Army artillery units in offensive mode

Army artillery in offensive mode may move 1 hex at the end of each friendly exploitation phase, once all other movement and combat has been carried out. The movement may be of 2 hexes if the following three conditions are met:

- the artillery unit begins its movement on a road or a rail hex
- the artillery unit moves along the road or rail line
- the artillery unit does not move into an enemy ZOC or within bombardment range of an enemy artillery unit

Example:

The army artillery unit is in offensive mode and at the end of the exploitation phase moves 1 or 2 hexes.



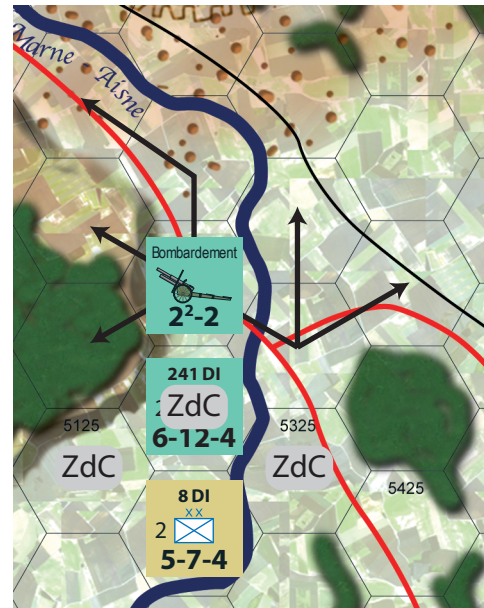
The German army artillery unit may move to hex 0910 because even if it is within bombardment range of the French unit, it may always move 1 hex. It may not however move into 0911 because it too is within bombardment range of the French artillery unit, and it would be the German unit's second hex.

The unit may move into 1010 or 1110, and even carry on into 1111 by following either the road or the rail line.

11.3.1.2 Army artillery in bombardment mode and corps artillery

Army artillery units in bombardment mode and corps artillery units move like combat units during the movement phase, and respecting the normal rules of movement.

Example:



The corps artillery unit may cross the river via the bridge. To the north, the road negates the effect of the craters. It can also climb the slope and enter the forest (total cost, 3 MP) because of the minimum move rule.

It cannot however stack with the 241st ID as it cannot enter an enemy ZOC, even if a friendly combat unit is present.

11.3.2 Stosstruppen movement

A Stosstruppen unit must be stacked with a German regiment at all times. It is placed under the regiment unit and moves with it. If several regiments are in the same hex, the Stosstruppen unit may be assigned to any one of them at the beginning of each phase.

A single Stosstruppen regiment may be assigned to any single regiment.

If at the end of any combat there are more Stosstruppen units than regiments in a hex, the excess Stosstruppen units are eliminated.

11.3.3 HQ movement

HQ units are moved during the movement phase like combat units. They can thus cross rivers even where no bridge is available.

Like artillery units, HQs may never enter an enemy ZOC, even if a friendly combat unit is present. If an enemy combat unit enters a hex adjacent to an HQ alone in a hex or if an HQ is left alone in a hex after a combat, it is eliminated.

11.3.4 Air unit movement

Air unit operations and movement are described in chapter 17.0. Air units are moved first during the movement phase.

12.0 - Combat

12.1 Overview

During his combat phase, a player may attack enemy units that are adjacent to his own.

The phasing player decides which hexes are attacked and the order in which the attacks are carried out. He is called the attacker and his opponent the defender, regardless of the overall or local game situation.

Each combat result is fully determined before resolving the next combat.

A unit may only attack units that it is adjacent to.

All units that are adjacent to an enemy unit may participate in an attack against that unit.

A single hex may only be attacked once per combat phase, and all units occupying that hex must be attacked together.

A unit is never obliged to attack. If it chooses to do so, it is not obliged to attack all enemy units in its ZOC other than those designated as the target of the attack.

A unit may only attack once per combat phase or exploitation phase.

Units stacked together may attack different hexes, but each unit may only attack once.

12.2 Combat resolution

Each combat is resolved by carrying out in order the following steps.

Each combat is resolved by using the Combat Results Table (CRT) and maybe the Bombardment Table/

Step 1: The phasing player designates the attacking units and the target(s).

Step 2: The attacker designates any artillery units that will be used to support the attack.

Step 3: The defender states which of his artillery units will support the defenders, and which will carry out counter-battery fire.

Step 4: The attacker states which of his artillery units will carry out counter-battery fire.

Step 5: The bombardment results are determined, first on the attacking units, then on the defending units.

Step 6: The attacker and the defender state which are their leading units.

Step 7: The combat odds ratio is determined.

Step 8: Combat resolution.

Step 9: The defender tests his tactical coordination, followed by the attacker.

Step 10: The defender then the attacker convert their hits into step losses, taking into account the results of their respective tactical coordination rolls.

12.2.1 Designating the target hex (step 1)

During this step the phasing player states which hex he is attacking and which of his units will participate in the attack.

All units in the target hex must be attacked and will suffer the results of the combat.

Only the units designated by the phasing player can take part in the combat and suffer its results. Once decided, the choice is final and cannot be changed in a later step of the combat procedure.

Units belonging to the phasing player that are in hexes adjacent to the defender but not chosen to take part in the attack are in no way affected by the combat results.

An attack can be declared only if at least one of the attacking units has a morale rating at least equal to 4, is not disorganised and is within the command radius of an HQ.

(This is intended to avoid attacks by low morale units, unable to satisfy 12.2.3, only to trigger bombardment).

12.2.2 Designation of the attacking and defending artillery units (steps 2, 3, 4 and 5)

During steps 2 to 5, the players will designate any participating artillery units and carry out bombardment attacks.

There is no limit to the number of army and/or corps artillery units that can participate in a combat on either side. However, only one army artillery unit in offensive mode may take part in a combat.

The attacker states first which of his artillery units will support the attack.

The defender then does the same, turning over any units designated for counter-battery fire to their corresponding side.

The attacker may then choose, amongst the artillery units previously designated, if any will be placed in counter-battery mode. They are turned over to their counter-battery side.

The attacker must designate at least as many bombarding artillery units as the defender has placed in counter-battery mode. An army artillery unit counts as two corps artillery units. Within these limits, the attacker may decide which of his artillery units will be used for counter-battery fire.

The specific rules for artillery and counter-battery resolution are given in chapter 15.2.2.

If all defending units are eliminated by artillery fire, the attacker is considered to have won the combat. He rolls for tactical coordination and applies the results normally (including *incorrect orders*).

Example 1

The attacker first designates one army and three corps artillery units for a combat (step 2). The defender then designates one army and one corps artillery to support his defending units (step 3), and designates the corps artillery to carry out counter-battery fire. Finally (step 4) the attacker flips one of his corps units to counter-battery mode.



This puts the attacker on column 5 of the bombardment table: one army artillery (3 pts) + 2 corps units (2 x 2) – one defending unit in counter-battery mode (2) = 5.

The defender bombards on column 1: one army artillery (3 pts) – one attacking corps artillery in counter-battery mode (2) = 1.

Example 2

During step 2 the attacker designates two corps artillery units. In step 3 the defender designates one army and two corps artillery units. He places both corps units in counter-battery mode. In step 4 the attacker has no choice, he has to place both his units in bombardment mode as he has to have at least as many as there are defending units.



In the end, the attacker does not bombard, and the defender bombards on column 3 with his army artillery unit.

12.2.3 Leading units (step 6)

In step 6, each player states which of his participating combat units are leading the attack or the defence. It is this unit's morale which will be used to calculate the morale differential in steps 8 and 9. The attacker's lead unit must have a morale rating at least equal to 4 and may not be disorganised.

If the attacker is unable to designate a valid lead unit within the command radius of an HQ (for example after defensive bombardment), the combat is cancelled, the attacker immediately loses 3 steps from the participating units with the highest morale.

The lead unit will suffer the first loss when the combat results are determined.

Exceptions:

- an attacking tank unit will take the first loss before the lead unit.
- the German player may eliminate a Stosstruppen unit rather than reduce the lead unit.

12.2.4 Calculating the odds ratio (step 7)

During step 7 the players compare the attacker's strength with the defender's strength to determine the combat odds ratio.

First the defender totals the defence strengths of all of his participating units.

The attacker does the same with the attack strengths of all of his attacking units.

The attack and defence strengths of each unit may be modified by terrain (see the TEC). Do not round fractions at this stage.

Divide the total attack strength by the total defence strength to obtain the odds ratio expressed as a simple fraction. The result is always rounded in favour of the defender.

Examples:

35 attack points against 10 defence points gives a ratio of 35/10, rounded to 3/1.

6 attack points against 10 defence points gives a ratio of 6/10, or 1/2.

This ratio may now be modified due to terrain and combat modifiers.

The combat odds may exit from the CRT. In this case, you can still adjust it using "imaginary" columns in case some shifts might put the result back on the CRT. Ex: 1/3, 1/4, 1/5, etc...

Example:

Initial combat odds of 1/2 shifted two columns to the left, and then 3 columns on the right will give final combat odds of 1/1 (1/2 shifted two columns to the left leads to a 1/4 imaginary column, then shifted three columns on the right gives a final 1/1).

