

Breakthrough: Cambrai





BREAKTHROUGH: CAMBRAI

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1.0 INTRODUCTION

BREAKTHROUGH: CAMBRAI is a two player game simulating the British campaign to breach the *Hindenburg Line* between November 20 and December 3, 1917.

One player controls the British forces, the other the German forces. The object of the game is to control a number of areas on the map or, for the British, to exit units off the map into certain perimeter zones.

2.0 COMPONENTS

Each copy of **BREAKTHROUGH: CAMBRAI** contains:

- One 22" x 34" map
- One Rules Booklet
- One Play Booklet
- Two Sheets of 5/8" playing pieces
- Four Setup and Reinforcement Cards
- Two Player Aid Cards
- Four Dice

2.1 The Map

The map depicts the portions of France where the Cambrai battle occurred. The scale is approximately 1 inch=1/6 mile.

2.1.1 Areas

The map is divided into 28 numbered areas. Areas are adjacent to each other if they share a common boundary.

Areas are separated from each other by one of two types of boundary lines. Solid black lines are *open ground*, blue lines are *canals*. **Historical Note:** *The Canal du Nord did not actually have water in it at the time of the battle, but is treated as a canal for game purposes.*

2.1.2 Zones

Zones are located around the edges of the map. Each zone is connected to other adjacent zones and certain areas on the map by connection lines. **Important:** *All rules for areas apply equally to zones unless otherwise stated.*

2.1.3 Identifier

Each area or zone contains an *identifier* divided in two halves. The top half of the identifier *in a zone* contains a letter (from A to L). The top half of the identifier *in an area* contains a number (from 1 to 28). The bottom half of each identifier contains the *Terrain Effects Modifier* (TEM, from +1 to +4) that is used in resolving attacks against units in that area or zone. Areas with a *square* identifier contain fortified areas of the *Hindenburg Line*. Areas with a *triangle*



identifier contain woods and/or an elevated ridge line. All other areas contain a circular identifier.

2.1.4 Operational Sectors

Beneath certain area identifiers are color-coded numbers signifying *operational sectors* and movement restrictions for certain British units (see 10.5.3).

2.1.5 Cavalry Release

Some areas release British cavalry divisions. These areas contain a cavalry silhouette (see 5.4.2).

2.1.6 Turn Track

The *turn track* is printed in the southeast corner of the map and is used to note the current game turn date. At the end of each turn, advance the turn marker one space to the next sequential date.

2.1.7 Impulse Track

The *impulse track* is printed in the southeast corner of the map and is used to record the current impulse of a turn. The advantage marker is placed in the space corresponding to the current impulse, with the side of the marker that is face up indicating the holder of the advantage (see 15.0).

2.1.8 General Records Track

The *general records track* is printed beneath the impulse track and is used for two purposes: to record the number of ammunition points available to each player by moving his ammunition point marker(s) along it, and to keep track of victory points using the victory point markers.

2.2 The Playing Pieces

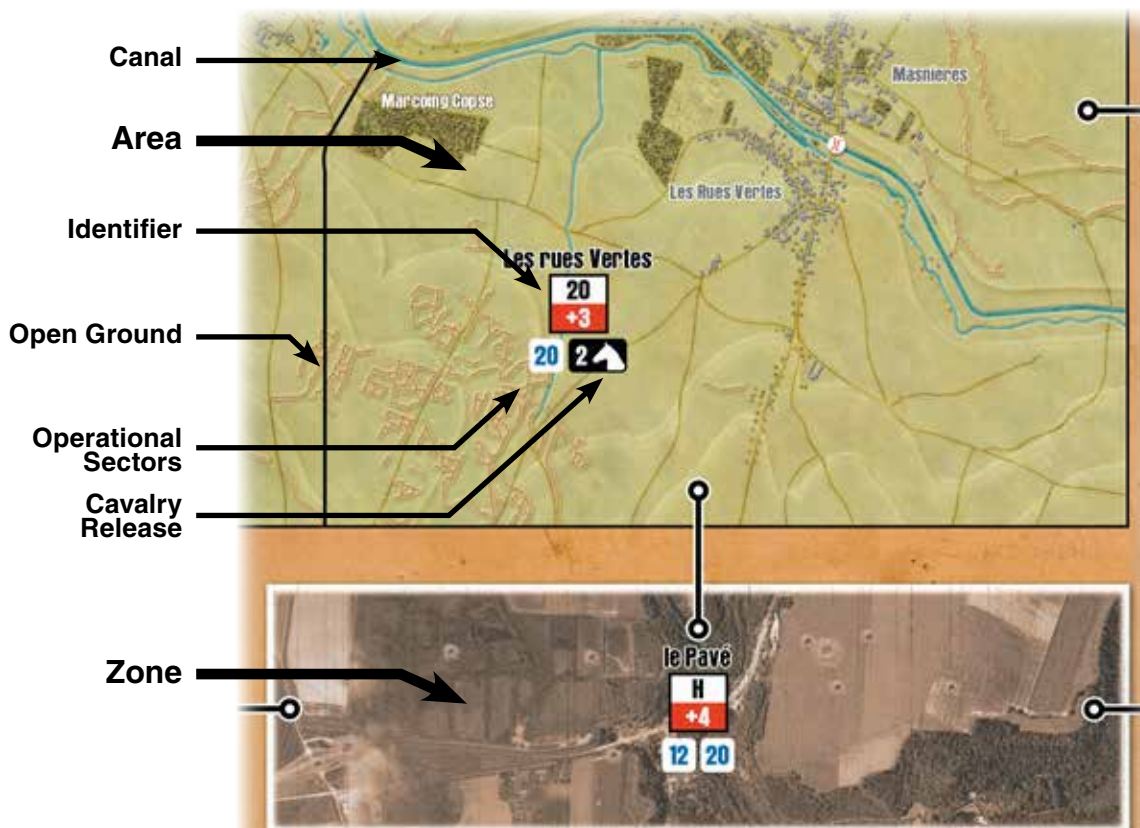
The cardboard playing pieces called *units* represent the various military formations that fought the campaign, as well as several *markers* that assist in game play.

2.2.1 Unit Types

There are four basic types of units: infantry, tank, cavalry, and garrison.

