

# SOISSONS

1918

The second battle of the Marne



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## 1. Introduction

This is a two-player simulation of the Battle of Soissons that took place in July 1918. The great German Spring Offensive has finally run out of steam and the Allies are poised to deliver a crushing counter-attack.

The players take on the roles of the commanders (and their staff) of the French X<sup>th</sup> Army and the German 9<sup>th</sup> Army. The Entente player initially benefits from the effect of total strategic surprise, artillery superiority and a number of tank formations to assist his divisions in combat.

Aided by timely artillery and infantry reinforcements, the German player must reorganize his defensive lines after the first shock, ceding as little ground as possible and protecting a number of key urban locations. The Entente player must try and retain his initial momentum for as long as possible, without exhausting his offensive power in exceedingly costly assaults. Efficient use of his short-lived tank assets will be decisive in maintaining the pressure on the German defenders.

The system emphasizes combat friction, and the need for adequate artillery support, preparation time and HQ coordination in order to mount a successful attack.

Victory will be determined by the extent of the Entente forces' progression compared to the historical outcome.

### 1.1 Scale

Combat units are divisions, regiments and tank units of roughly battalion size.

Each hex is one kilometer across.

An AM turn represents roughly the six hours between 6am and noon, a PM turn the six hours between noon and 6pm, and a night turn the twelve hours between 6pm and 6am the next day.

## 2. Components

### 2.1 Inventory

The complete game contains one 22x34 map, X counters, the present rulebook, two player aids and one six-sided die.

### 2.2 Map

The game map represents the militarily significant terrain found in the Soissons sector in 1918 and over which this battle was fought. A hexagonal grid is printed over the map to regulate the placement and movement of units.

Each hex contains natural and/or manmade terrain features that can affect movement and combat. The *Terrain Effects Table* provides the necessary details. The map also features a number of boxes, charts, tables and tracks used to facilitate play.

## 2.3 Counters

There are two basic types of counters: units and markers.

### 2.3.1 Units

Units represents the ground forces engaged in the battle. Combat units include infantry divisions, regiments, remnants, and battalion-sized tank groups. Corps HQs are non-combat units and perform command, control and administrative functions.

Units display a nationality color on the upper part of the counter: grey for German, blue for French (a beige stripe across the division's identification indicates colonial infantry), tan for British and green for American. Units (except tank groups) display a corps color code on the lower part, identifying the corps they are subordinated to.

Regiments and division counters display a maximum strength number, as well as a combativeness rating. The combativeness rating translates into one, two or three stars, three being the best rating.

Regiments and remnants are only available to the German player.

Regiments are identifiable by their maximum strength number, which is always 3.

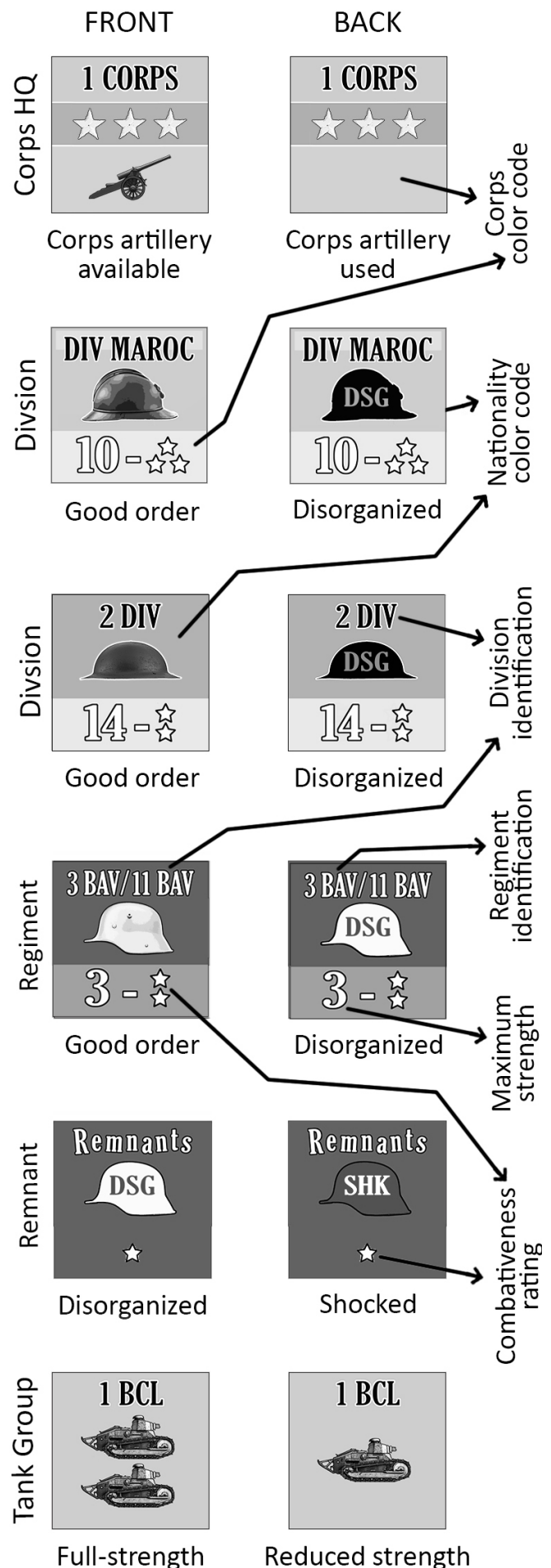
Divisional regiments display their regiment identification left of the slash, and their parent division identification right of the slash.

Divisions are identifiable by their maximum strength number, which is 9 or higher.

The front of each regiment/division counter shows the unit in Good Order status. The back shows the same unit in Disorganized status.

The front of each remnant counter shows the unit in Disorganized status (remnants are never Good Order). The back shows the remnant in Shocked status.

Tank groups are only available to the Entente player. The front of each tank group counter shows the unit at full strength. The back shows the unit at reduced strength.



### 2.3.2 Markers

Markers are used to keep track of various game functions.

→ “Bombardment” markers represent the application of Artillery/Air Support Points on a particular hex of the map. Artillery bombardment markers display one, two or three “blasts”, corresponding to the number of artillery points used to conduct the bombardment. Air Support has its own Bombardment marker, displaying an airplane of the corresponding nationality.

→ “Loss” markers indicate how many casualties a unit has suffered so far. The “Losses” number must be subtracted from the unit's maximum strength to obtain the unit's current strength.

→ “Reforming/Shocked” markers indicate that a unit is affected by the corresponding level of disruption.

→ “Prepare”/“Improvised” Attack markers indicate that a unit is planning to conduct the corresponding type of attack. The countermeasure is a finite limit in regards to how many of these markers may be used by each player at any given moment.

→ “Retreat” markers indicate that a unit has conducted some form of retreat movement.

→ Control markers indicate which side controls a given urban location (for cases when it is not obvious).

Heavy artillery, Light Artillery and Air Support Points markers are placed on the Bombardment Missions Track and indicate how many points are currently available to conduct bombardments.

### 2.4 Rules

The rules are organized in a case by case format. Rules that relate to different concepts and mechanisms in the game are generally repeated in the relevant sections for the sake of clarity and emphasis.

### 2.5 Definitions and Abbreviations

**AP:** Artillery Points

**CRT:** Combat Results Table

**DRM:** Die-roll Modifier

**Friendly/Enemy:** all units controlled by the same player are friendly to each other, all units controlled by the other player are enemy units.

**MP:** Movement Points

**Phasing player/Non-phasing player:** the player whose Operational Phase is currently being conducted is the phasing player. The other player is the non-phasing player.

## 3. Scenario Description and Set Up

*Soissons 1918* consists of a single, two-player, campaign scenario. The Entente player controls French, British and American units and is the attacker. The German player is the defender.

### 3.1 Set Up

The turn marker is placed on the 18 July AM box of the Turn Track.

The Heavy Artillery, Medium Artillery and Air Support markers of both sides are placed on At Start boxes of their respective Bombardment Missions Tracks.

Both sides' reinforcements are placed on the Turn Track on the boxes corresponding to their turn of arrival.

The Entente player places his five tank groups available at start in the Tank Assets box.

The German player sets up the three regiments of the 3<sup>rd</sup> Reserve Division in or adjacent to the town of Hatennes-et-Taux (hex 1915) and all other regiments adjacent to the initial front line within their designated divisional sector. Up to three regiments of the same division may stack in the same hex.

Hexes on the divisional sector boundary may be occupied by units of either division, but not both.

Watter Gruppe HQ and Staabs Gruppe HQ are placed in any hex within four hexes of any of their subordinate regiments positioned on the frontline.

When the German player has completed his set up, the Entente player sets up his divisions adjacent to the initial front line and within their designated corps sectors. Hexes on the Corps sector boundary may be occupied by units of either Corps. Only one division may occupy a single hex. At least one division must be set up adjacent to every German regiment.

Entente Corps HQs are placed within their respective corps sectors in any hex not adjacent to the frontline.

The Entente player attaches all, some or none of his tank groups available in the Tank Asset Box to a division of his choosing, regardless of the sector. Tank groups may not be placed on an empty hex. Only one tank group may be attached to a single division.

All Entente divisions adjacent to a German unit acquire a “Prepare” marker.