At this stage, after applying the column shifts due to every modifiers, if the ratio is less than 1/2 the combat is cancelled, the attacker immediately loses 3 steps from the participating units with the highest morale.

Terrain modifiers:

Defender in a woods hex: 1 column left

Defender in a village hex: 1 column left

Defender in a town hex: defence strength multiplied by 2

Defender in a trench hex: defence strength x 3

Attacker attacking up a slope: attack strength x 1/2

Defender behind a minor river: 1 column left if all attacking units are attacking across the river

Defender behind a major river: attack strength x 1/2

Defender in a fort hex: 2 columns left

Other modifiers:

Attacking Stosstruppen: 1 column to the right, whatever the number of Stosstruppen units present

Lead units' morale differential (attacker – defender): # of columns in favour of the side with the higher morale

Defender unsupplied: 1 column to the right

Foch Doctrine: 1 column to the right for Allies when attacking

Offensive modifier: If the hex under attack is within bombardment range of an army artillery unit in offensive mode, shift a number of columns to the right equal to the offensive modifier for the turn/sequence (see scenario rules)

Concentric attack: if all 6 hexes surrounding the target are either occupied by attacking units or covered by their ZOCs: 1 column right.

Attacking tanks: shift a number of columns right equal to the tank unit's coordination bonus

All modifiers are cumulative. A fort in a trench hex would multiply a unit's defence strength by 3 and shift the odds ratio 2 columns left.

12.2.5 Combat resolution (step 8)

In step 8 the combat is resolved on the Combat Results Table (CRT).

The attacker refers to the CRT and finds the final column that was determined in step 7.

He then throws the 4 dice, and adds up the values of the two white dice. He cross-indexes this value with the final odds column, giving the combat result. The other two dice will be used for the tactical coordination results.

Explanation of the results

A#: indicates the number of hit points for the attacker

D#: indicates the number of hit points to the defender

*: an asterisk indicates a Stosstruppen loss

The number of hit points given by the table may be modified by the following factors:

- morning fog: one hit point less for the player having the initiative during his combat phase
- Foch doctrine: two hit points more for an Allied attacker.

12.2.6 Tactical coordination on the battlefield (step 9)

In this step, the defender and then the attacker test their tactical coordination. This represents the two sides' ability to master battlefield events, both in attack and in defence: exploiting success, moving up reserves, tactical withdrawals, etc... The tactical coordination rolls are completely separate from the CRT result.

Each side uses it's own-coloured die (blue for the Allies and green for the Germans) and applies the following modifiers:

For the defender:	For the attacker:
Trenches or fortifications: +2	Attacking stosstruppen: +1, whatever the number of Stosstruppen
Lead unit is elite: +1	Lead unit is elite: +1
Friendly air support: +1	Friendly air support: +1
Enemy air support: -1	Enemy air support: -1
At least one defending unit is disorganised or reorganising: -1	Units of different nationalities: -1
Bruchmuller bombardment: -2 (Allies only)	Offensive modifier: from +0 to +3
Foch doctrine: -1 (Allies only)	Foch doctrine: +1 (Allies only)
Units of different nationalities: -1	Pétain doctrine: -1 (French only)

At least one attacking division with a morale of 3: -1 (not cumulative with the modifier below)

At least one attacking division with a morale of 2: -2 (not cumulative with the modifier above)

Effects of tactical coordination

The attacker and the defender may use all or part of the possibilities given them by the results of the tactical coordination roll.

If the result is a 6 or a natural 6 (i.e. before any modifiers), the tactical coordination is **perfect** and the player benefits from the following advantages:

Perfect coordination (Result of 6 or more or is natural 6)

For the defender:	For the attacker:
May choose to retreat up to 3 hexes. For each hex, remove 3 hit points from the combat result. If Foch doctrine is in effect, or if a defending unit is disorganised, the retreat is limited to 2 hexes.	May place up to 2 units in exploitation mode.
May move up to 2 combat units that are not in an enemy ZOC and within 3 hexes of the attacked hex up to half of their movement allowance (rounded up), including into the attacked hex if there are surviving defenders left in the hex.	May advance after combat the same number of hexes as the defender's retreat. The first hex advanced into must be the attacked hex.

If the result is between 3 and 5 (inclusive), the tactical coordination is **partial** and the player benefits from the following advantages:

Partial coordination (Result between 3 and 5 inclusive)

For the defender:	For the attacker:
May choose to retreat up to 2 hexes. For each hex, remove 3 hit points from the combat result. If Foch doctrine is in effect, or if a defending unit is disorganised, the retreat is limited to 1 hex.	May place 1 unit in exploitation mode.
May move 1 combat unit that is not in an enemy ZOC and within 3 hexes of the attacked hex up to half of its movement allowance (rounded up), including into the attacked hex if there are surviving defenders left in the hex.	May advance after combat into the attacked hex

If the result is 1 or 2 (including a natural 1), there is **no tactical coordination** and the player has no advantages. In addition, if it is the attacker who suffers this result, the defender may remove a **Reserve or Exploitation** marker from an attacking unit or stack of units within three hexes of the attacked hex.

If the result is 0 or less (including a modified natural 1), there is **no tactical coordination** and in addition the player suffers from **misunderstood orders**. The player rolls another die:

Misunderstood orders (Result is 0 or less)

dice	For the defender:	For the attacker:
1	Sacrifice: one additional step loss for each side.	Fierce fighting: one additional step loss for each side.
2	Panic: retreat an additional hex, no lowering of hit points.	Confusion: one attacking unit is disorganised, defender's choice.
3	Suicidal counter-attack: one additional step loss for the defender.	Stubbornness: one additional step loss for the attacker.
4	Rout: 3 hit points less for the attacker.	Panic: one attacking unit retreats one hex.
5	Indecisiveness: the defending units are Pinned .	Lack of enthusiasm: 3 hit points less for the defender.
6	Reserves misdirected: the attacker may move one hex one of the defender's units that is not in a ZOC and is within 3 hexes of the attacked hex.	Orders countermanded: the defender can remove a Reserve or Exploitation marker from a unit or stack of units within three hexes of the attacked hex.

Pinned marker: Units stacked with Stosstruppen or with tanks do not need to stop moving when they move next to a pinned unit or stack, nor do they expend an additional MP to leave a pinned unit or stack's ZOC.



12.2.7 Applying combat results

Once the tactical coordination results known, the results are applied in the following order:

- if the defender has misunderstood orders, the result is applied immediately. The hits point lost by each side may be modified.
- if the attacker has misunderstood orders, the result is applied immediately. The hits point lost by each side may be modified.
- if the attacker has no tactical coordination, the defender may remove a **Reserve or Exploitation** marker from an attacking unit or stack of units within three hexes of the attacked hex.
- if the defender has partial or perfect tactical coordination, he can carry out the corresponding actions, and lower his hit points accordingly.
- first the defender then the attacker convert their hit points into step losses or disorganisation (see 12.2.8).
- if the attacker has obtained perfect or partial tactical coordination, he can carry out the corresponding actions (*advance after combat* and *placing exploitation markers*).

12.2.8 Converting hit points (step 10)

Once the final number of hit points is known, the defender and then the attacker convert their respective hit points into step losses and disorganisations as follows:

- A step loss for a regiment requires 2 hit points
- A step loss for a division requires 3 hit points
- Inflicting a step loss on an American regiment costs 3 hit points (due to their large size)
- Inflicting a step loss on an American division also costs 3 hit points, but all American divisions have 3 steps, whatever their morale
- Disorganising a unit costs 1 hit point
- Inflicting a step loss on a tank unit requires a number of hit points equal to the unit's protection rating
- Inflicting a loss on a Stosstruppen unit costs 2 hit points. The Stosstruppen unit must be with a regiment that took part in the combat. Only one Stosstruppen unit may suffer a step loss per combat (in addition to any required losses due to an asterisk result).

Converting hit points into step losses is carried out in the following order:

First of all, the first step loss must be borne by the lead units, both attacking and defending, if the number of hit points is sufficient to inflict this step loss.

Exception:

An attacking tank unit always suffers the first loss if the number of hit points is equal to or greater than its protection rating. After that, the lead unit takes the second step loss if possible (see 12.2.3). When defending however, or being bombarded, a tank unit is the last to take any casualties.

Exception:

The German player may choose to eliminate a Stosstruppen unit rather than inflict a step loss on his lead unit.

After this, the remaining hit points are converted into step losses as the owning player chooses. As many hit points as possible must be converted into step losses. The losses may be spread out amongst participating units as the owning player wishes. He may if he so decides inflict all losses on the same unit, including the lead unit, even eliminating it, before reducing another unit.

Finally, any remaining hit points are used to disorganise units, one hit point per unit. The lead unit, if it survived, must take the first disorganisation.

Any remaining hit points have no effect.

Examples:

A defending reduced regiment (1 step) and division (2 steps) take 7 hit points. The regiment was the lead unit. The hit points are applied as follows: a) 5 points to inflict a step loss to the regiment and the division, the regiment is eliminated, b) one hit point disorganises the division, c) the final hit point is not used.

A player attacks with a division and a regiment, the division leading. He takes 2 hit points. He cannot reduce the lead unit (that would require 3 hit points), so the 2 hit points go to reducing the regiment.