Every unit has two printed sides. The front (illustrated) side represents a *fresh* unit while the back (no illustration, paler color than the front) side represents an *exhausted* unit. A unit has only the strength factors shown on the side that is currently face-up. When a unit is exhausted it may *not* attack, and may only move during a *Regroup Impulse* (see 8.1.2) or when forced to retreat (see 9.7).

Map Key





2.2.1.1 Infantry

Infantry units are British infantry brigades and German infantry regiments.



British Infantry



German Infantry

2.2.1.2 Tank

Tank units are battalions of the British Tank Corps.



Tank
(Tank Corps)

2.2.1.3 Cavalry

Cavalry units are British cavalry brigades.



Cavalry

2.2.1.4 Garrison

Garrison units represent static defensive positions. They may not move, retreat, or attack. Their defense factor represents an assortment of prepared defenses and units not attached to any particular division.



Garrison

2.2.2 Unit Information

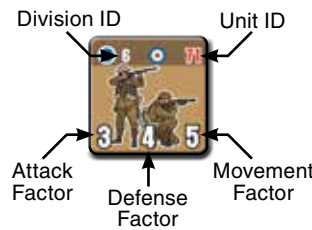
All units have information printed on them to identify the unit, indicate its strength factors, time and location of arrival.

2.2.2.1 Unit Factors

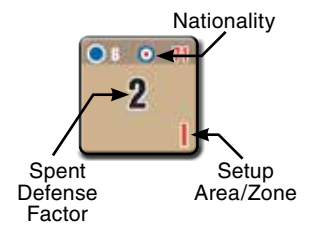
On its *fresh* side, each unit has a three-digit number at the bottom of the counter. The left number is the attack factor, followed by the defense factor, and then the movement factor. **Exception:** *Garrison units have only a defense factor.*

There is only one number at the bottom of an *exhausted* unit, its defense factor.

Fresh



Exhausted



2.2.2.2 Location And Turn of Entry

Each unit has its initial location or its turn of entry on its exhausted side. The letter and number in the lower left indicates the month (N = November, D = December) and day the unit becomes available.

Units with no date are placed on the map at the start of the game (see 3.2). Their setup area is the red number to the right of the spent defense factor. Those units that begin play in a zone have that zone letter to the right of the spent defense factor.



2.2.2.3 Abbreviations On Unit Counters

The following abbreviations are used on unit counters:

- A Ambala
- B Bayerisch/Bavarian
- C Canadian
- F Füsilier
- G Guards/Garde
- L Landwehr
- Lu Lucknow
- M Mhow
- R Reserve
- RE Reserve Ersatz
- S Secunderabad
- Si Sialkot

2.2.3 Markers

Markers represent non-combat units and/or record various game information.

2.2.3.1 Turn Marker

The *turn marker* indicates the current turn on the turn track, as well as the prevailing weather (see 6.0) conditions.



Turn Clear



Turn Overcast



2.2.3.2 Control Markers



Control markers are placed in areas controlled by the British; the Germans control areas without a control marker.

2.2.3.3 Bridge Markers

Place a *bridge marker* when the Allies control a bridge over a Canal boundary (see 14.0). Place a destroyed bridge marker when a bridge is destroyed by either side (see 14.1).



British Bridge



Destroyed Bridge

2.2.3.4 Advantage Marker

The *advantage* is an abstract reflection of an edge that one side will temporarily possess due to factors such as morale, position, surprise, leadership, intelligence, or fate. The holder of the *advantage marker* may use it to gain certain game benefits (see 15.0).



British Advantage



German Advantage

2.2.3.5 Ammunition Points Markers



Each player has “x 1” and “x 10” markers that are used to record accumulated ammunition points on the general records track.

2.2.3.6 Victory Points Markers



The “x 1” and “x 10” *victory point markers* are placed on the general records track to record the number of victory points the British player possesses.

2.2.3.7 Artillery Markers

Artillery markers represent the indirect fire of artillery used to support combat units. There are three types: *Hurricane Barrage*, *Direct Support*, and *Rolling Barrage*.

Direct Support and *Rolling Barrage* markers are front and back of the same counter. The reverse side of a *Hurricane Barrage* marker says “used”.



Hurricane Barrage



Direct Support



Rolling Barrage

2.2.3.8 Air Markers

Air markers represent strafing and bombing by air units in support of combat units. The reverse side of an *Air marker* says “grounded”.



British Air



German Air

2.3 The Dice

The game contains four dice.

A player rolling a single die is conducting a **dr**.

A player rolling two dice, adding up the results, is conducting a **DR**.

3.0 PREPARE FOR PLAY

3.1 Place Markers

- Place the turn marker in the “November 20” space of the turn track, *clear* side up.
- Place the advantage marker in the “0” space of the impulse track, British side up (to show British possession of the advantage).
- Place all four ammunition point markers in the “0” space of the general records track.
- Place the “x1” victory point marker in the “5” space, and the “x10” Victory Point Marker in the “0” space, of the general records track.
- Place a control marker in zones I, J, K, and L plus area 2.
- Place the two British Hurricane Barrage markers, and the Royal Flying Corps marker, in their respective display boxes on the map with their colored sides face-up.
- The British player begins the game with 12 of his Rolling Barrage/Direct Support artillery markers.
- The German player does not begin the game with any of his Rolling Barrage/Direct Support artillery markers. His Air and Hurricane Barrage markers arrive as reinforcements, too.

3.2 Unit Setup

Each player places his initial units in the areas indicated on his setup card. All units begin the game with their fresh side face-up. Units not shown are reinforcements (see 5.0).

3.3 Start Of Play

The game now begins with the British player’s impulse “0” (see 16.2).

Note: Depending on the scenario selected, the information above may have to be adjusted (see 18.0.)



4.0 SEQUENCE OF PLAY

Each turn represents 24 hours and comprises four phases and a number of “mini-turns” or impulses. The phases of a turn are conducted as follows: *Dawn Phase*; *Daylight Phase*; *Night Phase*; *End Phase*.

4.1 Dawn Phase

Both players consult their setup cards for reinforcements. Any reinforcements scheduled to arrive that turn are placed as specified on the setup card. The British player places his reinforcements first, followed by the German player. The German player also returns previously eliminated Garrisons to play.