### 3.2 Game Length

The game is 17 turns long. It starts with the French 18 July AM turn and ends with the Entente 23 July PM turn. There is no German 23 July PM turn. However, the game is immediately terminated whenever an Entente unit occupies a hex of a Sudden Death location. Sudden Death locations are all locations marked with a red circled number or star, including any hex of the city of Soissons.

### 3.3 Victory Determination

If a French Sudden Death Victory does not apply (as per 3.3), Victory is determined at the end of the Entente 23 July PM turn by counting Entente Victory points (hereafter referred to as VP).

If two or more towns not marked with a circled number/star (red or black) are still German-controlled, no VP are counted and the game ends with a German Outstanding Performance victory.

If only one town not marked with a circled number is still German-controlled, the Entente player suffers a -5VP penalty and proceeds to the VP count.

VP are awarded for control of, or proximity to urban locations marked with a circled number.

The last side to occupy a town location controls it, regardless of whether it is physically occupied at the moment VP are calculated.

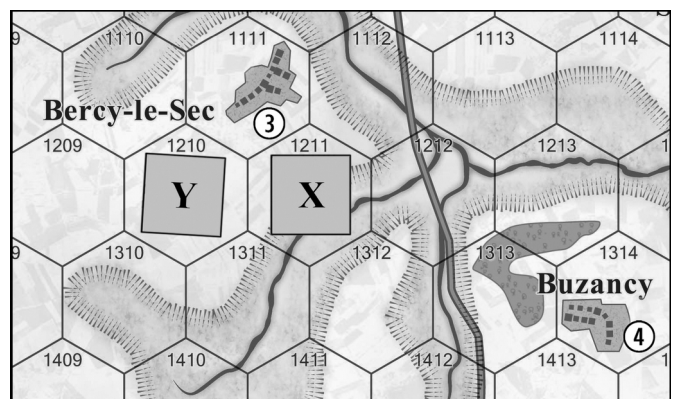
All urban locations east of the 18 July front-line printed on the map start the game under German control. The others start under Entente control.

For each urban location marked with a circled number, the Entente player receives:

- the indicated number of VP if the town is Entente-controlled and the circled number is black.
- if the town/city hex is not Entente-controlled, a number of VP equivalent to the indicated number minus the number of hexes from that town to the closest Entente unit (regardless of how many units are equidistant).

The city of Soissons is marked with a red circled "2". This means that if the Entente player has *any* number of units adjacent to *any* Soissons city hex, he is awarded 1 VP for proximity to the Soissons location.

Points are scored only once per urban location. The same Entente unit may be used to calculate the VP for more than one town.



**Example:** No Entente unit has entered Bercy-le-Sec, so the location is still German-controlled. The Entente player scores 2VP for having at least one unit adjacent to Bercy-le-Sec (3 -1 hex, having two – or more – units within that same distance of the location does not grant any extra VP) and 1VP for Buzancy (4-3 hexes).

### 3.4 Victory levels

- If the Entente players scores less than 4 points, the German player obtains an Outstanding Performance Victory.
- If the Entente player scores 4, 5 or 6 points, the German player obtains a Superior Performance Victory.
- If the Entente player scores 7, 8 or 9 points, the game is a Draw.
- If the Entente player scores 10, 11 or 12 points, the Entente player obtains a Superior Performance Victory. If the Entente player scores more than 12 points, or, at any time during the course of the game, occupies a red-circled number/star icon urban location, the Entente player obtains an Outstanding Performance Victory.

## **4.0 Sequence of Play**

The game turns conform to a cycle of two Day turns (one AM and one PM) followed by one Night turn, as indicated on the Turn Track.

A three-turn cycle is constituted of the phases outlined below.

The game proceeds by following these phases and repeating these cycles until game ends.

### **4.1 Sequence of Play outline**

#### **1. AM TURN**

- a. Mutual Reorganization phase**
- b. Mutual Artillery Availability phase**
- b. Entente Operational phase**
- c. German Operational phase**
- d. end of turn phase**

#### **2. PM TURN**

- a. Entente Operational phase**
- b. German Operational phase**
- c. End of turn phase**

#### **3. NIGHT**

- a. Tank attrition phase**
- b. Mutual artillery availability phase**
- c. Entente Operational phase**
- d. German Operational phase**
- e. End of turn phase**

### **4.2 Detailed Sequence of Play**

#### **AM TURN**

##### **A. MUTUAL ARTILLERY AVAILABILITY phase**

- a. Players check their Army Artillery allotment for the turn on the Turn Track and adjust Entente and German Artillery Points on their respective Artillery tracks.
- b. All Entente and German HQs revert to their "artillery available" side.

##### **B. MUTUAL REORGANIZATION phase**

- a. All disrupted units that are in command and not adjacent to an enemy unit reduce disruption by two levels. All other disrupted units reduce disruption by one level.

**C. DAYTIME OPERATIONAL phases: Entente Operational phase, followed by German Operational phase (skip German Operational phase on 18 July AM turn).**

##### **C.1. Phasing Player Reinforcement segment**

- a. Place phasing player's units scheduled as reinforcements for the current turn on any hex adjacent to the phasing player's friendly map edge.

##### **C.2 Tank Group Assignment and Reassignment segment (Entente player only)**

- a. The Entente player may move some, none or all of his tank groups already attached to an infantry division (regardless of strength status) onto an adjacent Entente infantry division currently in command, unless that division is in a ravine hex unconnected by road to the tank group's original hex.
- b. The Entente player attaches some, none or all of his tank groups available in the Tank Asset box to any Entente division on the map currently in command and not in a ravine hex.

##### **C.3 First Mutual Bombardment segment.**

- a. Place phasing player's "Bombardment" markers adjacent to phasing player's "Prepare" markers. Adjust the Bombardment Missions Track accordingly.
- b. Place non-phasing player's "Bombardment" markers adjacent to any non-phasing player's units. Adjust the Bombardment Missions Track accordingly.
- c. Resolve phasing player's bombardments, then non-phasing player's bombardments, then remove all bombardment markers.

##### **C.4 Phasing Player Assault segment**

- a. Phasing player's units with a "Prepare" marker may declare attacks against adjacent enemy units. Resolve Assaults. Defending combat units that retreat four or more hexes increase their disruption level by one (exception: HQs). After all retreats are completed, place a "Retreat" markers on any defending units that retreated at least one hex.
- b. Remove "Prepare" markers on units that did not assault.

##### **C.5 Phasing Player Maneuver segment.**

- a. Shocked units, units with a "Retreat" marker and remnants do not activate during the Maneuver phase. Units in an enemy ZOC may not move but may use MP to acquire "Prepare" or "improvised Attack" markers.

Phasing player's combat units with a "Prepare" marker may use up to 4MP, 2MP if Reforming or Disorganized. Remove the "Prepare" marker when a unit is activated. Phasing player's combat units without a "Prepare" marker may use up to 6MP, 3 MP if Reforming or Disorganized.

"Improvised Attack" and "Prepare" markers are placed on units that pay for the corresponding MP cost, up to the limit of the counter mix. "Improvised Attack" markers must point at an adjacent enemy unit.

Phasing player's Corps HQs may move one hex, regardless of terrain.

### **C.6 Second Mutual Bombardment segment**

- a. Place phasing player's "Bombardment" markers anywhere on the map. Adjust the Bombardment Missions Track accordingly.
- b. place non-phasing player's bombardment markers adjacent to any non-phasing non-shocked unit. Adjust the Bombardment Missions Track accordingly.

### **C.7 Phasing Player Improvised Attack segment**

a. Phasing player's units with an "Improvised Attack" marker may declare attacks against adjacent enemy units their marker is pointing at (they may simultaneously attack other units as well, as long as they attack the hex the marker is pointing at). Resolve Improvised Attacks. Defending combat units already marked with a "Retreat" marker that retreat two hexes increase their disruption level by one. After all retreats are completed, place a "Retreat" markers on any defending units that retreated at least one hex.

### **C.8 Advance After Combat segment**

a. Units marked with an "Improvised Attack" marker may advance into the hex the marker is pointing at, if it has been vacated by enemy units. If the hex is already occupied by a friendly unit, the unit may advance into a hex adjacent to the hex the marker is pointing at. ZOC to ZOC movement interdiction applies.

### **C.8 Non-Phasing player Fall Back segment.**

b. Non-phasing units conduct "Fall Back" movement. Non-phasing isolated units must conduct Fall Back movement and move to a position where they are no longer isolated. Non-phasing units already marked with a "Retreat" marker that fall back two or more hexes increase their disruption level by one, or by two if they fall back four or more hexes (exception: HQs).

Non-phasing units without a "Retreat" marker that fall back four or more hexes increase their disruption level by one.

All units that conduct Fall Back movement acquire a "Retreat" marker, if not already marked with one.

During the Entente Fall Back phase, Entente Spent divisions are removed from play. Tank groups on Spent divisions may be attached to an adjacent division if that division is in command and not in a ravine hex unconnected by road to the tank group original hex. Otherwise, the tank group is permanently removed from play.

### **C.9 Phasing Player Pursuit segments**

a. Phasing player's units marked with a "Prepare" marker that are no longer adjacent to any enemy unit may advance one hex (regardless of terrain cost). They may retain their "Prepare" marker.

### **C.9 Operational Final segment**

a. remove all phasing player's "Shocked" and "Retreat" markers.