A player attacks with a regiment and a division. The regiment leads the attack. He takes 3 hit points. The leading regiment is reduced for 2 points. The remaining point goes to disorganise the regiment.

A player attacks with a regiment and a division. The regiment leads the attack. He takes 4 hit points. The first two are used to reduce the leading unit. There are two points left which can be converted into an additional step loss. The regiment is eliminated.

On an asterisk result, the German player must eliminate a Stosstruppen unit if one has been used to obtain a column shift. This loss, which is in addition to any losses resulting from hit points, does not negate the first loss being applied to the lead unit.

12.3 Retreat after combat

N.B.: the terms “withdrawal” and “retreat” are the same and are equivalent.

The tactical coordination result may cause the defender to retreat one or more hexes, [independently of hit points suffered](#).

The rules governing retreats are the same, whatever the cause of the retreat; retreat after combat or disengagement (see 13.0).

It is always the defender who chooses his retreat path, respecting to the following points.

All units in the defending hex must retreat. They may retreat into different hexes. Support units however may never retreat.

Retreating units must move as much as possible towards a friendly supply source, or towards a friendly HQ. A unit that retreats due to a partial or perfect coordination result (as opposed to a disengagement) may disregard this point in order to avoid entering an enemy ZOC.

For each hex entered that is an enemy ZOC that is not negated by a friendly unit, the retreating stack suffers an additional step loss. The defender chooses which unit takes the step loss.

If the final hex is overstacked after a retreat, the owning player may retreat as many additional hexes as necessary to avoid overstacking. If a unit or stack retreats through other units or stacks, all are disorganised.

A unit that retreats 2 or 3 hexes after a combat or after an “R3” result during disengagement becomes disorganised.

If a unit or stack retreats over an unbridged (bridge or pontoon bridge) major river hexside, it stops its retreat and becomes disorganised.

Following a misunderstood orders result, a single attacking unit may have to retreat. It must respect all the preceding rules when doing so.

A unit that retreats into a hex occupied by an enemy air unit on an interdiction mission suffers an additional step loss (17.2).

12.4 Advance after combat

Advance after combat depends on the tactical coordination result. Only units that are at full strength and not disorganised may advance after combat.

If the result is partial coordination, the attacker may occupy the defender's hex with some of all of his units, if the defender has retreated or is eliminated.

If the result is perfect coordination and if the defender retreats, the attacker may advance as many hexes as the defender retreated.

If the result is perfect coordination and if the defender is eliminated, the attacker may advance up to 2 hexes.

The first hex of the advance must always be the hex that was attacked.

After the first hex, it is forbidden to advance directly from one enemy ZOC to another, unless the advancing unit is a German regiment [associated](#) with a Stosstruppen unit, in which case it can ignore Allied ZOCs.

Advance after combat is counted in numbers of hexes, irrespective of terrain movement costs.

Exceptions:

- it is only possible to advance over an unbridged major river hexside if it is the first hex of the advance, and the advance must then stop immediately

- a unit that advances up a slope on the second or third hex of an advance becomes disorganised.

12.5 Disorganisation / Reorganisation

A combat unit can become disorganised as a result of combat, of disengagement, or after a forced march. This is indicated by placing a *Disorganised* marker on the unit. Support units are never disorganised.

A unit that is disorganised or reorganising suffers the following penalties:

- Its movement allowance is halved (rounded down)
- It may not attack (but it may disengage)
- Exploitation and advance after combat are impossible

Disorganised and *Reorganising* markers may be removed during the *Adjust markers* segment of the *Exploitation phase* (see 14.3). The effects of being *disorganised* or *reorganising* are identical.

During combat, disorganisation results are applied by unit, not by stack. Thus 1 hit point disorganises a single unit.

During retreats, forced marches, or disengagements, it is the whole stack that becomes disorganised.

There is no additional penalty for becoming disorganised if a unit is already disorganised. A unit that is reorganising becomes disorganised once again.

13.0 - Disengagement

When all combats have been resolved, the phasing player may attempt to disengage combat units that are in an enemy ZOC. Support units may not disengage.

Disengagement is only possible at the end of the combat phase. There is no disengagement at the end of the exploitation phase. In order to be able to disengage, a unit must have been marked with a *Disengagement* marker at the end of the preceding movement phase. For each such stack, the phasing player selects a unit whose morale will be used to calculate the die-roll modifier, rolls a die, applies any modifiers, and looks up the result in the following table.

Die- roll	Result
0	*r1
1	R3
2	R3
3	r2
4	r2
5	r3
6	r3
7	r3

Die roll modifiers:

- 2 for a unit with a morale of 2
- 1 for a unit with a morale of 3
- +1 for a unit with a morale of 5
- +2 for a unit with a morale of 6
- +3 if the hex being left is a trench hex
- +1 if the hex being left is a town hex
- 3 if the hex is surrounded by enemy units or ZOCs. *Friendly unit cancels enemy ZOC.*
- 2 if a disorganised or reorganising unit is in the stack

Explanation of results:

- *: the unit selected for its morale takes a step loss
- r1: the stack retreats 1 hex
- r2: the stack retreats 1 or 2 hexes
- r3: the stack retreats 1, 2 or 3 hexes
- R3: the stack retreats 3 hexes, the retreat path is chosen by

the non-phasing player (but he must respect the retreat priorities). The stack becomes disorganised.

The resulting retreat follows the same rules as for a retreat after combat. All the rules for retreat after combat are applied normally, it is possible to disengage through enemy ZOCs with the step loss penalties given in 12.3.

14.0 - Exploitation

Following certain tactical coordination results, the phasing player may place an *Exploitation* marker on some of his units.

Exploitation markers are placed after advance after combat, and before beginning the next combat resolution.

Only full-strength units that *have participated to combat and* are not disorganised may receive an *Exploitation* marker.

A regiment that is associated with a Stosstruppen unit only counts as one unit. Regiments belonging to the same parent division (plus any associated Stosstruppen units) count as a single unit if they are all stacked together in the same hex when the marker is placed and there are no other units in the hex. However, only regiments that are at full strength and not disorganised will be eligible to exploit.

Example 1:

*The Allied player has obtained a perfect coordination result and can place two **Exploitation** markers. The 4 regiments of the Moroccan division are stacked together in a hex. One of the regiments is disorganised, another has taken a step loss. The entire stack can receive a single **Exploitation** marker but only the two intact units will be able to exploit. The second marker can be used for another unit or stack of units.*

Example 2:

*The 3 regiments of the French 2nd ID are stacked in a hex along with a tank unit. The Allied player has obtained a perfect coordination result and can place two **Exploitation** markers. As the tank is a combat unit, the 3 regiments cannot count as a single unit. The Allied player can therefore either place his two markers on 2 regiments or on 1 regiment plus the tank unit.*

During the exploitation phase, only those units that have a *Reserve* or *Exploitation* marker on them are eligible to move and fight.

The exploitation phase is divided into 3 segments:

- first of all the attacker carries out any attacks he wishes with exploiting units that are adjacent to enemy units.
- once all the attacks have been resolved, he may move all his units in reserve or exploitation mode that have not been involved in combat.
- finally, he adjusts the markers on his units.

There is an exploitation phase even if there are no units eligible (exploitation or reserve). In this case the only segment that is played is the final marker adjustment segment.

14.1 Exploitation combat

The phasing player may carry out attacks with any of his units that are adjacent to enemy units *and that have **Exploitation** markers on them.*

These attacks obey all the standard combat rules with the following *exceptions*:

- whatever the result of the tactical coordination roll, the player may not place any more *Exploitation* markers.
- the phasing player may not use any artillery to support the attack except for counter-battery fire.

After each attack, the **Exploitation** markers are removed.

After all desired attacks have been resolved, any remaining **Exploitation** markers on units in enemy ZOCs are removed. Tank units and regiments associated with Stosstruppen units are not considered to be in an enemy ZOC for this rule if the ZOC is projected by a **pinned** unit.

14.2 Exploitation movement

Once all attacks have been made, the phasing player may move any units that still have **Exploitation** markers on them up to half of their movement allowance (rounded up).

He may also move units that were placed in Reserve during the movement phase. These units have their movement allowance increased by 2 points.

These moves obey all the standard movement rules except for forced marches. Once all moves have been made, any remaining **Exploitation** and **Reserve** markers are removed.

The player may also move any of his army artillery units that are in offensive mode, as described in paragraph 11.3.1.1.

14.3 Marker adjustment

In this segment, players adjust the markers on **both side's units**, in the following order:

1. players remove any **reorganising** markers on units that are not in an enemy ZOC.
2. they flip any **disorganised** markers to their **reorganising** side
3. they remove any remaining **exploitation** and **reserve** markers
4. they remove any **disengagement** markers left on the map
5. and finally, they remove any **pinned** markers left on the map.

Example:

A French division carries out a forced march along a road. It becomes disorganised at the end of its move. In the marker adjustment sequence, the marker is automatically flipped to its **reorganising** side. During the following German sequence, a German combat unit moves adjacent to the French division. The **reorganising** marker is not removed as the division is now in an enemy ZOC.

15.0 - Support units

15.1 HQ units

HQs move as described in paragraph 11.3.3.