4.1.1 Weather Die Roll

Each Dawn Phase the British player makes a dr to determine the starting weather for that turn (see 6.0).

Flip the turn marker on the turn track to the appropriate side (overcast or clear).

If the weather is clear air markers are flipped fresh side up.

If the weather is overcast air markers are flipped grounded side up.

Note: The starting weather on the November 20 game turn is clear. Do not make a dr.

4.2 Daylight Phase

Players *alternate* impulses, during which they may take *one* action.

The British player has the first Impulse (Impulse “0”) during the November 20 game turn. Thereafter the player holding the advantage (see 15.0) at the beginning of the Dawn Phase has the first Impulse (Impulse “0”).

4.2.1 The Sunset DR

The *first* British DR made for any purpose during a *British* impulse also serves as the Sunset DR (if the British player does not make a DR during his impulse, he makes a Sunset DR at the end of his impulse).

If the Sunset DR is < the impulse number, the Daylight Phase ends once the British player has finished his impulse.

If the Sunset DR is \geq the impulse number, the advantage marker advances to the next space on the impulse track.

The German player never makes a Sunset DR.

The Daylight Phase also ends if the advantage marker moves off the impulse track.

The Sunset DR also may result in a weather change (see 6.3).

Note: For a November 20 special rule, see 16.3.

4.3 Night Phase

Return the advantage marker to the “0” space on the impulse track.

The British player rolls for the availability of used Hurricane Barrage markers, rolls for artillery ammunition and may purchase artillery support markers afterwards. He rolls for tank refit, conducts infantry refit, and cavalry conversion.

The German player then player rolls for the availability of used Hurricane Barrage markers, rolls for artillery ammunition and may purchase artillery support markers afterwards. Finally he conducts infantry refit.

Ammunition Points not spent by either player are marked on the general records track.

4.4 End Phase

Determine if the British player has won an *automatic victory* (see 13.1.1). An automatic victory ends the game.

If not, and it is the November 21st turn or later, the British player makes a *Haig Decision die roll* (see 13.1.2) to determine if the game has ended. If the game has not ended advance the Turn marker to the next box on the turn track. If the game has reached the End Phase of the November 26 turn, calculate victory points and determine who has won the game.

Note: Other scenarios have different start and end turns (see 18.0 in the Play Booklet).

5.0 REINFORCEMENTS

Reinforcements are placed during the *Dawn Phase*. Their turn of arrival is indicated on the player’s reinforcement card. Reinforcements may only be placed in controlled areas (see 7.2).

Reinforcements must be taken, if possible. They may not be intentionally withheld. If reinforcements cannot legally be placed on the map they must be placed during the earliest possible Dawn Phase.

5.1 British Reinforcements

British reinforcements are placed in the zone(s) specified, fresh side up.

5.2 German Reinforcements

German reinforcements are placed in the zone(s) specified, fresh side up.

5.3 Eliminated Units

Eliminated units, except for garrison and tank units, may *not* return to play.

Eliminated garrison units are returned to play during *each* Dawn Phase. They may be placed in any German-controlled free area. A maximum of one garrison unit may be placed in each eligible area.



If no eligible area is available, the garrison may not be placed. However, it may be placed during a later Dawn Phase if there is an eligible area.

One eliminated 2-1-5 Tank unit may return to play during the November 28 Dawn Phase, fresh side up, in any British controlled zone.

5.4 November 20 Reinforcements

During the first game turn British reinforcements may be triggered by British control of certain areas on the map.

5.4.1 29th Division

If there is a British control marker in *area 19* at the beginning of a British impulse, place the 29th Division (and Tank battalion "A") immediately as indicated on the British setup card. They are available for use in the next friendly impulse.

If no British control marker is placed in area 19 during the November 20th turn the 29th Division (and Tank battalion "A") enters play as a reinforcement during the Dawn Phase of the November 21 turn.

5.4.2 Cavalry Corps

Areas 11, 19 and 20 contain a printed cavalry silhouette (see 2.1.5).

If there is a British control marker in an area with a printed cavalry silhouette at the beginning of a British impulse, immediately place that cavalry division as indicated on the British setup card. It is available for use in the next friendly impulse.

If no British control marker is placed in the area during the November 20 turn that cavalry division enters play as a reinforcement during the Dawn Phase of the November 21 turn.

5.5 Swapping

When a reinforcement is due to appear during the Dawn Phase, the player may place that unit in *any free area* containing an exhausted unit. The exhausted unit is then placed in the zone that the reinforcement was supposed to appear in.

Exceptions:

The German player may *not* swap out *garrison* units for reinforcements.

If a unit cannot legally enter the area(s) specified in the reinforcement schedule, it cannot enter by swapping either.

6.0 WEATHER

On the first game turn (November 20) the weather *automatically* is clear.

Beginning with the Dawn Phase of the November 21 game turn, and each turn thereafter, determine the weather, then flip the turn marker to its appropriate side.

dr	Weather
1-4	overcast
5-6	clear

6.1 Clear Weather

Play proceeds normally. Air markers are available to increase the attack value of an assault (see 9.5.3).

6.2 Overcast

Overcast has the following effects:

- Units have their MF decreased by one;
- "Air markers are flipped to their *grounded* side and are not available;
- The DV of an area against a Hurricane Barrage is increased by +2.

6.3 Weather Change

If the British player's Sunset DR (see 4.2.1) equals the current impulse number, the weather changes during the next impulse. Record the change by flipping the turn marker (from clear to overcast or vice versa). If the weather changes from clear to overcast, flip Air Support markers so that their grounded side is face up. If the weather changes from overcast to clear, flip Air support markers so that their "+1" side is face up.

The new weather status remains in effect until the Dawn Phase of the next turn, or until the British player's Sunset DR again equals the current impulse number. In the latter case, record the weather change by flipping the turn marker on the turn track.

7.0 STACKING AND CONTROL

7.1 Stacking

Each side may have a maximum of *nine* units per area or zone. **Exceptions:** *British Tank and German Garrison units stack for free.*

Units may not move into, assault into, or end a retreat in an area already stacked to the maximum.

Although most areas are large enough to display all of the units therein, stacking of all units of the same division, or all fresh and exhausted units, in separate piles may be done to conserve space.

A player may freely examine stacks of enemy units at any time.