### **D. END OF DAY TURN phase**

a. The Turn marker is flipped to its other side (and moved to the next box, depending on whose turn it is).

### **PM TURN**

### **E. OPERATIONAL PHASES: Entente Operational phase, followed by German Operational phase**

Replicate AM turn Operational phases.

### **F. END OF DAY TURN phase**

Replicate AM End of Day turn phase.

### **NIGHT TURN**

### **H. TANK ATTRITION phase (Entente only)**

a. All on-map full-strength tank groups are flipped to their reduced strength side. All on-map tank units on their reduced side are permanently removed from play.

### **G. MUTUAL ARTILLERY AVAILABILITY phase**

a. Replicate AM Mutual Artillery Availability phase.

## I. NIGHTTIME OPERATIONAL phases:

### Entente Operational phase, followed by German Operational phase

#### I.1 Phasing player Bombardment segment

- Place phasing player's bombardment markers anywhere on the map. Adjust the Bombardment Missions Track accordingly.
- Resolve bombardments, then remove bombardment markers.

#### I.2. Phasing Player Maneuver segment

- Shocked units, units with a "Retreat" marker and remnants do not activate during the Maneuver phase. Units in an enemy ZOC may not move but may use MP to acquire "Prepare" or "improvised Attack" markers.

Phasing player's combat units may move up to 8MP, 4MP if Reforming or Disorganized.

"Prepare" markers are placed on units that pay for the corresponding MP cost, up to the limit of the countermix.

Phasing player's Corps HQs may move up to two hexes, regardless of terrain.

#### I.3. Non- Phasing Player Fall Back segment

- Replicate Daytime Fall Back segment.

## J. END OF NIGHT TURN phase

- Replicate End of Day turn.

## 5. Strength Points and Loss markers

Each division and regiment displays a number in its lower left corner, indicating its *initial* strength. Strength points are quantitative: they represent the volume of combat-ready troops in the unit.



When units sustain casualties as a result of combat or bombardment, a Loss marker is placed directly under the unit, corresponding to the number of "hits" the unit has suffered so far.

The strength of a unit at any given point is the initial Strength (indicated on the unit) minus any losses indicated by a Loss marker under the unit. If there is no Loss marker, the strength of the unit is equal its initial strength.

Remnants always have 1SP and never suffer losses.

Tank groups have no numeric strength value. They are either full-strength (front side of the counter) or reduced strength (back of the counter) and their effect on combat translates into a DRM on the CRT.

Players may inspect each other's stacks to be informed of the current strength of enemy combat units.

## 6. Combativeness

Infantry units display a number of stars on their lower right corner, indicating their combativeness rating.

Combativeness is a qualitative value and measures the fighting effectiveness of the unit (a compound of morale, aggressiveness and experience).

There are three Combativeness ratings:

- three stars: elite
- two stars: combative
- one star: worn

A combativeness advantage or disadvantage over the opponent translates into a positive or negative DRM on the CRT.

Remnants are always considered worn, even if their original unit had a higher rating.

## 7. Spent divisions

When a division is reduced to 5 SP (regardless of its initial strength) it is considered "spent". Spent divisions cannot attack but defend and move normally.

Spent Entente divisions must be removed from play during the Entente Fall Back phase. German "spent" divisions remain in play.

Regiments are never spent (but when they are down to 1SP they become remnants, which is as good as spent).

## 8. Remnants

The last SP of an infantry unit is never destroyed. A German unit with one remaining SP is replaced by a generic "Remnant" counter. Remnants retain their 1SP and defend normally, alone or stacked with friendly units, to whose defensive strength they add their 1SP. Remnants are always Disorganized or Shocked, and are no longer considered subordinated to any Corps HQ.

The following special rules apply to remnants:

- Remnants are never destroyed. Anytime an effect calls for a Loss result to be applied to a remnant unit, that unit ignores the loss and retreats instead. If a remnant retreats, all other remnants stacked with it must retreat too, although not necessarily in the same direction.

- Remnants cannot attack
- Remnants cannot move during the Maneuver segment, only during the Fall Back segment.
- When an attack is directed at solely remnants units (whether single, stacked together or defending in different hexes), the attacker Loss number is reduced by one.

## **9. Tank Groups**

Tank groups have no SP and no combativeness rating. They can be either full-strength (the side of the counter with two tank silhouettes) or reduced strength (one tank silhouette).

Tank groups are never affected by disruption. A tank group must be stacked with a division at all times and moves with it. No more than one tank group may be stacked on a single division.

Tank effect on combat translates into a DRM on the CRT. A full-strength Tank group provides a +2 DRM to the Combat results die-roll. A reduced-strength provides a +1 DRM to the Combat results die-roll.

Tank groups arriving as reinforcements are placed in the Entente Tank Assets box.

### **9. 1 Tank Movement and Combat Restrictions**

Tank groups may not enter ravine hexes, unless via road. Tank groups may only exit ravine road hexes by following the road. Tank groups may not attack into ravine hexes (that is, cannot apply their DRM to an attack against a ravine hex), regardless of road presence, but the division they are attached to is not restricted.

### **9. 2 Tank Group Assignment and Reassignment**

During the Tank Group Assignment and Reassignment phase of each Entente Operational phase, the Entente player may:

- attaches some, none or all of his tank groups available in the Tank Asset box to any Entente division on the map currently in command and not in a ravine hex.
- move some, none or all of his tank groups already attached to an infantry division (regardless of strength status) onto an adjacent Entente infantry division currently in command, unless that division is in a ravine hex unconnected by road to the tank group's original hex.

## **9. 3 Tank Attrition**

Tank groups don't suffer losses as a result of combat or bombardment.

Tank groups enter the game at full strength and are reduced (the marker is flipped) during the Tank Attrition phase of each Entente Night turn.

Tanks that are already reduced are permanently removed from play during the Tank Attrition phase.

Tank attrition represents both battle losses and mechanical breakdown.

## **9. 4 Tank Group Voluntary Removal**

Tank groups may be voluntarily removed from play by the Entente player at any time. Removal is permanent.

Why would one want to do that? Two reasons: to allow the accompanying infantry to enter a ravine hex, or to make room for a full-strength tank group (by removing a reduced one).

## **10. Corps Headquarters**

HQs are non-combat units. They have no SP. HQs are used to coordinate attacks, reorganize troops, distribute tank assets and determine artillery range.

A certain number of special rules apply to Corps HQs.

HQs and stacking: HQs may occupy a hex alone or stack freely with any subordinate unit, and do not count towards stacking limits.

HQs and disruption: HQs are never subject to Disruption.

HQs and combat: HQs are not combat units. They have no SP and exert no ZOC. If alone in a hex, they do not prevent enemy movement into their hex.

HQs and maneuver: They may move up to one hex during Daytime Maneuver segments, and up to two hexes during Nighttime Maneuver segments. HQs ignore terrain cost.

HQs and retreat: HQs conduct Fall Back movement like infantry units do, but they don't suffer disruption effects. They are marked with a "retreat" marker and flipped to their "artillery used" side, if on their "artillery available" side.

When stacked with defending units in a combat, they share with them the mandatory retreat results and retreat like infantry units do, but they don't suffer disruption effects. They are marked with a "retreat"



marker and flipped to their “artillery used” side, if on their “artillery available” side.

If an enemy unit enters a hex containing a Corps HQ alone, the HQ immediately conducts a four-hexes retreat movement. It is marked with a “retreat” marker and flipped to its “artillery used” side, if on their “artillery available” side.

## **11. Disruption**

The default status of all Infantry units is Good Order. All infantry units start the game or enter the game in Good Order but may suffer Disruption effects due to combat, bombardment or retreat.

There are three levels of Disruption:

- highest level: Shocked
- Intermediate level: Disorganized
- lowest level: Reforming



Disruption is indicated by flipping the unit to its Disorganized side (displaying a “DSG” in the helmet icon) and placing the corresponding “Reforming” or “Shocked” marker, if necessary. If the unit is Disorganized (intermediate level) the unit is flipped but no marker is placed.

Remnants are *always* Disorganized or Shocked and may never recover disruption levels below Disorganized. Therefore the default status (front side of the counter) is Disorganized and the back of the counter indicates Shocked status (“SHK” in the helmet icon).

Tank groups are never subject to Disruption.

When a game effect calls for the disruption level to be increased on an already shocked unit, the unit remains shocked and suffers no additional adverse effects.

### **11.1 Recovery from Disruption**

During the End of Day turn phase of AM and PM turns, all phasing Shocked units (including remnants) become Disorganized. Other units are unaffected.

During the Mutual Reorganization phase of every AM turn, all units automatically reduce their disruption level by one level.

Units that are in command and not adjacent to an enemy unit reduce their disruption by an additional one.

Units that reduce disruption by one level when in “Reforming” status become “Good Order.”

## **12. Command**

All non-remnant infantry units are subordinated to a Corps HQs, as indicated by the unit's color code on the lower third of the counter.

This subordination never changes during the course of the game.

German Reinforcements have a grey color code, meaning that they have no predetermined Corps HQ and must be assigned one when first placed on the map during a German Reinforcement phase. Their Corps subordination is indicated by the corresponding marker on the German Reinforcements Corps Subordination Track.