The only function of HQs in the basic game is to provide supply and to allow the destruction and building of bridges.

15.2 Artillery

15.2.1 Movement

Movement of artillery units is described in paragraph 11.3.1.

15.2.2 Bombardment

The use of artillery in combat is also described in paragraph 12.2.2.

Bombardment may happen only during combat.

Both army and corps artillery units can participate in an attack by bombarding enemy units, inflicting losses or disorganising the enemy.

Artillery units that bombard in attack or defence, or carry out counter-battery fire, may only do so if the attacked hex is within their bombardment range.

An army artillery unit in offensive mode can be used to support up to 4 attacks per combat phase within its range. In defence it may only be used in support once per phase.

An army unit in bombardment mode or a corps artillery unit may only take part in one combat per phase.

Only corps artillery units may be used for counter-battery fire. If they are used in this manner, they are flipped over to their counter-battery side. Their bombardment strength is subtracted from the attackers bombardment strength. If the final result is less than or equal to zero, no bombardment attack is carried out. AT the end of the phase, any artillery units in counter-battery mode are flipped back over to their bombardment side.

During the exploitation phase, the defender may use all of his eligible artillery units. The attacker may only use his corps units, and only for counter-battery fire.

Some scenarios indicate that the German player has the advantage of the Bruchmuller event. This event is applicable to any combat within range of an army artillery unit in offensive mode during the first operational sequence of the turn in which the event occurs. The event gives a +3 bonus to the bombardment die-roll and a -2 modifier to the defender's tactical coordination roll (see 12.2.6).

Bruchmuller was a German artillery officer who developed a new highly effective method for using artillery prior to offensives, neutralising Allied forces and their command centres.

Procedure: each player adds up the strengths of his bombarding artillery units, from which total he subtracts enemy counter-battery strength.

The attacker then the defender roll a die and consult the bombardment table:

Bombardment strength							
Dice	1	2	3	4	5	6+	
0-	0	0	1	1	2	2	
1	0	0	1	2	2	2	
2	0	1	2	2	3	3	
3	0	1	2	3	3	3	
4	1	2	3	3	4	4♦	
5	1	2	3	4	4♦	5♦	
6	2	3	4	5	5♦	6♦	
7+	3	3	5	5	6♦	6♦	

Die roll modifiers:

Bruchmuller bombardment: +3 during the first operational sequence only

Defender in trenches: -2

Defender in a town: -1

All units in the hex are using Pétain doctrine (French units only): -1

Air unit in observation: 1 column shift to the right

These modifiers are cumulative, and only apply to the attackers bombardment roll.

The results are given in hit points, and are applied immediately, as described in paragraph 12.2.8. they may only affect units taking part in the combat, and are applied by the owning player.

Units that occupy a fort are not affected by the numerical result in the table above. Only a ♦ result has any effect: the bombarded unit or stack suffers an immediate step loss, allocated by the defending player.

15.2.3 Activating army artillery units

Army artillery units have 2 modes, a normal bombardment mode in which they function in the same way as corps units (support of one attack only), and an offensive mode in which they can support up to 4 attacks within range.

In the basic game, army units in offensive mode are flipped over to their normal side during the administrative phase. During the offensive declaration phase, the initiative player may flip over 1 or 2 army artillery units if he declares an offensive, as described in chapter 8.0 and in the scenario rules.

15.3 Stosstruppen units

Stosstruppen movement is described in paragraph 11.3.2.

Stosstruppen give special capabilities to the regiments they are stacked with enabling them to move directly from ZOC to ZOC during advance after combat. (see 12.4).

They also give an attack bonus. If the German player uses a Stosstruppen unit in an attack, the odds ratio is shifted one column to the right. Using more than one Stosstruppen unit has no additional effect.

If the CRT gives a “*” result, the German player must eliminate a Stosstruppen unit if one was used to give a column shift in the attack. He may also choose to use a Stosstruppen unit to absorb 2 hit points, eliminating the unit. He can only do this once per combat. The loss can be taken by any Stosstruppen unit associated with an attacking regiment. This elimination can also be used to avoid inflicting a loss on the lead unit. He may not choose this option however if the loss is due to a bombardment attack.

Any loss incurred by a Stosstruppen unit eliminates it.

15.4 Tanks

15.4.1 Allied tanks

Allied tanks are combat units. A tank unit counts as one unit for stacking, and has one step for loss purposes.

Tank units have no ZOC and may not be disorganised.

In combat, they add their strength normally, both in attack and defence, the same as infantry. Allied tanks are considered to be French when rolling for tactical coordination. When attacking, they bring the following special capabilities:

- the coordination rating is used to give column shifts to the right on the CRT
- the protection rating gives the number of hit points that must be used to eliminate the unit.

If a tank is alone when attacking or defending, its morale is equal to its protection rating.

When a tank unit takes part in an attack, if the number of hit points the attacker takes is equal to or greater than the tank's protection rating, the tank unit is eliminated. Any remaining hit points are applied normally starting with the lead unit. If the number of hit points is less than the tank's protection rating, the losses are applied as normal (see 12.2.8 and 12.3).

Example:

A French regiment stacked with a tank unit (protection rating 3) suffer an A6 result. The number of hit points is greater than the tank's protection rating, so the unit is eliminated, absorbing 3 hit points. The regiment then loses a step for 2 hit points and is disorganised for the final point.

If the result had been A2, the tank unit would not have suffered any effect, and the regiment would have taken a step loss.

Only one tank unit can be used to benefit an attack.

In defence, a tank unit is the last to be eliminated.

Tanks units cannot be used to attack a unit in a town hex, nor over a river or slope hexside.

15.4.2 German tanks

In the basic game, the scenario rules state whether German tanks are available. They can be used in the same way as Allied tanks, with the following *exceptions*:

- the German tank unit has no movement allowance
- it is placed directly with an attacking unit during the [step 1 of combat phase](#)
- it counts as a unit for stacking purposes
- at the end of the combat, it is in any case eliminated, BUT it may be used to absorb 1 hit point, in the same way as Allied tanks.

16.0 - Victory point determination and end of turn

During this sequence, each player adds any victory points earned during the turn to the victory point track on the map. If it is the final turn of the game, they then determine who has won. If not, the game-turn marker is moved into the next space on the turn record track and the players begin the next turn. The victory conditions are given in each scenario.

17.0 - Air units

The use of the air unit rules is optional in the scenarios. It is however recommended to use them, especially for the Friedensturm scenario, once the players have mastered the rest of the rules.

17.1 Movement of air units

Air units must be placed on the map stacked with HQ units when they are not carrying out a mission.

HQ units serve as bases for air units. The status of an air unit is indicated by its position in the stack.:

- air units placed **UNDER** the HQ are unavailable in the current sequence
- air units placed **ABOVE** the HQ are available and may be used to carry out a mission if weather permits.

The number of air units that may be stacked **ABOVE** an HQ unit is unlimited.

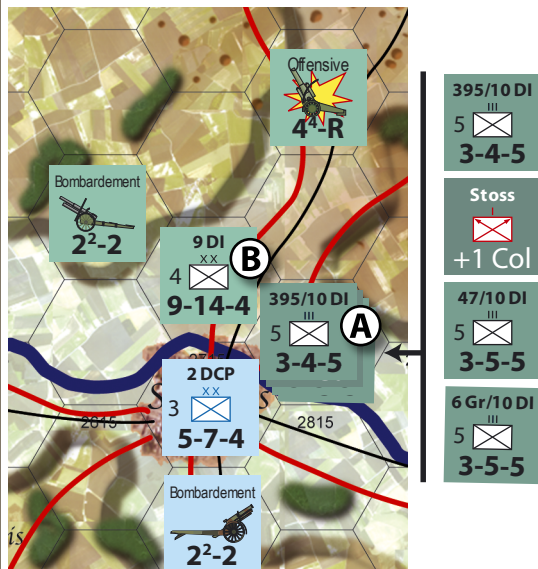
The number that may be placed **UNDER** an HQ is limited to a maximum of 4.

If an HQ unit that is in use as an airbase is moved for any reason, voluntarily or not, any air units present are removed from the map and will return as reinforcements next turn.

Air units may move in either player's movement phase. If the weather is fair, air units must be moved at the beginning of the movement phase. Each player alternately moves one air unit, starting with the phasing player. Air units that are available to fly a mission (above the HQ) are placed on a target hex within range (15 hexes), without taking into account terrain costs or enemy units. Once a player has no air units left, or decides he doesn't want to move any more, the other player may move his remaining player if he so wishes. The first player may not change his mind once he has stated that he doesn't want to move any more air units. Once both players have finished, the phasing player may begin moving his ground units.

Comprehensive example of combat

A German offensive is underway. The army artillery unit is flipped to its "offensive" side. Up to 4 attacks within range (4 hexes) can benefit from a favourable column shift and a favourable die-roll modifier for tactical coordination.



German attacker

Stack A: 3 regiments (3-5-5, 3-5-5, 3-4-5, morale 5) with one Stosstruppen unit.

Stack B: 1 division (9-14-4, morale 4).

Artillery: 1 army artillery in offensive mode (bombardment value 4), 1 corps artillery (2).

Offensive bonus +2, Bruchmuller event.