7.2 Control

Each area is always controlled by either the British or the German player. Control changes only when a side has a unit in a vacant area previously controlled by the enemy. Control can be gained during movement *without stopping* to end an



impulse in an area. Control is shown by placing/removing a British control marker in that area.

Reinforcements may only enter play in controlled areas.

7.2.1 Contested

An area is *contested* if it contains units of both sides. Contesting an area does not alter control of that area.

Reinforcements may be placed in a contested area by the side controlling it.

7.2.2 Vacant

An area is *vacant* if it contains no enemy units, regardless of the presence of friendly units or who currently controls it.

7.2.3 Free

An area is *free* if it is vacant and under friendly control.

8.0 IMPULSES

The majority of the game is played during the Daylight Phase in mini-turns called *impulses*. A player performs one impulse, and then the impulse marker is advanced to the next space on the impulse track. The active player during an impulse is the *attacker*; his opponent is the *defender*.

8.1 Impulse Types

There are three types of impulses:

- Assault
- Regroup
- Pass

8.1.1 Assault Impulse

The attacker selects any *one* area of his choice containing at least one friendly unit as the *active area*. An assault impulse has the following steps:

1. Artillery Barrage and Air Support

- A Hurricane Barrage marker may resolve an attack (see 9.2).
- Rolling Barrage and Direct Support markers may be placed on the map (see 9.5).
- The air marker may be placed (see 9.5.3).

2. Movement

- Any fresh unit that began the impulse in the active area may move (see 10.0).

3. Combat

- Combat is resolved (see 11.0).
- Bridge Demolition may be attempted (see 14.1).

Note: The attacker is not required to perform all the steps of an assault impulse. He may, for example, conduct a Hurricane Barrage, or attempt a Bridge Demolition, and opt to do nothing else.

8.1.2 Regroup Impulse

The attacker may move any units in the active area into any adjacent *free* area or areas. Both fresh and exhausted units may regroup. Fresh units that regroup remain fresh.

Units may not regroup over an enemy-held bridge nor exceed the five-unit per impulse bridge limits (see 10.5.2).

No unit may regroup further than one area, or across a boundary it may not normally cross (such as a Tank unit regrouping over an unbridged canal). Garrison units may *not* regroup.

8.1.3 Pass Impulse

The attacker may elect to take no action during this impulse (the British player must still make a Sunset DR if it is possible to change the weather or end the Daylight Phase).

8.2 Enemy Units

No friendly unit may move during an enemy impulse except to retreat from an assault.

9.0 ARTILLERY

Artillery markers represent large-scale indirect fire by artillery units.

9.1 Range and Duration

A Hurricane Barrage marker (those placed in a holding box on the map) may attack any area *up to two areas away from the active area*.

Rolling Barrage and Direct Support markers may be placed *in the active area or any area adjacent to the active area*.

Note: see 11.5.2.

Remove all artillery markers from the map after movement/combat resolution.

9.2 Hurricane Barrage

Only Hurricane Barrage markers (those placed in a holding box on the map) may perform a Hurricane Barrage. As part of an assault impulse, *one* Hurricane Barrage marker may attack before movement and combat resolution.

Exception: Impulse "0" of the November 20 game turn (see 16.2).

The attacker selects an area to attack: this is the *target area*. He then selects one enemy unit in the target area as the *primary target*.

9.2.1 Attack Value (AV)

The attacker selects one Hurricane Barrage marker to conduct the attack. The *attack value* is equal to the sum of:

- A. 7: the attack value of the Hurricane Barrage marker
- B. +2: if there are *more than 3* enemy units in the target area

Note: A German Garrison unit counts towards 9.2.1.B.



9.2.2 Defense Value (DV)

The DV is the sum of:

- A. +1 to +4: the terrain effects modifier of the target area
- B. +2: in overcast weather (see 6.2)

Note: *The defense factor of the defending unit(s) in the target area is not relevant to bombardment resolution.*

9.2.3 Barrage Resolution

To resolve a Hurricane Barrage the attacker makes a dr, which is added to the AV to form the *attack total* (AT).

The defender makes a dr as well, which is added to the DV to form the *defense total* (DT).

If the attack total is > the defense total, the defender must remove *Barrage Casualty Points* (see 9.3) *equal to the difference* between the attack total and the defense total.

The primary target must take the first Casualty Points inflicted, if any.

9.3 Barrage Casualty Points (CP)

In order to satisfy losses, the defender removes CP from his units in the defending area. CP may be taken in any combination, except that the primary target must suffer the first CP losses.

The defender removes CP from a Hurricane Barrage as follows:

Infantry, Cavalry and Garrison units:

- A. Each fresh Infantry/Cavalry/Garrison unit that becomes exhausted: 2 CP
- B. Each exhausted Infantry/Cavalry/Garrison unit that is eliminated: 2 CP
- C. Each fresh Infantry/Cavalry/Garrison unit that is eliminated: 4 CP

Tank Units:

- D. Each fresh Tank unit that becomes exhausted: 3 CP
- E. Each exhausted Tank unit eliminated: 3 CP
- F. Each fresh Tank unit eliminated: 6 CP

Partial results *must* be applied, even if that means the defender absorbs more CP than called for by the difference between the AT and DT.

9.3.1 Hindenburg Line



Defending units in an area with a *square* identifier suffer *one less* Barrage CP than the difference between the attack total and the defense total.

9.4 Ammunition Depletion

A Hurricane Barrage marker that performs a Hurricane Barrage is flipped to its *used* side in its holding box.

9.5 Assault Support

The attacker may place *one* Rolling Barrage and/or Direct Support artillery marker for *every friendly infantry unit* participating in the assault.

Each marker may only be used *once* per turn.

9.5.1 Rolling Barrage



The attacker places an artillery marker with its *Rolling Barrage* side face-up on the map. A Rolling Barrage reduces the cost to enter the target area by *two* movement points, but never to less than one movement point.

Canal crossing costs are *not* reduced (see 10.1).

Example: Three infantry brigades want to enter an area occupied by fresh enemy units. This costs 4 MF (see 10.1). By placing two Rolling Barrage markers the player reduces the MF costs to 1.

9.5.2 Direct Support



The attacker places an artillery marker with its *Direct Support* side face-up.