Units that can trace a valid command path to their parent Corps HQ are considered in command. Units in command may:

- attack at full strength if subordinated to the HQ coordinating the attack, or at half strength if subordinated to another HQ.
- reduce disruption by one additional level during the Mutual Reorganization phase of every AM turn, if the unit is not adjacent to an enemy unit.
- receive tank groups during the Tank Group Assignment & Reassignment segment.

Remnants are never subordinated to any HQ and are therefore never considered in command.

### **12.1 Command determination**

#### **12.1.1 Retreating HQ**

A HQ marked with a “Retreat” marker may not command any units. No units subordinate to that HQ may therefore be considered in command as long as the HQ retains its “Retreat” marker.

#### **12.1.2 Command Path**

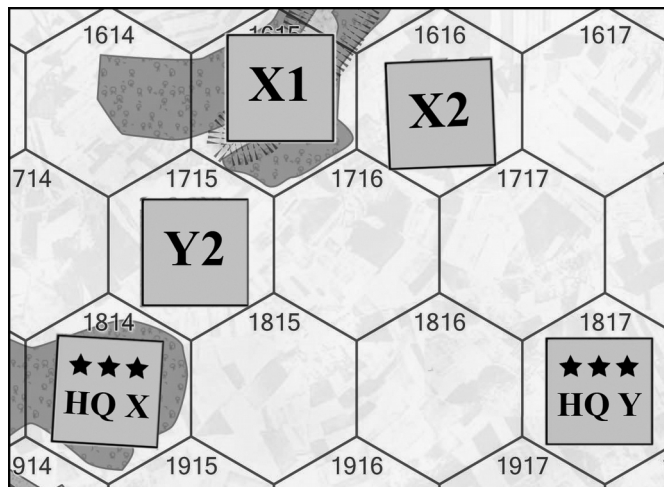
To determine command, units must trace back to their parent HQ through the shortest route (choose if two are equidistant).

The unit is in command if its command path is no more than three hexes long and does not cross:

- an enemy unit.
- a friendly unit subordinated to another command.
- the shortest path (whatever its length – but choose if two are equidistant) from a friendly unit subordinated to another command to its parent HQ.

Command paths ignore enemy ZOC and TZ.

The hexes of the unit itself and of the HQ it is tracing to are excluded from the command path. The command path only consists of the intervening hexes. Command paths ignore enemy ZOC and TZ.



**Example:** units X1 and X2 are subordinated to HQX. Unit Y is subordinated to HQ Y. X1 is not in command because its shortest path back to its parent HQ crosses a friendly unit subordinated to a different HQ. X1 must use the shortest path and cannot trace a three-hex path round Y2.

X2 is not in command either, because the two equidistant paths to HQ X cross either Y2 or its path towards HQ Y.

Unit Y2 is in command because its path does not cross the command path of X2. X2 can trace two equidistant paths to its HQ, so the player selects the path through 1615 and 2115.

Note that the path that Y2 traces back to its HQ prevents X2 from being in command, regardless of whether Y2 itself is in command or not (if HQ Y had been more than three hexes away).

This rule is just a formality. Just keep all units of the same corps within their own sector of the front and you won't need to refer to it at all during the course of the game.

### **13. Zones of Control**

Infantry divisions, regiments and remnants exert a Zone of Control (hereafter referred to as ZOC), projected into the six hexes adjacent to the hex they occupy.

ZOCs are projected into hexes regardless of whether they are occupied or not: the presence of a friendly unit never negates an enemy ZOC.

Corps Headquarters have no ZOC.

### **13.1 ZOC Effects on Movement**

Units conducting non-retreat movement (during the Maneuver segment, the Advance After Combat segment or the Pursuit segment) may never move from one enemy ZOC directly to another enemy ZOC.

Units in an enemy ZOC at the start of the Maneuver phase may not move at all.

Units conducting retreat movement (mandatory retreat after combat or voluntary retreat during the Fall Back segment) may retreat through enemy ZOC only if not possible otherwise, at the cost of an additional disruption level.

However, a retreating unit may never end its retreat adjacent to an enemy unit.

### **13.2 ZOC Effects on Combat**

When a unit attacks an enemy unit, all enemy units in the attacking unit's ZOC must:

- have been attacked by other friendly units during this Assault or Improvised Attack phase
- OR
- be attacked by other friendly units in a subsequent combat during this Assault or Improvised Attack phase.
- OR
- be attacked simultaneously by the same attacking unit.

Unlike in most wargames, attacking units may attack into multiples hexes.

### **14. Threat Zones**

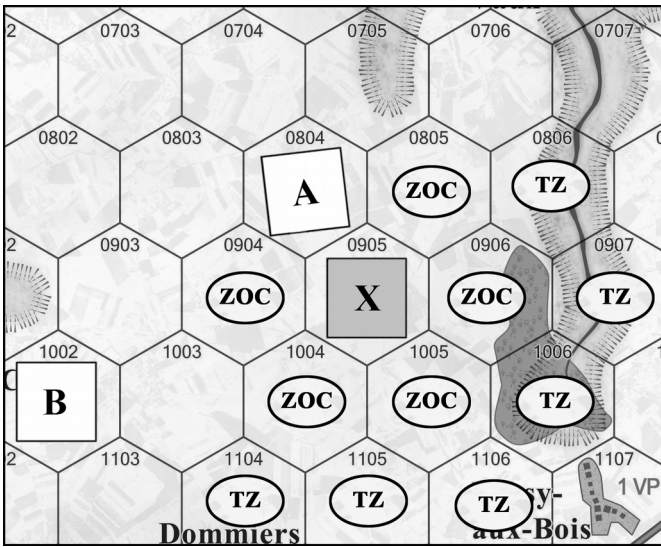
Infantry divisions, regiments and remnants exert a Threat Zone, projected two hexes away from the unit, that is, one hex beyond their ZOC.

Because of the small scale of the map (one hex = 1 km), a one-hex ZOC is not enough to represent the zone into which a unit can project its forward patrolling and heavy weapons firepower.

Contrarily to ZOCs, Threat Zones are negated by enemy units' presence or enemy ZOC.

In addition, a unit cannot project a TZ beyond an adjacent hex occupied by an enemy unit or in an enemy ZOC.

Threat Zones are never affected by terrain.



**Example:** unit X automatically projects a ZOC into each surrounding hex. Unit X cannot project a TZ into 1003 because unit B projects a ZOC into that hex. Unit X cannot project a TZ beyond 0805 into 0706 because unit A projects a ZOC into 0805.

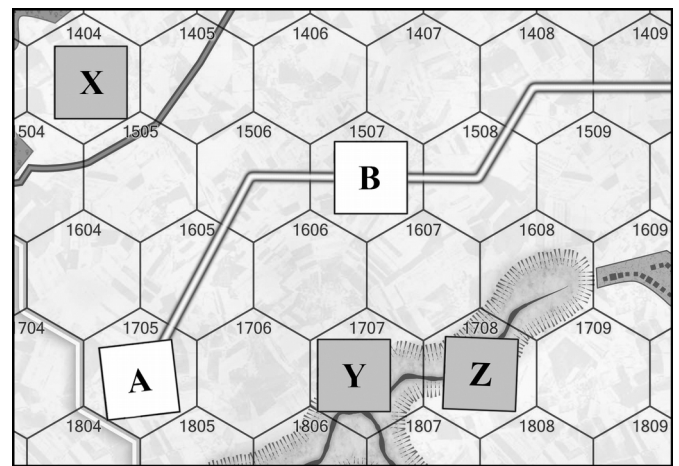
## 15. Isolation

Units that cannot trace a supply line back to their friendly edge of the map board are considered isolated.

### 15.1 Supply Line definition

A supply line is a chain of uninterrupted contiguous hexes that do not contain an enemy unit, an enemy ZOC or an enemy TZ), and is defined as the shortest path (choose if two are equidistant) to the friendly map edge. Terrain (other than the impassable river Aisne) does not affect Supply path determination in any way.

The Entente friendly map edge is the Western edge. The German friendly map edge is the Eastern edge.

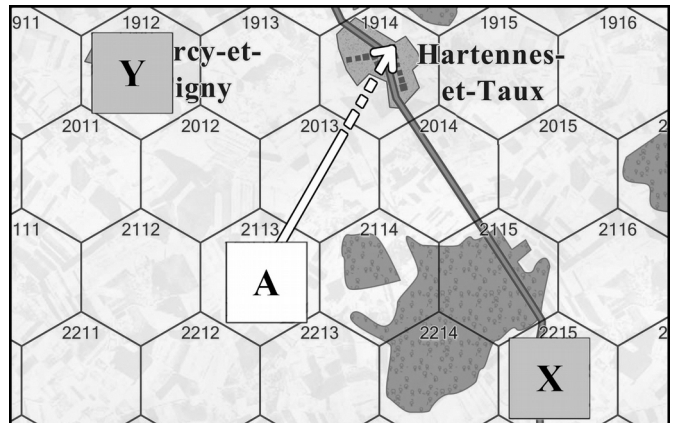


**Example:** the supply line of units A and B is depicted above. Note that the supply line must bypass 1509 because of the TZ of unit Z.

Remember that friendly unit presence does not negate enemy ZOC, but friendly unit presence and friendly ZOC negate enemy TZ

### 15.2 Isolation and Maneuver Movement

A unit can never move from a non-isolated position into a hex that would place that unit in an isolated position.