Allied defender

1 division (5-7-4, morale 3) behind the Aisne (major river) in Soissons.

Artillery: 1 corps artillery unit.

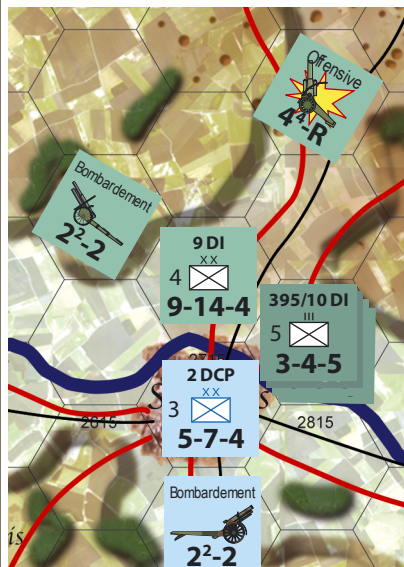
Foch doctrine.

Step 1: Designation of the target hex and attacking units by the phasing player.

All units in stacks A and B will participate in the attack.

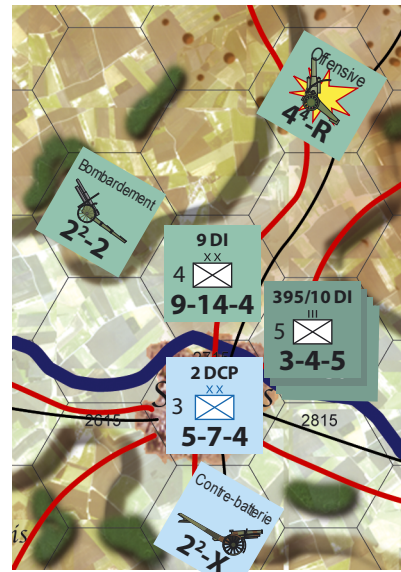
Step 2: The attacker designates which artillery units will support the attack.

All the artillery units mentioned above will take part.



Step 3: The defender designates which of his artillery units will support the defence, and which will be used for counter-battery fire.

The Allied artillery unit is placed in counter-battery mode.



Step 4: The attacker states which of his participating artillery units will be used for counter-battery fire.

There is a French unit in counter-battery mode, so the German player can't use his single corps artillery unit for counter-battery fire (12.2.2).

Step 5: The attacker then the defender carry out their bombardment attacks.

The attacker bombards on column 4 (4+2-2).

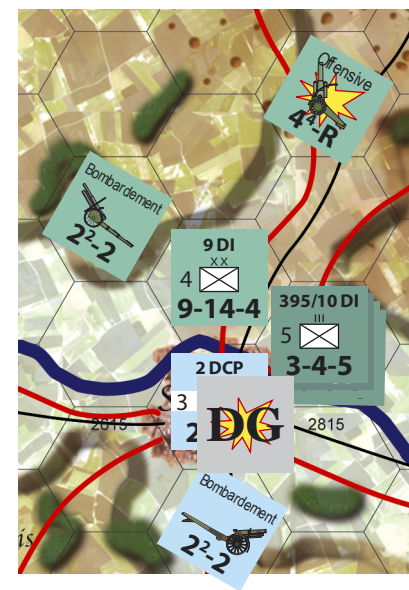


Die roll 3.

Modifiers: +3 for Bruchmuller, -1 for the city hex.

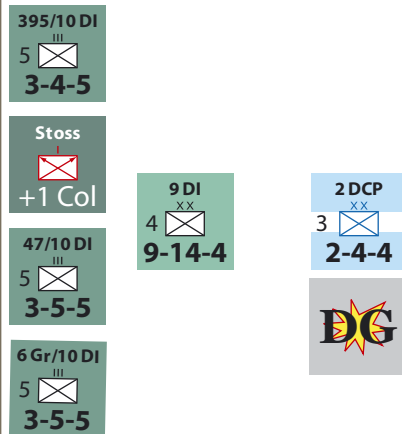
Final result: 5, which gives 4 hit points.

The defender loses one step (3 HP) and is disorganised (1 HP).



Step 6: Designation of the lead units by both players.

The attacker designates a 3-5-5 regiment. The defender only has the single division.

Step 7: Calculation of the odds ratio.

Attacker: 3+3+3+9=18, divided by 2 for the river, for a final strength of 9.

Defender: 4, multiplied by 2 for the city, for a final strength of 8. The odds ratio is therefore 9/8, rounded to 1/1.

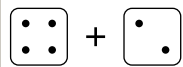
Column shifts:

+1 for the Stosstruppen

+2 for the morale differential (5-3)

+2 offensive bonus

The attack will be resolved on the 6/1 column.

Step 8: Combat resolution.

Die roll: 2+4=6, giving A2D8

Step 9: The defender and the attacker test their tactical coordination.

The defender rolls 5.

Modifiers: -1 (disorganised), -2 (Bruchmuller), -1 (Foch doctrine), for a final result of 1: no coordination.

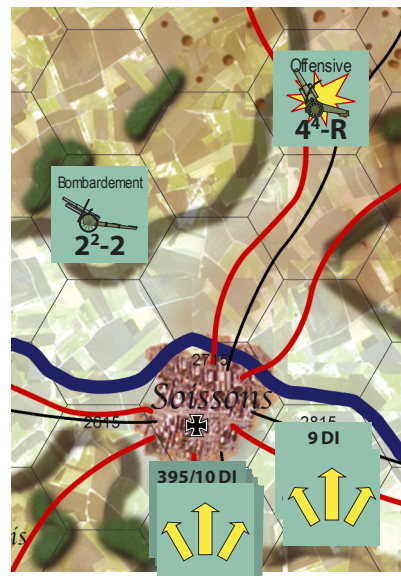
The attacker rolls a natural 6: perfect coordination, whatever the modifiers.

Step 10: First the defender then the attacker convert their hit points into combat results, taking into account the tactical coordination results.

Without any tactical coordination, the defender must convert all his hit points into step losses. The division is eliminated.

The attacker has taken 2 hit points. He can choose between taking a step loss on the lead regiment, or eliminating the Stosstruppen unit. He decides to eliminate the Stosstruppen unit.

The defender being eliminated and the attacker having perfect tactical coordination, all units that have not taken any losses may advance to start with into the target hex. The French artillery unit is then alone in an enemy ZOC, and is therefore eliminated. The attacking units can then advance a further hex. An exploitation marker is placed on each stack (the 3 regiments belong to the same division). They will be able to move up to half their movement allowance in the exploitation phase.



Scenarios

Each scenario depicts a German offensive that took place during this campaign.

Scenario 1 "**Gneisenau - Le Matz**" is good for learning the game mechanics. It uses few counters and can be played in an hour.

Scenario 2 "**Blücher**" is well suited for solitaire play. As it covers the early turns of the German offensive, we recommend playing it several times before attempting the complete campaign. Playing time is about three hours.

Scenario 3 "**Friedensturm**" allows players to simulate the decisive offensive of the campaign. The battle is very balanced and both players get to attack and defend. The game takes about five hours to play.

Lastly, scenario 4 "**Foch attacks**" deals with Allied counter attack of 18th July. As scenario 1, it's a good way to discover the system (particularly tank and planes rules). It can be played in a couple of hours.

Each scenario description follows the same pattern:

Length: the game turns to be played.

Playing Area: indicates which part of the map will be used for the game. Units cannot move outside of this area and are eliminated if they are forced to leave the playing area.

Initial set-up: indicates the unit positions for each side.

Each line is presented in the same way. The first information is the number of the hexagon in which the counter is placed (example 03.13) then the unit type and designation from the counter. *Example:* 69th DI indicates the 69th infantry division. Some of the abbreviations used on the counters:

- DI: Infantry Division,
- DCP : Division de Cavaliers à Pieds or Division of Dismounted Cavalry,
- Cav.: Cavalry Division,
- Res : Reserve,
- Bav : Bavarian,
- Gd: Guards,
- Ldw : Landwehr,

More details are given in the Advanced Rules booklet (Glossary of Principal counter abbreviations).

Support units are clearly indicated.

Lastly, the unit's morale is indicated in **bold** after the symbol "/".
Example : /3.

Note: players wishing to speed game set up may decide to sort units by morale and to set them up without regard to historical designation.

Reinforcements: indicates the units which each side receives as reinforcements. The unit listings are the same as for initial placement.

Special rules: rules specific to the individual scenario.

Victory conditions: indicates scenario-specific objectives and how to determine the winner.

SCENARIO 1 – OPERATION GNEISENAU - LE MATZ

This scenario simulates the German offensive of June 9th, 1918 towards Compiègne. "Gneisenau" was intended to link the two bulges created by operations "Michael" and "Blucher", to establish a solid base of departure for the final attack on Paris.

Length: This scenario lasts 2 turns, from 9 June to 15 June (turn 5 and 6).

Playing Area: Only a part of the map is used for this scenario. The area in play is bounded on the north and west by the map edges, to the east by hex column 19xx inclusive, to the south by hex row xx18 inclusive.

Allied set-up

All units are French.