Each Direct Support marker adds +1 to the attack value of an assault made in that area.

9.5.3 Air Support

The attacker may place his air marker into *any* area on the map. The effect is identical to that of placing an artillery marker with its Direct Support side face-up, i.e., +1 to the attack value of that assault.

After combat is resolved the air marker is returned to its display box. Unlike other Direct Support markers air markers may be placed on the map *once every impulse*, so long as the weather is clear.

9.6 Unused Markers

Hurricane Barrage and Rolling Barrage/Direct Support markers that were not used during a Daylight Phase are lost and have to be repurchased during the Refit Phase to use in future turns. (see 12.4 and 12.8).

10.0 MOVEMENT

Units in the active area move one at a time.

If the active area is *contested* friendly units may expend movement factors (MF) to assault enemy units within the contested area (see 11.3) at any point during the impulse.

Each area may be assaulted only once per impulse.

Units may move and/or assault until there are no units left in the active area.

10.1 Movement Costs

Movement requires the expenditure of movement factors (MF) during an impulse. A unit may continue to move into



adjacent areas until it either lacks enough MF to enter another area, or it enters an area occupied by an enemy unit, where it must stop. Movement into an area incurs the following MF costs:

- 1 MF** Enter a vacant area
- 2 MF** Enter a vacant area adjacent to a fresh enemy unit
- 3 MF** Enter an area containing only exhausted enemy units
- 4 MF** Enter an area containing a fresh enemy unit
- All MF** Cross a canal without using a bridge (infantry only)

Note: the MF cost to enter an area containing enemy units may be reduced by a Rolling Barrage marker in that area. The movement factor cost to enter any area may never be less than 1 MF. Canal crossing costs are not reduced by Rolling Barrage markers.

Units may exit an area contested at the start of the impulse at normal MF costs, so long as the next area entered is free.

10.2 Minimum Move

If a unit has not yet expended MF in the impulse, and lacks sufficient MF to enter an adjacent area that is it not otherwise prohibited from entering, it may enter that area by expending all its MF.

10.3 Multiple Area Destinations

Units starting in an active area may move to and/or assault different areas in the same impulse. Assaults into different areas do not have to be pre-designated. The attacker may wait for the results of a move/assault before announcing a later move/assault into another area in the same impulse by other units starting in the active area.

Note: A player has to pre-commit all his artillery barrages and his air marker before moving any of his ground units or resolving any combats.

Once an area is assaulted, additional units may not move into that area during the same impulse. Units that begin movement in the same area do not have to end their movement in the same area, nor do all moving units during an impulse have to move simultaneously.

10.4 Point Units

A *point unit* is the first friendly unit that enters an uncontested, enemy-controlled area. A point unit must be a Tank unit for an assault to be an *overrun* (see 11.5)

10.5 Movement Restrictions

The following four situations restrict movement.

10.5.1 Overstacking

Units may not move into a fully stacked area (see 7.1).

10.5.2 Canals

A maximum of *five* units may use a single bridge to cross a canal boundary during a single impulse. Units may cross in both directions up to the limit of five and a unit that crosses in both directions in the same impulse counts as two units.

Exception: units that fail a mandatory assault may retreat without exceeding bridge limits.

10.5.3 Operational Sectors

On the November 20 and 21 game turns, the following units are restricted by operational sector: British Infantry Divisions with colored division identifiers may only enter areas with operational sectors including their division number. Tank units may only enter areas with an operational sector color matching the unit's battalion ID color. Cavalry and the 40th Infantry Division are the only British units not bound by operational sector restrictions.



10.5.4 Special Rule – Zones

Movement into and out of zones is restricted to the connection lines printed on the map – no other options exist.

11.0 COMBAT

Only units that began the impulse in the active area may assault.

An assault incurs no additional MF cost beyond that for entering an enemy-occupied area. Attacking units that do not participate in the assault never become exhausted by the assault, but they may have to expend MF (see 11.3). All Defending units in an area being assaulted can potentially be affected by that assault. An assault is resolved only after all units have entered the assaulted area in that impulse. Other units starting in the active area not involved in the assault may move, but no additional units may enter the assaulted area during the current Impulse once the assault is resolved.

11.1 Mandatory Assaults

A friendly unit must make a *mandatory assault* whenever it enters an enemy-occupied area that was *not* contested at the beginning of the current impulse.



If a mandatory assault results in a repulse (see 11.4.4.1) all participating units must retreat (see 11.7).

11.2 Optional Assault

Unless required to conduct a mandatory assault, the attacker *may* assault with some, all, or none of his units that entered the area. If he chooses to assault, at least one unit must assault.

11.3 Contested Area Activation

If the active area is contested at the *start* of the impulse, all, some, or none of the units starting in that area may assault before they begin movement.

MF costs in a contested area to be assaulted are:

- 1 MF if only exhausted defenders are in the area prior to the assault,
- 2 MF if at least one fresh defender is in the area prior to the assault.

If the defenders suffer an overrun (see 11.5) the assaulting units may continue moving.

If any defending units remain in the active area after the assault has been resolved the assaulting units may not assault again or move; their impulse is over.

If the attacker is repulsed, the assaulting units do not retreat and must remain in the active area (exhausted side up).

All other units in the active area (not involved in the assault) moving after assault resolution expend:

- +1 MF if only *exhausted* defenders were in that area prior to the assault,
- +2 MF if there was at least one *fresh* defender in the active area prior to the assault.

11.4 Assault Resolution

Assaults are resolved by comparing the attack value of the attacking unit(s) *plus a DR* (the attack total; AT) against the defense value of the defending unit(s) *plus a DR* (the defense total; DT).

In an assault, the attacker selects the point unit (see 10.4) and all assaulting units, and then the defender selects the forward unit (see 11.4.3).

11.4.1 Dice

When resolving combat, each player simultaneously rolls two dice (a DR).

11.4.2 Attack Value (AV)

The AV is equal to the sum of:

- A. The attack factor of the point unit,
- B. +1 for each additional unit participating in the assault,
- C. +1 for each Direct Support artillery marker in the assaulted area (see 9.5.2),

- D. +1 for the friendly Air Support marker in the assaulted area (see 9.5.3),
- E. -1 for each *different* division participating in a assault.