**Example:** in the illustration above, unit A can move into hex 2013 because it would not be isolated there – it could trace a supply line through 2113 because its own ZOC in 2113 cancels the TZ of enemy unit in that same hex Y. Unit A cannot move into Hartennes-et-Taux, however, because enemy TZ would close behind it (in 2113) and the unit would be isolated.

If a friendly unit were to move first into 2212 (among many other possibilities), the supply line of unit A in Hartennes-et-Taux would be secured by a friendly ZOC extending into 2213 and connecting with the ZOC in 2013 of unit A when it moves into Hartennes-et-Taux.

### 15.3 Isolation and Fall Back movement

A unit that is isolated at the beginning of its Fall Back phase must conduct fall back movement of any length to a position where it is no longer isolated.

### 15.4 Isolation Effects on Combat

Isolation only affects combat in that defending units that are isolated are forced to retreat through enemy ZOC and therefore increase their Disruption by one additional level.

Isolation has no effect on the Combat Resolution die-roll.

### 16. Stacking Limits

Stacking is the placement of one or more units in a single hex. A "stack" refers to all units placed in the same hex.

A player may stack in a single hex:

- any one division counter
- up to three regiments of the same division and/or remnants, in any combination.
- up to 6 SP (regardless of formation or nationality)

A Remnant always counts as 1SP.

Stacking limits are enforced at the end of every voluntary movement (during the Maneuver segment, the Advance after Combat segment and the Fall Back segment and the Pursuit segment) and after every retreat.

If a hex is overstacked at the end of any movement/retreat, the owning player immediately eliminates sufficient SP of his choice to bring the hex within stacking limits.

There are no stacking limits during the course of the movement: units may freely pass through friendly units or stacks of units, as long as stacking limits are obeyed once movement is completed.

### 17. Artillery

Artillery units in *Soissons 1918* are not represented on-map. Each player receives *artillery points* (hereafter referred to as AP) that represent the artillery assets & air power available for each army.

There are four types of artillery:

- Organic Corps Medium artillery
- Army Medium artillery
- Army Heavy Artillery
- Air Support



All AP deliver the same amount of firepower, regardless of the type of artillery. Their effect is represented by the same generic bombardment marker, except for Air support, which has its own marker.

Artillery types differ in their restrictions of use only.

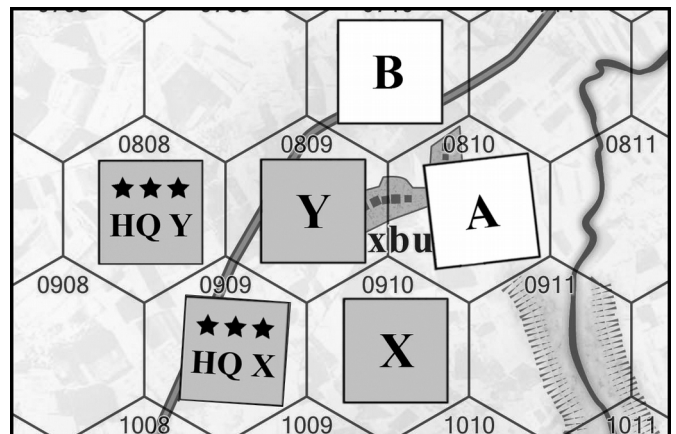
### 17.1 Artillery Range Restrictions

#### 17.1.1 Organic Corps Medium Artillery

→ Organic Corps Medium Artillery may only be used to bombard hexes within five hexes of the artillery's parent HQ.

→ A hex targeted by Organic Corps AP may not be closer to a friendly unit subordinated to another Corps HQ than it is to a unit subordinated to the artillery's parent HQ.

This means that a hex adjacent to a unit subordinated to a given HQ is always targettable by that HQ's organic artillery.



**Example:** Unit X is subordinated to HQ X, unit Y to HQ Y. The organic artillery of HQ Y may bombard units A or B. The organic artillery of HQ X may only bombard unit A.

A hex bombarded by the organic artillery of an HQ does not necessarily have to be subsequently attacked by units subordinated to that HQ, and may even be attacked by units subordinated to another HQ.

#### 17.1.2 Army Medium Artillery

→ Army Medium Artillery may only be used to bombard hexes within five hexes of any friendly HQ.

#### 17.1.3 Army Heavy Artillery

→ Army Heavy Artillery is not restricted and may be used to bombard any hex on the map.

#### **17.1.4 Air Support**

Air support is not restricted and may be used against any hex on the map.

Air support differs from heavy artillery only in that it will never be available at night and that unlike other artillery types it does not suffer from a DRM penalty for not having a friendly unit adjacent to the target hex.

### **17.2 Other Artillery Restrictions**

#### **17.2.1 First Bombardment Segment Restrictions**

During the First Bombardment Segment of a player's Daytime Operational phase, the phasing player may only conduct bombardment against hexes adjacent to friendly units marked with a "Prepare" marker.

The non-phasing player may only conduct bombardment against hexes that are adjacent to a friendly unit, but that unit does not have to be marked with a "Prepare" marker.

Only the phasing player bombardment die-rolls benefit from the +1 DRM for firing during the First Bombardment segment.

#### **17.2.2 Second Bombardment Segment Restrictions**

During the Second Bombardment Segment of a player's Daytime Operational phase, the phasing player may conduct bombardment against any hex on the map, but the non-phasing player may only bombard hexes that are adjacent to a friendly unit that is not Shocked.

#### **17.2.3 Night Bombardment Segment Restrictions**

During the Bombardment Segment of a player's Nighttime Operational phase, only the phasing player may place bombardment markers.

### **17.3 Artillery Points Availability**

#### **17.3.1 Army Artillery Points availability**

Each side has one Artillery Missions Track that records the number of Army AP currently available. Medium artillery, Heavy artillery and Air support each have their own marker and are recorded separately.

#### **17.3.2 Corps Artillery Points availability**

Each Corps HQ has one in-built (organic) medium AP. This point is inherent to the HQ unit and is not represented on the Artillery Missions Track. When the

Corps inherent light artillery point is available the HQ counter shows its front side.

When the point is used and not available the counter is flipped to its back side (the one with no gun silhouette).

#### **17.3.3 AM and Night turns Artillery Allotment**

At the beginning of each AM and Night Turn, each player receives the number of AP indicated on the box of the Turn Track corresponding to the current turn. Players adjust the Artillery Missions Track accordingly. (Unused AP from the previous turn are lost.)

In addition, all HQ counters on their "artillery unavailable" side or flipped back to their front side, indicated that their inherent AP is available again.

#### **17.3.4 PM turns Artillery**

Each Artillery point may be used once during the AM turn OR the PM turn. AP available during PM turns are simply unused AP from the AM turn that carry over to the PM turn.

Each AP is usable once per 12-hour period. Because AM and PM turns are 6 hours each, an AP may be used during on or the other, but not both. Night turns are 12 hours long, so each AP can be used once per night turn.

### **17.4 Artillery Points Use**

Players can allocate their artillery points to bombard any eligible enemy units, obeying all restrictions of use. Any number and any type of artillery points may be combined together to bombard one single hex.

Each Artillery point may be used once during the AM turn OR the PM turn, and once during the Night turn.

AP not used during the PM turn do not carry over to the Night Turn and are lost.

Each AP is usable once per 12-hour period. Because AM and PM turns are 6 hours each, an AP may be used during on or the other, but not both. Night turns are 12 hours long, so each AP can be used once per night turn.

Every time an Army AP or Air support AP is used, deduct one with the corresponding marker on the Artillery Missions Track. When an Organic Corps AP is used, simply flip the HQ counter.



### **17.5 Bombardment Segments**

Each player's operational phases comprise two Mutual Bombardment segments (First and Second Bombardment segments).

Therefore, since each AP made available at the AM Mutual Artillery Availability phase may be used during the AM turn or the PM turn, the AP may be used in either of the following eight segment, assuming no other restrictions apply:

- AM Entente Op. phase: first bombardment segment
- AM Entente Op. phase: second bombardment segment
- AM German Op. phase: first bombardment segment
- AM German Op. phase: second bombardment segment
- PM Entente Op. phase: first bombardment segment
- PM Entente Op. Phase: second bombardment segment
- PM German Op. phase: first bombardment segment
- PM German Op. phase: second bombardment segment

Night Operational phases only feature one Bombardment segment, and only the phasing player may use his AP during that segment.

Therefore, an AP made available at the Night Mutual Artillery Availability phase may only be used during one segment: the bombardment segment of the player's own Nighttime Operational phase.

### **17.6 Bombardment Resolution Table**

Artillery bombardment against one hex is resolved by rolling a die on the Bombardment Table. The result is cross-referenced with the column corresponding to the total number of artillery points used against that hex, subject to any applicable DRM listed on the Bombardment DRM Table. All DRMs are cumulative.

### **17.7 Bombardment DRM Table**

|   |           |
|---|-----------|
| First bombardment Phase of each turn, phasing player only                     | <b>+1</b> |
| German Artillery during first mutual bombardment phase of the 18 July AM turn | <b>-2</b> |
| Village or ravine or both   | <b>-1</b> |
| Soissons city hex   | <b>-2</b> |
| Night turn  | <b>-1</b> |
| Not adjacent to a friendly unit (except Air Support attacking ALONE)          | <b>-1</b> |

### **17.8 Bombardment Results**

Bombardment can inflict demoralization and losses to the targeted units. Demoralization results affect all units in the targeted hex. Losses are allocated freely by the defender amongst the non-remnant infantry units present. Losses may only be applied to remnants (and therefore converted into retreat) if another non-remnant unit is not present in the target hex. Bombardment never affects Tank groups.