03.13: 69th DI /4
04.06: 60th DI /3
05.08: corps artillery
06.07: 169th DI (3 regiments) /5
07.08: 36th DI /4
07.11: 11th DI (3 regiments) /5
07.15: 123rd DI /4
09.08: 58th DI /2
09.10: 18th DI /4
10.07: 125th DI /3
10.09: corps artillery
12.07: 1st DCP DI /4
12.10: army artillery
13.09: corps artillery
13.14: HQ IIIrd Army, Féquant air unit
14.07: 53rd DI /3
14.11: 126th DI /4
16.08: 72nd DI /4
16.10: corps artillery
18.10: 15th DI /4
19.09: 35th DI /4

German set-up

05.06: 2nd DI /3
06.05: corps artillery
06.06: 222nd DI /4
07.07: 84th DI /2
08.05: 46th Res DI /4
08.06: corps artillery
08.07: 3rd Res DI /3
09.07: 5th Res DI /4
10.04: 206th DI /4
10.06: 19th DI (3 regiments) /5, 2 Stosstruppen
11.05: corps artillery, army artillery
11.06: 227th DI /3
12.03: HQ XVIIIth Army, air unit Gpe II
12.04: 30th DI /4
12.06: 4th Gd DI (3 regiments) /5, 2 Stosstruppen
13.06: 3rd Bav DI /4, corps artillery
13.07: 75th Res DI /3
14.04: 204th DI /3
14.06: Jäger DI /4
15.07: 11th DI (3 regiments) /5, 2 Stosstruppen
16.06: corps artillery
16.07: 202nd DI /3
17.08: 9th Bav Res DI /4
19.08: 223rd DI /3

Reinforcements

Only the Allied player receives reinforcements.

- 48th DI (3 regiments) /5, 129th DI /3, 152nd DI /4, 165th DI /4
- 2 tank units Schneider 4-1-4,
- 2 tank units Saint-Chamond 3-1-3,
- 1 corps artillery,
- HQ Xth Army,
- 3 air units (Vuillemin, Chabert, Villomé).

The 3 air units arrive at the beginning of the Allied movement phase of the 3rd operational sequence. Other Allied reinforcements arrive either during the Allied movement phase of the 3rd operational sequence along the western map edge, within 5 hexes of a trench hex (south of the trench line) or during the Allied movement phase of the 2nd turn along the western or southern edges of the playing area.

Special rules

The German player has the initiative during both turns (turn 5 and 6). During the first turn, he must launch an offensive with the following characteristics:

- offensive bonus : +2 / +1 / +1
- one army artillery unit can be placed in *offensive* mode

The German player may play the Bruchmuller event during the first operational sequence.

Weather is automatically "Morning fog" during the first operational sequence of turn 5.

Allied Doctrine is as follows:

- units that start on map: evolving doctrine,
- French reinforcements : Foch doctrine.

Lead unit in combat determines the doctrine that will be used.

The German player may play one Tank event when a combat is declared (see 15.4.2).

Victory Conditions

At the end of play, the German player is awarded victory points for capturing the following hexes :

- hex 06.09: 1 VP,
- hex 10.09: 1 VP,
- hex 07.14: 3 VP,
- hex 13.13: 3 VP,
- hex 02.15: 5 VP,
- hex 07.18: 5 VP,
- hex 14.13: 5 VP,
- hex 13.14: 8 VP.

For this scenario, ignore the hex values from the victory points chart.

Victory levels:

- 1 VP or less: French victory.
- 2 VP: draw.
- 3 ou 4 VP: German tactical victory.
- 5 à 7 VP: German operational victory.
- 8 VP or more: German strategic victory.

Regardless of victory points, if the Germans lose Montdidier, they suffer a strategic defeat.

SCENARIO 2 – OPERATION BLUCHER

This scenario simulates the first days of the German offensive, from the disaster of the Chemin des Dames to the crossings of the Marne river near Château-Thierry.

Length:

Scenario lasts 3 turns, from May 27th to June 6th. (turns 1 through turn 3 inclusive).

Playing Area

Only a part of the map is used for this scenario. The playing area is bounded to the north and south by the map edges; to the west by row 2702 to 2710 inclusive, then by diagonal from 2710 to 1814 inclusive, then along column 18xx to 1834 inclusive; to the east, by row 45xx from 4503 to 4534 inclusive.

Note : HQ and army artillery are placed in Reims, outside the playing area, see scenario special rules.

Allied set-up

Units are French by default. The units of other nationalities are indicated.

26.12: corps artillery
 28.11: 151st DI /4
 28.14: 74th DI /4
 30.13: army artillery
 31.11: 61st DI /4
 32.20: HQ VIth Army, air unit Féquant
 33.12: 21st DI /4
 33.15: 39th DI /4
 34.13: corps artillery
 36.12: 22nd DI /4
 37.15: 157th DI Franco-US /2+
 39.13: 50th British DI /2
 40.14: corps artillery
 40.15: 25th British DI /3
 41.13: 8th British DI /2
 42.21: 13rd DI /4
 43.15: 21st British DI /2
 43.17: corps artillery
 45.16: 45th DI (3 regiments) /5
 46.19: HQ IVth Army, army artillery

German set-up

28.09: corps artillery
 28.10: 241st DI /2
 30.09: 6th Bav Res DI /4, corps artillery
 30.10: 6th DI (3 regiments) /5, 2 Stosstruppen
 31.10: 5th DI (3 regiments) /5, 2 Stosstruppen
 32.10: 13rd Landwehr DI /2
 33.10: army artillery, corps artillery
 33.11: 14th Res DI (3 regiments) /5, 2 Stosstruppen
 34.09: 9th DI /4
 34.11: 113rd DI /4
 35.08: HQ VIIth Army, air unit I, air unit II
 35.11: 37th DI (3 regiments) /5, corps artillery
 35.12: 1st Gd DI (3 regiments) /6, 2 Stosstruppen
 36.10: 197th DI /3
 36.11: 33rd DI (3 regiments) /5, 2 Stosstruppen
 37.12: 10th DI (3 regiments) /5, 2 Stosstruppen
 38.11: 36th DI /4
 38.12 : 10th Res DI (3 regiments) /5, 2 Stosstruppen
 39.11: army artillery, corps artillery
 39.12: 28th Res DI (3 regiments) /6, 2 Stosstruppen
 40.11: 5th Gd DI (3 regiments) /5, 2 Stosstruppen
 41.12: 50th DI (3 regiments) /5, 2 Stosstruppen
 42.12: 52nd DI (3 regiments) /5
 43.12: 103rd DI /3, corps artillery
 43.13: 7th Res DI /4
 44.14: 33rd Res DI /2
 45.14: corps artillery
 45.10: HQ Ist Army
 45.13: 86th DI /3
 45.15: 213rd DI /3

Allied reinforcements**Turn 1, 2nd operational sequence:**

- 154th DI /3 by hex 45.22.
- 1^{ère} DI /4 and 43rd DI /4, HQ Xth Army by hex 21.15 and/or 21.20.

Turn 1, 3rd operational sequence:

- 1 tank unit Renault 3-1-6, Moroccan Division (DM) (4 regiments) /6, 170th DI /3 by hex 21.20, 20.23 and/or 22.30.
- 4th DI /3, 20th DI /4, 131st DI /4 and 10th Col DI (3 regiments) /5 by hex 22.30 and/or 30.28.

Turn 2, 1st operational sequence:

- 10th DI /3, 40th DI /4, 120th DI /3 within 2 hexes of 45.24.
- corps artillery between 45.22 and 45.25 (inclusive).
- 28th DI /4, 164th DI /4, 167th DI /4, one corps artillery by hex 21.20, 20.23 and/or 22.30.
- 3rd US DI (4 regiments) /3+, 162nd DI /4, one corps artillery by hex 22.30 and/or 30.28.

Turn 2, 2nd operational sequence:

- 26th DI /4, 51st DI /3, 73rd DI /3, one corps artillery and one army artillery by hex 21.20, 20.23 and/or 22.30.
- 35th DI /4 and one army artillery by hex 22.30 and/or 30.28.

Turn 2, 3rd operational sequence:

- 15th DI /4, 128th DI (3 regiments) /5, 4th DCP /3, 2nd US DI (4 regiments) /3+ by hex 22.30 and/or 30.28.
- 47th DI (3 regiments) /5 by hex 21.20, 20.23 and/or 22.30.

Turn 3

- 87th DI /3 and 153rd DI (3 regiments) /5 on a road between Villers-Cotterêt and Château-Thierry by hex 21.20, 20.23, 22.30 and/or 30.28.

German reinforcements**Turn 1, 2nd operational sequence:**

- 2nd Gd DI (3 regiments) /6 stacked with VIIth Army HQ.

Turn 2, 2nd operational sequence:

- 28th DI /4, 47th Res DI /4 and 237th DI /2 stacked with or adjacent to VIIth Army HQ.

Special rules

The German player holds the initiative during this scenario. During the first turn, he must launch an offensive with the following characteristics:

- offensive bonus : +3 / +2 / +1
- two army artillery units can be placed in *offensive* mode

The German player may play the Bruchmuller event during the first operational sequence of the 1st turn.

During turn 2, he must launch an offensive:

- offensive bonus : +1 / 0 / 0
- one army artillery unit can be placed in *offensive* mode

Weather is automatically "Morning fog" during the first operational sequence of 1st turn.