11.4.3 Defense Value (DV)

The DV is equal to the sum of:

- A. The defense factor of any one defending unit (the forward unit) of the defenders choice in the area being attacked,
- B. +1 for each additional fresh defending unit other than the forward unit,
- C. +1 to +4 Terrain Effects Modifier of the area being assaulted (see 2.1.3),
- D. +1 for each of the defender's Hurricane Barrage markers that are currently fresh (i.e., not used yet),
- E. +2 if any of the attacking units crossed a canal boundary while making a mandatory assault.

11.4.4 Computing Results

The result of the assault depends on the difference between the attack total (AT) and the defense total (DT).

11.4.4.1 Repulse

If the $AT < DT$, the attacker has been *repulsed* and there is no effect on the defender's units. All of the assaulting units are flipped to their exhausted side.

Assaulting units in a mandatory assault must retreat. Assaulting units in an optional assault may retreat unless they started the impulse in the assaulted area.

11.4.4.2 Stalemate

If the $AT = DT$, both the point unit and the forward unit are exhausted if fresh; if already exhausted the forward unit is eliminated.

In addition to the point unit, any Tank unit that participated in the assault is also exhausted.

Assaulting units may retreat at the attacker's option.

11.4.4.3 Success

If the $AT > DT$ the point unit and any *Tank* units that participated in the assault are exhausted (but see 11.5 below), and the defender must absorb *assault Casualty Points* (see 11.6) *equal to the difference* between the AT and the DT.

11.5 Overrun

An *overrun* may *only* occur if the point unit was a *Tank* unit. If an assault with a Tank unit acting as a point unit is a *success*, and requires the defender to take *more* Casualty Points than can be absorbed by the defending units in the assaulted area, the attacker may continue moving and assaulting with any units with remaining MF.



11.5.1 Restrictions

Areas with a triangular Identifier (see 2.1.3) may *not* be overrun. If Overruns are not allowed, the attacking point unit plus all participating tank units are exhausted and the attacker's impulse ends after his attack; he may not use any remaining MF to seize bridges or move elsewhere.

11.5.2 Assaults After Overrun

Immediately after an overrun the attacker may repeat all three steps of an assault impulse, with the area just overrun becoming the new active area for purposes of artillery range (see 9.1).

11.6 Assault Casualty Points (CP)

In order to satisfy losses, the defender removes CP from his units in the defending area.

CP may be taken in any combination, except that the forward unit must suffer the *first* CP loss and that exact losses must be applied whenever possible (i.e., a player cannot eliminate a fresh infantry unit in order to save an exhausted tank if only 2 CPs have to be applied). The defender removes CP from an assault as follows:

- A. Each fresh unit eliminated: 3 CP
- B. Each fresh unit that becomes exhausted: 1 CP
- C. Each exhausted unit eliminated: 2 CP
- D. Each exhausted unit that retreats (see 11.7): 1 CP

11.6.1 Defensive Positions

Defending units in an area with a *square* or *triangle* identifier suffer one *less* assault CP than the difference between the attack total and the defense total.

However, a success never becomes a stalemate or a stalemate a repulse in this way. **Exception:** *if the attacker inflicts exactly one (1) CP the forward unit in an area with a square or triangle identifier must either become exhausted or retreat.*

11.7 Retreats

The attacker or defender may be called upon to retreat as a result of combat.

Attacking units may only retreat into the area from which they entered the attacked area (**Exception:** *fully-stacked areas; see 11.7.1*).

11.7.1 Retreat Procedure

Units must retreat one unit at a time to determine if the area becomes fully-stacked. If it does, subsequent units must continue their retreat to another area that is not fully-stacked. In this event, both attackers and defenders must follow the retreat priorities to determine the second (or more) area to which they must retreat.

A unit forced to retreat off the map, into a fully stacked area, or over an unbridged canal is eliminated.

11.7.2 Retreat Priorities

If there is more than one area to which units may retreat, the units must retreat based on the following priorities, with the owner of the unit deciding if there are multiple legal retreat areas:

1. A free area adjacent to the least number of enemy-controlled areas.
2. A friendly-controlled, contested area.
3. An enemy-controlled, contested area.

11.7.3 Voluntary Retreat

Some or all of the defenders in an area being assaulted may voluntarily retreat after the assault is resolved, even if the attacker loses. The forward unit does *not* have to be among the units that retreat.

11.8 Barrage Lifted And Air Returned

After combat resolution remove any Rolling Barrage and Direct Support artillery markers the attacker has placed on the map (see 9.5.1 and 9.5.2). Artillery markers removed from the map are unavailable for the rest of the Daylight Phase.

An air marker is also removed from the map and returned to its holding box (see 9.5.3).

12.0 NIGHT PHASE

During the Daylight Phase infantry, cavalry, and tank units can become exhausted through participating in combat.

Artillery markers that support them expend ammunition. During the Night Phase units recover and artillery ammunition is replenished.

12.1 Becoming Exhausted

Infantry, tank, garrison, and cavalry units become exhausted during the Daylight Phase if they:

- Participate in an assault that suffers a repulse,
- Are the point unit in any assault that is a stalemate, success, or overrun,
- Are the forward unit in a stalemate,
- Are attacking Tank units in a success,
- Absorb Casualty Points as a result of a Hurricane Barrage or an assault.

12.2 Night Phase – Procedure

The British player conducts his Night Phase first, followed by the German player. A Night Phase has the following steps: Hurricane Barrage Refit, Artillery Refit, Tank Refit, and Infantry Refit. The British player may also dismount cavalry (see 12.8).

12.3 Supply Lines

A British unit must be able to trace a path of friendly-controlled areas to zones I, J, K, or L to Refit.



A German unit must be able to trace a path of friendly-controlled areas to zones A, B, C, D, E, F, G, or H to Refit.

12.4 Hurricane Barrage Refit

A dr is made for *each* Hurricane Barrage marker that is *used* side up. The player makes the dr and consults the following table:

Turn	British	German
November 20	4	N/A
November 21-25	5	5
November 26-30	6	4
December 1-3	6	6

If the dr is \geq the number indicated for that date flip the Hurricane Barrage marker from its used to its fresh side.

If the dr is $<$ the number indicated for that date the Hurricane Barrage marker does not flip fresh and remains used side up.

12.5 Artillery Refit

First, both players discard any unused artillery markers.