**(D)** : Increase disruption level of all defending units by one. Maximum disruption level: Disorganization.

**D** : Increase disruption level of all defending units by one. Minimum disruption level: Disorganization.

**1** : One unit present in the hex suffers one loss. Increase disruption level of all defending units by one. Minimum disruption level: Disorganization.

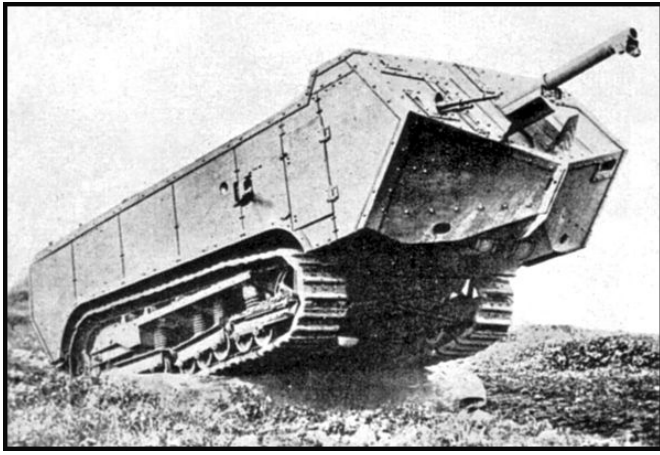
**2** : Two losses are inflicted on the units present, at the defender's discretion. Increase disruption level of all defending units by one. Minimum disruption level: Disorganization.

**Example:** a **“(D)”** result applied to an already **Disorganized** unit has no effect.

A **“(D)”** result applied to a **Good Order** unit causes the unit to be **Disorganized**, not **Reforming**.

#### **17.8.1 Bombardment Loss Result Applied To Remnants:**

Remnants are immune to bombardment losses. Once all bombarded units are reduced to remnants, additional Loss results are void. Remnants do not convert bombardment losses into retreats.



## **18. Reinforcements**

Reinforcement are new units that enter play for the first time. They enter on the game turn indicated on the Reinforcements Table. Reinforcements operate normally once placed on the map (although they may use Road movement on the their turn of arrival).

Entente reinforcements are assigned to one specific Corps HQ, as indicated by their color-code.

German reinforcements must be assigned to a Corps HQ when first placed on the map during a German Reinforcement phase. Their Corps subordination is indicated by the corresponding marker on the German Reinforcements Corps Subordination Track.

### **18.1 Reinforcement Placement**

Reinforcements of each side are placed on the map at the beginning of their side's operational phase.

Entente infantry reinforcements are placed on any hex adjacent to the Western map edge hex.

Tank Groups are place on the Tank Assets Box.

German reinforcements are placed on any hex adjacent to the Eastern map edge hex.

### **18.2 Reinforcements & Road Movement**

Once placed on map, reinforcements may move during the subsequent Maneuver phase. Reinforcements may use road Movement only on the Maneuver phase subsequent to their placement on map. Only reinforcements may use Road Movement.

## **19. Movement**

Infantry units and Corps HQs move individually or in stacks, from hex to adjacent hex. Units do not accumulate movement points from movement segment to movement segment. Units need not expend all their movement points before stopping.

The movement of each unit or stack must be completed before beginning that of another.

Tank groups always move along the division they are attached to. Tank groups may not move individually nor may attach themselves to another division during the course of the movement.

### **19.1 Movement segments**

Apart from mandatory retreats as a result of combat, units may move voluntarily during the following segments, if all conditions are met:

During the player's own Operational phase:

- > the Maneuver segment: up to the unit's MP limit.
- > the Advance After Combat segment: a one-hex advance.
- > the Pursuit segment: a one-hex advance.

During the opponent's Operational phase:

- > the Fall back segment: an unlimited retreat movement

#### **19.1.1 Movement during the Maneuver Segment**

The following units may not move during the Maneuver phase:

- > Shocked units
- > Units in an enemy ZOC
- > Units marked with a "retreat" marker
- > Remnants

The phasing player may move none, some or all other units during the Maneuver Phase.

#### **19.2.1 Daytime Maneuver Segment**

Combat units marked with a "Prepare" marker have 4MP with which to conduct movement, 2MP if Reforming or Disorganized. (Exception: 18 AM Entente turn). Remove the "Prepare" marker when the unit is moved.

Combat units not marked with a "Prepare" marker have 6MP with which to conduct movement, 3 MP if reforming or Disorganized.

Corps HQs may move up to one hex, regardless of terrain MP cost.

#### **19.2.2 Nighttime Maneuver Phase**

Combat units have 8MP with which to conduct movement, 4MP if Reforming or Disorganized.

Corps HQs may move up to two hex, regardless of terrain MP cost.

### **19.3 Movement Points Expenditure during the Maneuver Segment: Terrain**

Combat Units expend 1 movement point if the terrain in the hex entered is clear, and 2 movement points if it is not, and/or if a stream hexside is crossed. Streams that run inside a hex combine with the other non-clear terrain and are ignored for all purposes.

A hex never costs more than 2 movement points to enter.

No unit may cross an unbridged Aisne River hexside.

Divisions with Tank groups attached may never enter a ravine hex unless via a road, and can only exit such hex via a road.

The Entente player may voluntarily remove from play a Tank group at any time during the Maneuver phase in order to allow the infantry division it is stacked with to enter a ravine hex without a road.

#### **19.3.1 Road Movement**

Only reinforcements may use Road Movement and only on the turn they have entered the map. Reinforcements may use Road Movement only if they start their movement on a road hex (that is, if the hex adjacent to the friendly map edge they were placed on contains a road).

Reinforcement units using Road Movement expend ½ MP per hex entered, regardless of other terrain present in the hex, as long as they move from hex to hex along a road and do not move within two hexes of an enemy unit.

Reinforcement units are free to leave the road at anytime, or move within two hexes of an enemy unit, but they expend normal MP costs to do so. Once they leave the road, they may no longer benefit from the road movement rate, even if they subsequently move back into a road hex.

### **19.4 Movement Points Expenditure during the Maneuver Phase: Attack Orders**

Combat units may, as part of their movement, receive orders to conduct offensive action. Units that have not received a “Prepare” or “Improvised Attack” marker during a preceding Maneuver segment may not conduct any offensive action.

#### **18.4.1 “Prepare” Markers**

“Prepare” markers represent orders to rest and resupply the troops, conduct reconnaissance, register artillery coordinates and draw up battle plans.

Preparations cost 3MP and is indicated by placing a “Prepare” marker on the unit.

Units marked with a “Prepare” marker are allowed to conduct offensive action against any adjacent enemy unit during the Assault segment of the following turn.

“Prepare” markers also allow a player to conduct bombardment during the First Bombardment segment of his own Daytime Operational phase (and benefit from a +1 DRM for his bombardment die-rolls).

The countermix is a finite limit to the number of “Prepare” markers a player can place on his units.

The German player only has two “Prepare” markers. It is very unlikely that he will ever have opportunities to counterattack, but can still be used to benefit from the +1 bombardment DRM.  
The Entente player has 13 markers and should very rarely run out of markers.

#### **19.4.1 “Improvised Attack” Markers**

Orders to conduct a follow-up Improvised Attack are indicated by placing an “Improvised Attack” marker and cost 1 MP if the targeted hex is a clear terrain hex, or 2MP if it is a non-clear terrain, and/or the attack will be conducted across a stream hexside.

The arrows on the “Improvised Attack” marker must point towards the enemy unit targeted by the attack.

The unit only pays the MP cost for the hex targeted (never more than 2), even if legally it would have to attack other hexes simultaneously (see X.X)

Units marked with an “improvised Attack” marker are allowed to attack during the Improvised Attack segment of the current turn (if otherwise allowed to attack. See X.X).

A unit may place an “Improvised Attack” marker even if it is not legally authorized to attack its target hex due to command restrictions. It would not be able to attack but would be allowed to conduct Advance After Combat if its “targeted” hex were vacated by the defenders).







### 19.5 Advance After Combat

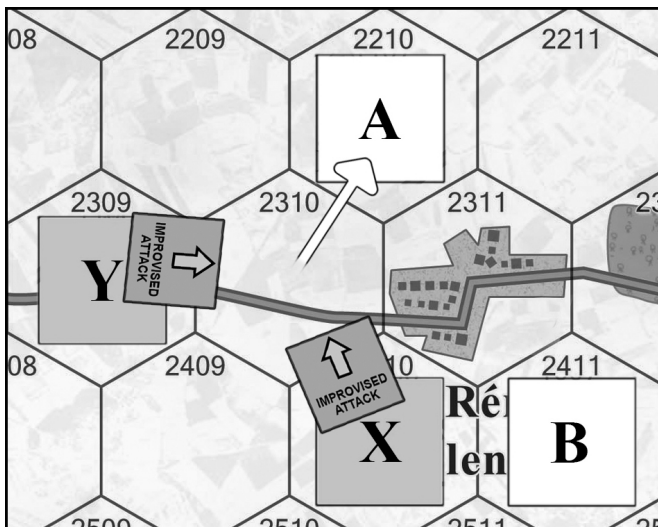
A successful improvised attack that vacates the defender's hex allows all adjacent friendly units marked with an "Improvised Attack" to conduct Advance After Combat.