Allied Doctrine is as follows :

- French and American units : Foch doctrine.
- British units: evolving doctrine.

The lead unit in a combat determines the doctrine that will be used.

US morale is increased by one beginning on turn 2.

Army artillery and HQ in Reims can never be attacked or eliminated.

HQ in Reims can be used to command Allied units.

Victory conditions

The German player adds up victory points at the end of the game, according to his territorial gains. Victory hexes are indicated on the player aids.

If the German player scores 15 VP or more, he wins the scenario. If he scores 14 VP, the game is a draw. If he scores less than 14 VP, the Allied player wins.

**SCENARIO 3 – OPERATION
FRIEDENSTURM**

This scenario simulates the last German offensive intended to encircle Reims and the ensuing Allied counter-attack.

Length:

The scenario lasts 3 turns, from July 15th to July 23th (turn 17 through turn 19 inclusive).

Playing Area

Only a part of the map is used for this scenario. The area in play is bounded to the east and south by the map edges; in the west, by column 20xx inclusive; in the north, by row xx14 inclusive.

Allied set-up

Units are French by default. Units of other nationalities are so indicated.

20.24: HQ IXth Army
 21.20: 153rd DI /5, HQ Xth Army, air unit Vuillemin, army artillery, corps artillery
 21.21: 33rd DI (3 regiments) /5, corps artillery
 21.24: 4th US DI (4 regiments) /3+, corps artillery
 22.25: 168th DI /3, army artillery
 22.16: corps artillery
 23.15: 162nd DI /4
 23.16: 11th DI (3 regiments) /5
 23.18: 87th DI /3
 23.20: 1^{ère} DI /4
 23.22: 2nd DI (3 regiments) /5
 23.24: 47th DI (3 regiments) /5
 25.25: 164th DI /4
 25.27: 2nd US DI (4 regiments) /3+, corps artillery
 26.25: 167th DI /4
 27.26: 26th US DI /2+
 29.28: 39th DI /4
 29.29: corps artillery
 30.27: 3rd US DI (2 regiments) /3+
 30.29: 28th US DI /2+, HQ VIth Army, air unit Chabert
 32.26: 3rd US DI (2 regiments) /3+
 32.28: 73rd DI /3, army artillery
 33.26: 125th DI /3
 33.28: 20th DI /4, corps artillery
 35.27: 51st DI /3
 36.25: 8th DI /3
 38.26: 77th DI /4, corps artillery
 39.24: 40th DI /4
 41.23: 8th Italian DI /4
 41.25: 10th DI coloniale (3 regiments) /5, army artillery, corps artillery
 43.21: 3rd Italian DI /4
 44.22: 120th DI /3
 45.18: 6th regiment Tir /5
 45.19: 2nd DI coloniale (3 regiments) /5
 45.21: 7th DI /3, corps artillery
 46.17: 134th DI /4
 46.19: army artillery
 47.19: 11th regiment Tir /5
 47.20: corps artillery
 47.24: 10th DI /3, HQ Vth Army
 48.18: 3rd DI coloniale (3 regiments) /5
 49.20: 45th DI (3 regiments) /5
 49.22: 154th DI /3
 51.21: 165th DI /4
 52.23 : 129th DI /3, corps artillery
 53.21: 127th DI /3
 53.24: 9th DI /4, HQ IVth Army, air unit Féquant
 55.20: 126th DI /4
 55.22: 42nd US DI /2+, corps artillery
 56.20: 170th DI /3
 56.29 : 74th DI /4

German set-up

24.14: 53rd Res DI /3
 24.15: 241st DI /2
 24.17: 11th Bav DI (3 regiments) /5
 24.19: 14th Res DI (3 regiments) /5
 24.20: 115th DI /3
 24.22: 1^{ère} Res DI /3
 24.23: 10th Bav DI /4
 25.18: 227th DI /3, corps artillery
 25.21: 51st Res DI /4, corps artillery
 26.15: 6th DI (3 regiments) /5, corps artillery
 26.23: 78th Res DI /3, corps artillery
 26.24: 4th Erstaz DI /3
 27.15: HQ IXth Army, air unit III, army artillery
 28.25: 87th DI /2
 29.24: 5th Gd DI (3 regiments) /5, army artillery, corps artillery
 29.27: 201st DI /3
 31.26: 10th DI (3 regiments) /5
 32.20: HQ VIIth Army, air unit II
 32.24: 10th Landwehr DI /2, corps artillery
 33.25: 36th DI /4
 34.22: 33rd DI (3 regiments) /5
 34.26: 23rd DI /3
 35.24: 6th Bav R DI /4, corps artillery
 35.25: 1st Gd DI (3 regiments) /6
 35.26 : 200th DI /4
 36.23: army artillery, corps artillery
 36.24: 37th DI (3 regiments) /5
 37.17: 50th Res DI /4
 37.23: 28th Res DI (3 regiments) /6
 37.24: 113rd DI /4
 38.23: 10th Res DI (3 regiments) /5
 39.22: 103rd DI /3, corps artillery
 39.23: 2nd Gd DI (3 regiments) /6
 41.20 : corps artillery
 41.22: 195th DI /4
 42.16 : corps artillery
 42.18 : 12nd Bav/DI /3
 42.21: 22nd DI /3
 43.20: 123rd DI /3
 44.17: 86th DI /3
 46.15: 19th Ersatz DI /3, corps artillery
 46.16: 213rd DI /3
 47.17: 242nd DI /3
 48.17: 238th DI /3
 49.17: corps artillery
 49.18: 203rd DI /4
 49.19: 15th Bav DI /3
 50.16: HQ Ist Army, air unit I
 50.18: 8th Bav Res DI /4, corps artillery
 50.19: 3rd Gd DI /4
 51.18: 9th DI /4, army artillery
 51.19: 80th Res DI /3
 51.20: 26th DI (3 regiments) /5
 52.19: corps artillery
 52.20: Gd Ersatz DI /4
 53.17: Bav Ersatz DI /3
 53.19 : 19th Res DI (3 regiments) /5
 53.20: 199th DI /4
 54.18: corps artillery
 54.19: 239th DI /3
 55.19: 1st DI /3
 56.15: 20th DI (3 regiments) /5
 56.17: 7th Res DI /4
 56.19: Gd Cav DI /4
 14 Stosstruppen counters, on any elite regiments.

Allied Reinforcements**Turn 17, 2nd operational sequence:**

- 4th DI /3 on any friendly HQ

Turn 18, 1st operational sequence:

- 7 tank units Renault 3-1-6, Moroccan Division (4 regiments) /6, 38th DI (3 regiments) /5, 48th DI (3 regiments) /5, 128th DI (3 regiments) /5, 72nd DI /4, 1st US DI (4 regiments) /3+, 4 air units, within 5 hexes from Villers-Cotterêt, not adjacent to any enemy unit.

Turn 18, 2nd operational sequence:

- 19th DI /4, 58th DI /2, 63rd DI /4 and 69th DI /4 on HQ IXth or Xth Army

Turn 18, 3rd operational sequence:

- 51st British DI (3 brigades) /5 and 62nd British DI /3 sur le HQ Vth army

Turn 19, 1st operational sequence:

- 15th British DI /4 and 34th British DI /3 on the HQ Xth army

German Reinforcements**Turn 17, 2nd operational sequence:**

- 14th DI /4 on any friendly HQ.

Turn 18, 1st operational sequence:

- 3rd Res DI /3 and 45th Res DI /4 on any friendly HQ.

Turn 18, 2nd operational sequence:

- 34th DI /4 and 47th Res DI /4 on any friendly HQ.

Turn 18, 3rd operational sequence:

- 211th DI /4 and 46th Res DI /4 on any friendly HQ.

Turn 19, 1st operational sequence:

- 5th DI (3 regiments) /5 and 240th DI /3 on any friendly HQ.

Turn 19, 3rd operational sequence:

- 24th Res DI /3 on any friendly HQ.

Special rules

The German player holds the initiative at start. During the first turn (turn 17), he must launch an offensive with the following characteristics:

- offensive bonus : +2 / +1 / 0
- two army artillery units can be placed in *offensive* mode

The German player will benefit from the Bruchmuller event during the 1st operational sequence.

On turn 18, the Allied player gains the initiative that he will hold until the end of the game.

On turn 18, he must launch an offensive with the following characteristics:

- offensive bonus : +2 / +1 / 0
- one army artillery unit can be placed in *offensive* mode

On turn 19, he must launch an offensive with the following characteristics:

- offensive bonus : +1 / 0 / 0
- two army artillery units can be placed in *offensive* mode

Weather is "morning fog" during the 1st sequence of turn 17.

The part of the map west of the 31xx hex row is frozen on turn 17. No movement is possible on this part of the map until the start of turn 18.

Allied Doctrine is as follows:

- French : Pétain doctrine
- British and Italians: evolving doctrine
- Americans : Foch doctrine

The lead unit in combat determines which doctrine will be used.

US morale is 2 points higher than indicated on the counters.

Victory Conditions

The German player adds up victory points at the end of the game, according to his territorial gains. Victory point hexes are as indicated on the player aid.