The British player then makes a *DR* for ammunition points each Night Phase on November 20, 21, and 22. During the November 20 turn he receives a +3 DRM. From November 23 on he makes a *dr* for ammunition points.

The German player receives a *dr* for ammunition points each Night Phase on November 20, 21, and 22; thereafter he makes a *DR* for ammunition points. During the November 30 turn the German player receives a +3 DRM.

A player may receive an *extra* DR for ammunition points during his Night Phase by spending the advantage (see 15.0).

Record the accumulated ammunition points using the *ammunition point markers* on the general records track. On the general records track, each space with the “x 1” marker is worth 1 ammunition point times the value of that space, each space with the “x 10” marker is worth 10 ammunition points times the value of that space.

Artillery markers may now be purchased using ammunition points. Each ammunition point expended purchases one artillery marker. A player may purchase up to the limit of his counter mix (16 markers).

The player does not have to designate in advance whether he is purchasing a Rolling Barrage or Direct Support marker; he simply purchases the marker.

Mark the cost by reducing the ammunition point markers on the general records track. Unused ammunition points are not lost and remain available for use in any subsequent Night Phase. **Note:** *Players will often lack sufficient ammunition points to purchase all of their artillery markers.*

12.6 Tank Refit

Each Night Phase the British player must make a *tank refit* dr for each exhausted Tank unit on the map.

If he rolls \leq the *spent* defense factor that Tank unit has *passed* its tank refit dr.

If he rolls $>$ the *spent* defense factor that Tank unit has *failed* its tank refit dr.

The action the player takes next depends on whether or not that Tank unit is a full strength unit (6-3-5) or a reduced strength unit (4-2-5).

- An exhausted 6-3-5 Tank unit that *passes* its tank refit dr is flipped fresh side up.
- An exhausted 6-3-5 Tank unit that *fails* its tank refit dr is removed from play, and replaced with a *fresh* 4-2-5 Tank unit with the same unit identity.
- An exhausted 4-2-5 Tank unit that *passes* its tank refit dr is flipped fresh side up.
- An exhausted 4-2-5 Tank unit that fails its tank refit dr is permanently removed from play, and replaced with a fresh 2-1-5 Tank unit with the same unit identity.
- An exhausted 2-1-5 Tank unit that passes its tank refit dr is flipped fresh side up.
- An exhausted 2-1-5 Tank unit that fails its tank refit dr is permanently eliminated (but see 5.3).

A tank unit unable to trace a supply line (see 12.3) automatically fails its refit roll.

12.7 Infantry Refit

One exhausted German infantry unit may flip fresh each Night Phase.

Additionally, *beginning November 25* one exhausted British infantry unit in zone J or K and one additional exhausted German infantry anywhere on the map unit may flip fresh each Night Phase.

Exhausted infantry units unable to trace a supply line (see 12.3) are not eligible to refit in this manner.

12.8 Dismounted Cavalry

One exhausted British infantry unit may refit for each cavalry unit, fresh or exhausted, *permanently removed from the game*. The cavalry unit must be already in play (not be a future reinforcement). It need *not* be in the same area as the infantry unit that is refitting.

Simply pick up the cavalry unit and remove it from the map. Flip the exhausted British infantry unit to its fresh side.

Both the cavalry unit and the exhausted infantry unit need to trace a supply line (see 12.3); otherwise they are not eligible to refit in this manner.

It is possible to refit more than one British infantry unit per turn in this manner.



13.0 END PHASE

13.1 Sudden Death

The game ends immediately if the British player achieves a *Breakthrough* or if the British commander Haig decides to end the offensive.

13.1.1 Breakthrough

The British player wins an *automatic victory* if he has a fresh *cavalry* unit in any of the following areas *at the end of the Daylight Phase* of any game turn:

- Zone B
- Zone C
- Zone D

The cavalry unit in question must be able to trace a path of friendly-controlled areas to a British-controlled zone I, J, K, and/or L to qualify.

13.1.2 Haig Decides

The British Army Commander-in-Chief Haig may decide to shut down the offensive if it has not made sufficient progress.

Each End Phase beginning with the November 21 turn the British player must make a dr. The dr is modified as follows (the modifications are cumulative):

- +2 if the British control or contest area 1
- +2 if the British control or contest area 5
- +1 British contest any area *east* of the Canal de St. Quentin, or zone G
- +2 British control any area *east* of the Canal de St. Quentin, or zone G

If the dr is ≥ 7 play proceeds to the next game turn. If the dr < 7 the game is over and a final victory check is made (see 13.2). Either player may spend the advantage to change Haig's mind if the Haig decision dr would have normally ended the game (see 15.1).

13.2 Victory Check

Each area and zone on the map with a British Control marker is worth 1 victory point (VP).

The British player wins by having *20 or more* VPs at the end of the November 26th turn.

The German player wins by preventing the British player from fulfilling his victory conditions.

13.3 Victory Points

The German player does not receive victory points. Victory depends solely on the British victory point total unless a *Breakthrough* (see 13.1.1) was achieved.

The British player receives one victory point for each area with a British control marker able to trace a path of friendly-controlled areas to British controlled zone I, J, K, and/or L

regardless of the presence of German units contesting an area.

The British player only receives one victory point per area per game.

14.0 BRIDGES

Bridges are always in one of three states: British-held, German-held, or destroyed.

At the start of play all bridges are German-held. Bridges may change hands in two different ways:

1. Crossed during an assault that was a stalemate or success.
2. Both connecting areas become friendly controlled.

14.1 Bridge Demolition

A demolition attempt for *each* bridge on any or all boundaries of the active area may be made at the end of an assault impulse (see 8.1.1) by the side that controls those bridges if the enemy contests or controls at least one of the bridge's two areas.

A friendly unit must be present in the active area at the beginning of the impulse to attempt bridge demolition. Contesting an area momentarily during a failed mandatory assault is not sufficient to allow a bridge demolition attempt.

The attempt is successful on a dr ≥ 7 and is subject to bridge demolition modifiers. If the attempt is successful, the bridge is covered with a blown bridge marker.