Advance After Combat consists in a one-hex advance (regardless of terrain MP cost) into:

- the defender's hex
- A hex adjacent to the defender's hex, if the defender's hex is already occupied by a friendly unit.

A unit may not conduct Advance After Combat directly from an enemy ZOC into another enemy ZOC.

Stacking limits apply normally.



**Example:** unlike in most wargames, advance after combat in *Soissons 1918* must comply to ZOC-related restrictions. During the Improvised Attack phase, units X and Y have attacked unit A in hex 2310; unit A retreated one hex as a result of combat. Unit X cannot advance into the defender's hex because by doing so it would be moving from unit B's ZOC to unit A's ZOC. Unit Y can advance into the defender's hex.

**If unit B were not there:**

Unit Y could advance into the defender's hex and unit X could advance into 2311, or unit X could advance into the defender's hex and unit Y could advance into 2209.

Both units could advance into the defender's hex only if they do not exceed the stacking limits in the hex.

### 19.6 Fall Back Movement

Fall Back movement is conducted during the opponent's Operational phase (daytime and nighttime).

Players may move none, some or all of their units during the Fall Back Phase, including HQs and units already marked with a "retreat" marker. Isolated units must conduct Fall Back movement, and must move to a position where they are no longer isolated.

Remnants may only move voluntarily during the Fall Back segment.

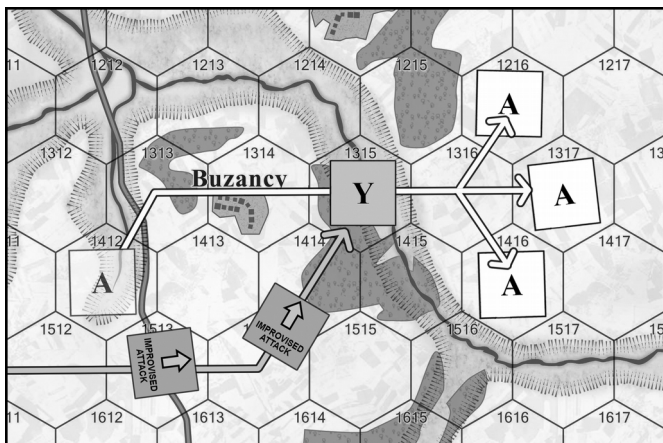
Fall Back movement is considered a voluntary retreat. All units that conduct Fall Back movement are marked with a "Retreat" marker, if they weren't marked with one already. This includes HQs, which are also flipped to their "artillery used" side, if on their "artillery available" side.

Units moving during the Fall Back phase may move any number of hexes (regardless of terrain cost) but must obey all retreat rules:

- the unit must conform its movement to its supply line, except for the last hex of the retreat, which can be adjacent to the supply line.
- Retreating units, including remnants, may never end their retreat adjacent to an enemy unit.

However, units may ignore the TZ, ZOC and presence of enemy units that moved this turn for supply line determination and movement, as long as the supply line does not cross the path of an enemy unit that advanced this turn.

TZ, ZOC and presence of enemy units are ignored only when determining the fall back path, not when determining if the unit is isolated in the first place. Obviously, the unit falling back will not be moving *through* enemy units, it's a just a way to simulate simultaneous movement.



**Example:** Unit Y completes its Maneuver Phase. During its Fall Back segment, the player controlling unit A decides it will conduct Fall Back movement (unless unit A is now isolated, in which case the player has no choice and must move unit A to a position where it is no longer isolated). Its Supply line is determined: it does not go straight to the East (towards the friendly map edge) because it would cross unit Y's advance path during the preceding Maneuver phase, but it can go through unit Y itself and ignore its ZOCs. Unit A may not however, end its Fall Back movement adjacent to an enemy unit, as per normal retreat rules. It may choose to end its retreat in 1317, conforming to the supply line, or adjacent to the supply line in 1216 or 1416. It could also move further east, as there is no limit to the extent of the fall Back movement, as long as the unit ends its movement on or adjacent to its supply line.

Players may feel it's safer to mark the movement paths of any units that might interfere with subsequent fall back movement with Improvised Attack markers

### 19.6.1 Disruption Resulting from Fall Back Movement

If the unit executing Fall Back movement is already marked with a "retreat" marker and retreats two or more hexes, its disruption level is increased by one.

If the unit executing Fall Back movement is not marked with a "retreat" marker and retreats four or more hexes, its disruption level is increased by one.

### 19.6.2 Entente Spent Divisions Withdrawal

At the end of each Entente Fall Back phase, all Entente divisions that are currently "Spent" are permanently removed from play. They are simply removed from the map.

## 19.7 Pursuit Movement

When all non-phasing player's units have completed their fall back movements, phasing player's units marked with a "Prepare" marker that are no longer adjacent to any enemy unit may advance one hex (regardless of terrain cost). They may retain their "Prepare" marker.

## 20. Combat

Combat is triggered by the phasing player. The phasing player is always considered the "attacker" and the non-phasing player the "defender".

Combat is voluntary.

Each combat consists of one of the two following configurations:

- units in one or more hexes attacking enemy units stacked in a single adjacent hex
- units stacked in a single hex attacking enemy units in two or more adjacent hexes.

One combat can never consist of attacking units in more than one hex targeting defending units in more than one hex.

Each defending unit can only be attacked once per Combat segment. Defending units stacked in the same hex must be attacked together as part of the same attack.

Units stacked in the same hex do not have to attack together. Some units in the same hex may choose to attack a different hex, as part of a different combat, or may choose not to attack at all.

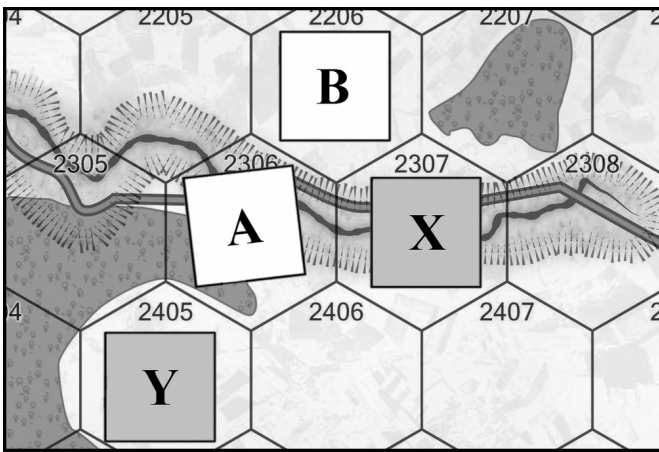
Combat is designated and resolved one combat at a time, at the attacker's discretion. One combat must be resolved before the next begins.

### 20.1 ZOC effects on combat

When a unit attacks an enemy unit, all enemy units in the attacking unit's ZOC must:

- have been attacked by other friendly units during this Assault or Improvised Attack phase
- OR
- be attacked by other friendly units in a subsequent combat during this Assault or Improvised Attack phase.
- OR
- be attacked simultaneously by the same attacking unit.

Unlike in most wargames, attacking units may attack into multiples hexes.



**Example:** in the illustration above, unit A may attack unit Y only if unit B has already attacked, or will attack subsequently, unit X.

If unit B does not attack, unit A would have to attack units X and Y simultaneously.

Units A and B cannot combine to attack unit Y unless unit X has been attacked, or will be attacked, by some other friendly unit (not depicted).

## 20.2 Types of Attack

There are two types of combat:

- Assault
- Improvised Attack



Assaults are resolved on the Assault Combat Table and takes place during the Assault segment of each Daytime Operational phase.

Improvised attacks are resolved on the Improvised Attack Table and take place during the Improvised Attack segment of each Daytime Operational phase.

The Assault Combat Table is more favorable to the attacker than the Improvised Attack Table.

A unit may only attack once per Assault phase and once per Improvised Attack phase, but the same unit may attack in both segments during the same turn.

## 20.3 Eligibility

Only infantry units of the phasing player marked with a "Prepare" marker may initiate combat during their Assault segment.

Only infantry units of the phasing player marked with an Improvised Attack marker may initiate combat on their Improvised Attack segment.

## 20.4 Combat Procedure

### 20.4.1 Coordinating Corps HQ selection

The attacker must select which one of his Corps HQ will coordinate the attack. Only units subordinated to that HQ and in command will be able to attack at full effectiveness.

Corps HQ subordination or command status has no effect on the defender's effectiveness.

### 20.4.2 Lead Unit selection

The attacker must select one single unit to lead the attack. The attacker must be subordinated to the coordinating HQ and, if possible, in command. The attacker will use the combativeness DRM of the lead unit (only) and the lead unit must suffer the first loss called for by the CRT. Remnants may not attack therefore can never be selected as lead units.

The defender must also select a lead unit. That unit will apply its combativeness DRM to the combat die-roll and the terrain it occupies will determine the Terrain DRM (if the attacker attacks into two or more hexes, only the terrain occupied by the lead unit is taken into consideration). The lead defender must suffer the first loss called for by the CRT.

A remnant may never be selected as a lead defender if non-remnant units are defending as well.

### 20.4.3 Combat strength determination

The strength of a defending unit is equal to its initial strength (as printed on the counter) minus any losses suffered (as indicated by the Loss marker).