If the German player has captured or encircled Reims at the end of the game and prevents a French strategic victory, the German player gains a strategic victory.

If the French player has encircled 8 German divisions at the end of game and prevents a German strategic victory, the French player gains a strategic victory.

If the German player has scored more than 5 VP, he wins a tactical victory.

If the German player did not score any VP, the French player wins a tactical victory.

Any other result is a draw.

SCENARIO 4 – FOCH ATTACKS !

While the Peace Offensive, Friedensturm, ends in failure for the Germans, General Foch has thoroughly prepared his great counter-attack, which he launches on July 18th. The best Allied troops strike in the rear of the German army, while elite units are committed south of the Marne. Although this counter-offensive did not produce the hoped-for encirclement, its impact on German morale was decisive. In the evening of July 18th, Ludendorff broke down, knowing that the war was lost. This scenario, like scenario 1 (Le Matz) is good for learning the game, particularly for practicing with tanks and aircraft. It also gives you the chance to use the best Allied units.

Length:

Scenario lasts 1 turns, from July 18th to July 20th. (turn 18).

Playing Area

Only a part of the map is used for this scenario. The playing area is bounded to the south by the map edge; to the west by row 20xx inclusive; to the north by row xx14 inclusive; to the east, by row 30xx inclusive.

Allied set-up

Units are French by default. Units of other nationalities are so indicated.

20.24 : HQ IXth Army
 21.20 (et hex adjacents) : 153th DI /5, HQ Xth Army, air unit Vuillemin, army artillery, corps artillery
 21.21 : 33th DI (3 regiments) /5, corps artillery
 21.24 : 4th US DI (4 regiments) /3+, corps artillery
 22.16 : corps artillery
 22.25 : 168th DI/3, army artillery
 23.15 : 162th DI /4
 23.16 : 11th DI (3 regiments) /5
 23.18 : 87th DI /3
 23.20 : 1^{ère} DI /4
 23.22 : 2nd DI (3 regiments)/5
 23.24 : 47th DI (3 regiments) /5
 25.25 : 164th DI /4
 25.27 : corps artillery
 26.25 : 167th DI /4
 27.26 : 26th US DI /2+
 29.28 : 39th DI /4
 29.29 : corps artillery
 30.27 : 3rd US DI (4 regiments) /3+
 30.29 : 28th US DI /2+, HQ VIth Army, army artillery, air unit Chabert

German set-up

24.14 : 53th Res DI /3
 24.15 : 241st DI /2
 24.17 : 11th Bav DI (3 regiments) /5
 24.19 : 14th Res DI (3 regiments) /5
 24.20 : 115th DI /3
 24.22 : 1^{ère} Res DI /3
 24.23 : 10th Bav DI /4
 25.18 : 227th DI /3, corps artillery
 25.21 : 51th Res DI /4, corps artillery
 26.15 : 6th DI (3 regiments) /5, corps artillery
 26.23 : 78th Res DI /3, corps artillery
 26.24 : 4th Erstaz DI /3
 27.15 : HQ IXth Army, air unit III, army artillery
 28.25 : 5th Gd DI (1 regiment) /5, 87th DI /2
 28.26 : 5th Gd DI (1 regiment) /5, 10th Landwehr DI /2
 29.24 : army artillery, corps artillery
 29.27 : 5th Gd DI (1 regiment) /5, 201th DI /3

Allied Reinforcements

Turn 18, 1st operational sequence :

- 7 tank units Renault 3-1-6, Moroccan Division (4 regiments) /6, 38th DI (3 regiments) /5, 48th DI (3 regiments) /5, 128th DI (3 regiments) /5, 72th DI /4, 1st US DI (4 regiments) /3+, 2nd US DI (4 regiments) /3+, 4 air units, within 5 hex from Villers-Cotterêt, not adjacent to an enemy unit.

German Reinforcements

Turn 18, 1st operational sequence :

- 3th Res DI /3 et 45th Res DI /4 on any friendly HQ
 - HQ VIIth Army en 30.21

Turn 18, 2nd operational sequence :

- 34th DI /4 et 47th Res DI /4 on any friendly HQ
 - 50th DI (3 regiments) /5 en 30.15

Turn 18, 3rd operational sequence :

- 33rd DI (3 regiments) /5, 211st DI /4 et 46th Res DI /4 on any friendly HQ

At the start of each German operational sequence, the German player rolls a die and adds current Allied VP. If result is 6 or more, he receives the 10th DI (3 regiments)/5 (hex 30.25) as reinforcements.

Special rules

The Allied player holds the initiative and must launch an offensive with the following characteristics:

- offensive bonus : +2 / +1 / +0
- one army artillery unit can be placed in *offensive* mode

Weather is "fair weather" during the 1st sequence of turn 18.

Allied Doctrine is as follows:

- French : Pétain doctrine
- British and Italians: evolving doctrine
- Americans : Foch doctrine

The lead unit in combat determines which doctrine will be used.

US morale is 2 points higher than indicated on the counters.

Victory Conditions

The Allied player adds up victory points at the end of the game, according to his territorial gains.

Victory point hexes are as follows:

- Neuilly Saint Front (25.22) : 1 VP
- Missy aux bois (25.16) : 1 VP
- hex 26.15 : 2 VP
- Soissons (27.15) : 5 VP
- hex 27.18 : 2 VP
- Oulchy le Château (28.20) : 2 VP
- Etrépilly (28.25) 1 VP
- Château-Thierry (29.27) : 3 VP
- hex 30.15 OU 30.16 : 3 VP

9 VP ou + : Strategic Allied victory

6-8 VP : Allied victory

5 VP draw

4 VP or less : German victory

Basic game sequence

Administrative sequence

Offensive declaration phase: The player holding the initiative declares if he is launching an offensive.

Declaring an offensive gives the following benefits:

- The turn has 2 additional operational sequences
- Depending on the scenario, 1 or 2 army artillery units can be placed in offensive mode
- Units attacking a hex in range of artillery in offensive mode are awarded an **offensive bonus** in combat (12.2.4 and 12.2.6).
- The initiative player can place units in **Reserve** (11.2.6)

Supply Phase : each player check whether all his units are in supply (9.0).

Unsupplied combat units receive an **Out of supply** marker and suffer from the following effects:

- An unsupplied unit may not attack. If attacked, it suffers from an unfavourable modifier (12.2.4)
- It can only move in order to move back into supply as quickly as possible

Unsupplied support units are removed from play (9.0).

1st operational sequence

Weather: The initiative player rolls 2 dice to determine the weather conditions for the current sequence (10.0).

Initiative player movement phase: The initiative player can move all or some of his units (11.0):

- Air units are moved before any other units(17.0)
- Reinforcements arrival (11.1.5)
- Relief (11.2.2)
- Pontoon bridges construction (11.2.4)
- Brigade Destruction / Repairing (11.2.5)
- Forced Marche (11.2.6)
- Put **Reserve** markers (11.2.7) and **Disengagement** markers(11.2.8) on units that have not moved.

Initiative player combat phase: The initiative player can carry out attacks with all or some of his units that are adjacent to enemy units (12.0).

Step 1: The phasing player designates the attacking units and the target(s).

Step 2: The attacker designates any artillery units that will be used to support the attack (12.2.1).

Step 3: The defender states which of his artillery units will support the defenders, and which will carry out counter-battery fire (12.2.2).

Step 4: The attacker states which of his artillery units will carry out counter-battery fire (12.2.2).

Step 5: The bombardment results are determined, first on the attacking units, then on the defending units (12.2.2 and 15.2.2).

Step 6: The attacker and the defender state which are their leading units (12.2.3).

Step 7: The combat odds ratio is determined (12.2.4).

Step 8: Combat resolution (12.2.5).

Step 9: The defender tests his tactical coordination, followed by the attacker (12.2.7).

Step 10: The defender then the attacker convert their hits into step losses, taking into account the results of their respective tactical coordination rolls (12.2.7 et 12.2.8).

Defender can retreat (12.3) and attacker can advance (12.4) after combat.

Initiative player disengagement phase: (13.0). Disengagement is performed like retreat after combat (13.0 and 12.3)

Initiative player exploitation phase: the initiative player can do the following:

Exploitation combat by units adjacent to enemy units (14.1)

Exploitation markers on units in enemy ZoC are removed

Exploitation movement with exploitation units (half of movement allowance, rounded up) and reserve units (movement allowance +2) (14.2)

Marker adjustment for both sides (14.3) :

- players remove any **RG** markers on units that are not in an enemy ZOC.
- **DG** markers are flipped to their **RG** side
- **Exploitation**, **Reserve**, **Disengagement** and **Pinned** markers are removed from map.

Reaction player movement, combat, disengagement and exploitation phases: the reacting player carries out these 4 phases with his own units in the same manner as the initiative player previously.

At the end of the 1st operational sequence, if the initiative player declared an offensive, 2 additional operational sequences are played, each following the same sequence as the first.

2nd operational sequence (if an offensive is underway)

3rd operational sequence (if an offensive is underway)

Victory point sequence and end of turn

Each player adds any victory points earned during the turn to the victory point track on the map. If it is the final turn of the game, they then determine who has won. If not, the game-turn marker is moved into the next space on the turn record track and the players begin the next turn.