Modifiers: A demolition dr is modified depending on the status of the two areas on either side of the bridge:

Areas:

- +3 if free
- +2 if contested, friendly-controlled
- +1 if contested, enemy-controlled
- 1 at the Canal du Nord

Surprise:

- 1 any demolition attempts on November 20th

14.2 Repair

Neither player may repair a destroyed bridge. Once destroyed a bridge remains destroyed for the rest of the game.

15.0 THE ADVANTAGE

At the start of each impulse one player always has the *advantage*. This is indicated by placing the advantage marker with the side of the controlling player face-up on the impulse track.

The British player starts the game controlling the advantage. Control of the advantage can change through voluntary use by the player who possesses it.



15.1 Voluntary Use

The advantage may be used to declare:

A. New Forecast. During the Dawn Phase either player may use the advantage to reverse the weather dr.

If the weather die roll indicated clear weather, it is overcast. If the die roll indicated overcast weather, the weather is now clear. See also 17.1.5.

B. Maximum Effort. During the Daylight Phase the attacker may turn a repulse result into a stalemate.

C. Fanatical Defense. During the Daylight Phase the defender may turn a success result into a stalemate. He may *not* use the advantage to turn an overrun into a stalemate.

D. Better Tank Refit. During the Night Phase the British player may automatically refit *one* Tank unit (see 12.6) without making a dr.

E. Additional Ammunition. During the Night Phase either player may receive an additional DR to replenish his ammunition points.

F. Change Haig's Mind. During the End Phase either player may use the advantage to continue play for another turn if the Haig Decision dr (see 13.1.2) would have normally ended the game.

15.2 Advantage Shift

After the advantage is used it belongs to *neither* player until the end of the current phase or impulse, at which time it becomes the property of the player who did not use it.

16.0 THE NOVEMBER 20TH TURN

Several exceptions to the rules are in effect during the November 20th turn to better simulate the opening British successes.

16.1 Weather

There is no weather dr during the November 20th Dawn Phase. The weather is automatically clear.

16.2 Opening Barrage

During his impulse "0" the British player conducts a Hurricane Barrage against areas 1, 3, 9, 10 and Zone H. These bombardments are resolved normally, one at a time (see 9.2), in any order of the British player's choosing. After all five barrages are resolved both British Hurricane Barrage markers are flipped to their used sides.

In subsequent turns the Hurricane Barrage markers may attack only one area apiece, and only one Hurricane Barrage marker may attack per assault impulse. Play proceeds immediately to German impulse "1" after these bombardments.

16.3 Impulses

During the November 20th turn the length of the Daylight Phase is *not* dependent on a Sunset DR. The advantage marker is advanced along the impulse track until either the British player:

declares a pass, or

the marker moves off the track.

The Sunset DR is still made, but only to determine if there is a weather change. **Note:** *players will notice this means the British will have as many as seven impulses and the Germans as many as six on the first game turn.*

Thereafter each game turn ends randomly as a result of the Sunset DR being < the current impulse.

16.4 Operational Sectors

See 10.5.3 for movement restrictions for British units during the November 20 (and November 21) game turns.

16.5 Cavalry Confusion

Cavalry units released on the November 20 game turn have only 5 MF.

16.6 More British Artillery Ammunition

The British player receives a +3 die roll modifier to his ammunition point die roll on the November 20 turn (see 12.5).

16.7 Tank Assaults

Any assault with a tank unit participating receives an *additional +1* to the AV during the November 20 turn.

17.0 OPTIONAL RULES

17.1 Side Determination

If both players wish to play the same side, this rule is used to decide which side each player commands and to compensate for either player's perceptions regarding the relative chances of each side.

If both players want to play the same side, they bid for the right to play that side. Each player writes down a secret bid. The bids are revealed simultaneously and the player with the larger bid plays the preferred side. The other player puts ammunition points on the general records track equal to his opponent's bid. If both bids are the same, determine sides randomly, with the tie bid serving as the number of ammunition points marked on the general records track.

Example: John and Bob both wish to play the Germans. John bids 3 and Bob bids 5. Bob is the high bid and gets the Germans, while John gets the British and begins the game with 5 British ammunition points marked on the general records track.



17.2 Historical Options

By mutual agreement players may agree to the following rules to better simulate the historical campaign.

17.2.1 Tank Fright

During the first two game turns (November 20 and 21) any British attack with a Tank unit participating receives an additional +1 die roll modifier.

17.2.2 Historical Weather

Instead of making a weather dr in the Dawn Phase, use the following as the *starting* weather each turn:

November 20	Clear
November 21	Overcast
November 22	Overcast
November 23	Overcast
November 24	Overcast
November 25	Clear
November 26	Clear
November 27	Overcast
November 28	Overcast
November 29	Overcast
November 30	Clear
December 1	Clear
December 2	Clear
December 3	Overcast

17.2.3 51st Division

During the November 20th game turn the attack value of any assault containing units of *both* the British 51st Division and the Tank Corps suffers a -2 attack value modifier.

On all later turns the assault suffers a -1 attack value modifier.

17.2.4 Bridge Collapse

Whenever a Tank unit is the point unit in a mandatory assault, and that unit is attempting to move over a bridge, the German player makes a dr.

If the dr is a “5” or a “6” the bridge is destroyed (place a marker), and the Tank unit may not cross. Other British units in the assault may still potentially cross the water boundary if the active area is adjacent to the bridge (see 10.1).

17.2.5 Snowstorm

Starting December 1 there is a chance a severe snowstorm will put an end to the campaign.

If the weather dr is overcast during the Dawn Phase of the December 1, 2, or 3 turns, the German player makes a dr.

The game immediately ends on a dr of:

- 1 on December 1,
- 1 or 2 on December 2,
- 1, 2, or 3 on December 3.

Either player may spend the advantage to reverse a snowstorm result. The weather remains overcast if he does so.

17.3 Air Interdiction

During the Dawn Phase of any *clear* weather turn, after both players have placed their reinforcements on the map, an air marker may be placed into any zone containing at least one enemy unit, and no friendly units.

The British place first, followed by the Germans. A unit in a zone containing an enemy air marker has its MF *halved* (fractions rounded up).

If the weather turns overcast the air marker is returned to the player’s holding box and flipped grounded side up in the usual manner.

A player may elect to return his air marker to its holding box at the end of any impulse. He may use it in later impulses to provide ground support but it may not interdict other units that turn.

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