Disorganization does not affect the defender's strength: it translates into a penalizing DRM.

An attacking unit may engage its full combat strength only if all three following conditions are met:

- ➔ the attacking unit is subordinated to the corps HQ coordinating the attack
- ➔ the attacking unit is In Command.
- ➔ the attacking unit is in Good Order.

If the attacking unit is in command and subordinated to the Corps HQ coordinating the attack but is Reforming or Disorganized, combat strength is halved (rounded down).

If the attacking unit is in Good Order and in command, but is not subordinated to the Corps HQ coordinating the attack, combat strength is halved (rounded down).

If a unit is not in command and not subordinated to the Corps HQ coordinating the attack, that unit may not attack, regardless of its Disruption status.

Remnants and Shocked unit may never attack.

|   | <b>Good Order</b> | <b>Reforming Disorganized</b> | <b>Shocked</b> |
|---|-------------------|-------------------------------|----------------|
| <b>Subordinated to the coordinating Corps HQ and in command</b>         | Full strength     | Half Strength                 | No Attack      |
| <b>Subordinated to the coordinating Corps HQ and out of command</b>     | Half strength     | No Attack                     | No attack      |
| <b>Not subordinated to the coordinating Corps HQ and in command</b>     | Half strength     | No Attack                     | No attack      |
| <b>Not subordinated to the coordinating Corps HQ and out of command</b> | No Attack         | No Attack                     | No Attack      |

#### 20.4.4 Combat odds calculation

Add the strength of all attacking units and the strength of all defending units for one single combat to determine the Combat odds. Always round off odds in favor of the defender.

**Example:** 15 attacking SP against 8 defending SP would be resolved on the 3-2 column.

Attacks at odds lower than 1-1 are resolved on the rightmost column, attacks at odds higher than 6-1 are resolved on the leftmost column.

#### 20.4.5 Total DRM calculation

Combine all DRM applicable to that combat into one single DRM. All DRMs are cumulative.

The DRM affecting the Combat Result die-roll are as follows:

##### Attacker DRMs:

|   |              |
|---|--------------|
| Lead attacker's Combativeness                 | <b>+ x</b>   |
| Tank support (full-strength/reduced strength) | <b>+2/+1</b> |

##### Defender DRMs:

|  |            |
|--|------------|
| Lead defender's combativeness  | <b>- x</b> |
| Defending in woods   | <b>-1</b>  |
| Defending in village, ravine or across a stream hexside (not cumulative) | <b>-2</b>  |
| Defending in city  | <b>-3</b>  |
| Lead defender is Reforming or Disorganized                               | <b>+1</b>  |
| Lead defender is shocked   | <b>+2</b>  |

#### 20.4.6 Determine results

Roll a single die on the Combat Results Table (hereafter referred to as the CRT) under the appropriate odds column and apply the final DRM. Apply the all losses and retreat results before resolving the next combat.

#### 20.4.7 Combat results: Losses

**Losses:** The number left to the slash indicates the losses suffered by the attacker. This number is reduced by one if defender units are remnants only. This number is increased by one if attacker strength is 12 or more and defender strength is 6 or more.

The letter X allows the attacker to choose between X=1 and X=2, subject to the above modifications.

Example: In an attack by 12 or more factors against 6 or more, a X/X result would allow the attacker to choose either a 2/2 or a 3/3. In an attack solely against remnants, a X/X result would allow the attacker to choose either a 0/1 or a 1/2.

The number right of the slash indicates the losses suffered by the defender. This number is increased by one if attacker strength is 12 or more and defender strength is 6 or more.

The letter X allows the attacker to choose between 1 and 2, subject to the above modifications.

The first loss of any combat result must be applied to the lead attacker or defender.

#### 20.4.7 Combat Loss Application Priority

The first loss of any combat result must be applied to the lead attacker/defender.

#### 20.4.7 Combat Loss Results Applied to Remnants

Remnants are immune to combat losses. Remnants convert all losses into one-hex retreats on a one to one basis. Losses must first be taken on every other non-remnant unit before they are converted into retreats. For each Loss thus canceled, increase the retreat number by one.

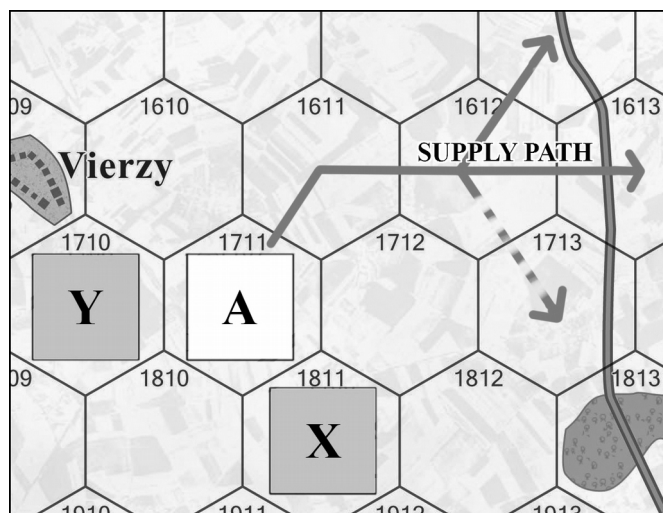
#### 20.4.7 Combat results: Disruption

A “d” next to the attacker and/or defender loss number indicates that all attacking units and/or all the defending units, respectively, increase their disruption level by one, but to a minimum of Disorganized.

Disruption increase applies regardless of loss number reduction or increase.

#### 20.4.7 Combat results: Mandatory Retreat

The small number on the right indicates a mandatory retreat for the defender. The parenthesized number is used only during the Entente Assault phase of the 18 AM turn (the first turn of the game). The other number is used for all other turns. The number corresponds to the minimal distance between the all the defender's units and the all the attacker's units after the retreat has been conducted.



**Example:** unit A is attacked by units X and Y and must its retreat number is “3”. unit A follows its supply path and can end its retreat in 1613 or 1513 (adjacent to the supply path). It cannot end its retreat in hex 1713 since it would not be at least three hexes away from attacker X.

### 21. Retreat

Retreats must comply to the following restrictions:

→ if the unit is not isolated at the moment of combat, it must follow the retreating unit's supply path, except for the last hex of the retreat, which may be adjacent to the supply line.

→ if the unit is isolated, it must move through enemy directly towards the closest hex where it is no longer isolated, even if by doing so it retreats more hexes than otherwise required by the combat result.

If two or more such hexes are equidistant, choose the closest to the friendly map edge.

The unit may be forced to move through enemy ZOC when conducting its retreat, in which case the unit's disruption level is increased by one (this is in addition to disruption results called for by the CRT and for moving two or more hexes), but suffers no other adverse effect.

Once the unit has reached a position where it is no longer isolated, if required to continue retreating, it does so as a normal non-isolated unit, conforming to the supply line.

→ The retreat number (possibly increased by additional voluntary retreat: see below) corresponds to the minimal distance between the all the retreating units and the all the attacker's units after the retreat has been conducted.

Retreating units may have to move further, to avoid ending their retreat adjacent to an enemy unit.

→ Retreating units may never end their retreat adjacent to an enemy unit. They must continue retreating until they can end their retreat outside of an enemy ZOC. If it's not possible, they are eliminated, including remnants.

Threat Zones do not affect retreat in any way.

Retreating units are marked with a "Retreat" marker. "Retreat" status prevents units from moving during their subsequent Maneuver phase, although they are not prevented from moving during the subsequent Fall Back phase.

### **21.1 Voluntary Additional Retreat**

After combat is resolved, the defender has the option to convert one Loss (and no more than one) into an additional retreat. The defender loss number is reduced by one and the retreat number is increased by one. If no mandatory retreat was called for by the CRT, the retreat number becomes 1.

Attacker loss number is unaffected.

### **21.2 Disruption resulting from retreat**

If the defender retreats two or more hexes (including any voluntary additional retreat to reduce losses), the defender's units increase their disruption level by one. This is in addition to any disruption result obtained on the CRT.

***Example: a German regiment with 2 remaining SP is stacked with a remnant and suffers 2 losses (and no mandatory retreat) when defending. The first loss must be inflicted on the regiment, which becomes a remnant. The second loss cannot be applied because only remnants remain in the defender's hex. The retreat number is increased from 0 to 1 and both remnants retreat one hex.***

***(Note that if the German player had chosen to convert one loss into an additional retreat, the result would have been exactly the same).***

## **22. First Turn Surprise**

The first turn of the game, the 8 July AM turn, is subject to special rules to simulate the surprise achieved by the Allied assault that morning.

### **During the First Mutual Bombardment phase of Entente turn 1:**

→ German Bombardment die-rolls suffer a -2 DRM.

### **During the Entente Assault phase of Entente turn 1:**

- terrain/stream effects on combat are ignored.
- Combat-inflicted Disruption results against Entente attackers are ignored. Losses are not.
- The parenthesized retreat number is used on the CRT

### **During the Entente Maneuver phase of Entente turn 1:**

→ Entente movement allowance of all units is 8, regardless of whether they conducted an Assault.

### **German 18 July AM Operational Phase:**

→ The German 18 July AM Operational Phase is skipped. Once the entente player has completed his Operational phase, the game proceeds immediately to the End of Day Turn phase, and then with the 18 July PM turn.

