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## RULES OF PLAY

**Decisive Victory 1918 – Vol. 1: Soissons** 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 battle is significant for a number of reasons: it was the first time that the French army used a large-scale attack with tanks supported by a surprise artillery bombardment, similar to the British attack the previous year at Cambrai, and it was the first time that full-size US divisions went on the offensive incorporated in the French army. It was not known at the time, although suspected by many, that this battle was to be the death knell of the German army.

The players take on the roles of the commanders (and their staff) of the French 10th Army and the German 9th 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. He will have to make the best out of his initial breakthrough, and be careful not to exhaust its offensive power too soon in order to retain some impetus for when German reinforcements move in to consolidate the frontline. Judicious use of his unwieldy and short-lived, but powerful, armored assets are critical to the success of his offensive.

The German player will have to conduct a methodical retreat, reorganizing his defensive lines after the inevitable first shock. He will have to decide where and when to cede ground to preserve his forces, and where to make a dogged stand in order to protect a number of key urban locations.

The system emphasizes combat friction and attrition, tactical superiority of defense, the need for adequate artillery support, preparation time and HQ coordination in the attack and the rapid erosion of offensive capacity.

Victory will be determined by the extent of the Entente forces' progression compared to the historical outcome. The players have 17 turns, from July 18 AM to July 23 PM, to challenge the history.

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## 1 Introduction

### 1.1 Rules Structure

These rules are organized in a case-by-case format. Rules and notes that relate to different concepts and mechanisms in the game are systematically repeated in all the relevant sections for the sake of clarity and emphasis, and to facilitate research. As a result, the length of the rulebook is not an indicator of the volume of the rules core.

References to specific rules or steps are indicated in square brackets: [X.X] or [step X].

In support of the rules, a detailed example of play is presented at the end of the Playbook.

### 1.2 Game Scale

Combat units on the Entente side represent divisions and battalion-sized tank units. Combat units on the German side represent regiments and remnants (disorganized survivors screened by a couple of MG companies).

Each hex of the map is 1 km across.

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

### 1.3 Glossary & Abbreviations

**AG:** army group.

**AP:** artillery point.

**BRT:** Bombardment Resolution Table.

**CRT:** Combat Resolution Table (as applicable, the Assault Resolution Table or the Low Intensity/Improvised Attack Resolution Table).

**d6:** 6-sided die.

**DRM:** die-roll modifier.

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

**HQ:** corps headquarter.

**MP:** movement point.

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

**Soissons perimeter hex:** each hex of the map marked with a red star.

**SP:** strength point.

**TZ:** threat zone.

**VP:** victory point.

**ZOC:** zone of control.

## 2 Components

### 2.1 Inventory

The complete game contains:

- one 22" x 25.5" inch map;
- 352 counters and markers;
- the present Rules of Play;
- a Playbook containing designer notes, historical notes, playing tips and an extensive example of play;
- 4 double-sided and 2 single-sided player aids;
- 1 six-sided die.

### 2.2 Map

The game map represents the militarily significant terrain found in the Soissons area in 1918 and over which the battle was fought.

It shows the initial front line (double red-gray line) on the morning of July 18 as well as the boundaries of Entente corps/German division set up sectors. The Soissons area perimeter is delineated by the hexes marked with a star.

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 Chart provides the necessary details.

The map also features a number of boxes and tracks:

- Turn Track;
- Reinforcement Schedule;
- Army Artillery Missions Tracks (German and Entente);
- German Reinforcements Corps Subordination box;
- Entente Tank Assets box.

The Entente-friendly map edge is the western map edge. The German-friendly map edge is the eastern map edge.

The area north of the Aisne River is unplayable.

### 2.3 Player Aids

The three double-sided player aids comprise:

- the **Combat & Bombardment Tables** sheets (two identical);
- the **Combat Procedure & Supply/Fallback** sheet;
- the **Victory & Miscellaneous** sheet.

The **Sequence of Play** sheet provides players with a handy summary of the sequence of play.

The **Terrain Effects Chart** lists the effects of towns, woods, streams and ravines on movement, combat and bombardment.

## 2.4 Counters

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

### Units

Units represent the ground forces engaged in the battle. Combat units include infantry divisions, infantry regiments, remnants, and battalion-sized tank groups.

Corps headquarters (HQs) are non-combat units. Their role consists in exercising command, reorganizing troops and directing artillery missions.

Units display a nationality color on the upper two thirds of the counter:

- dark gray for German;
- blue for French (a beige stripe across the division's identification indicates colonial infantry);
- tan for British;
- green for American.

Units (except tank groups) display a corps color code on the lower third of the counter, identifying the corps they are subordinated to.

The corps color code of German units that enter the map as reinforcements is light gray. They have no pre-designated commanding HQ and must be assigned to one upon entering play [17.2].

### Divisions and Regiments

Division and regiment 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.

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

Regiments are only available to the German player. They are identifiable by their maximum strength number, which is always 3. They display a dark gray bar at the top with the division identification, and the regiment identification on the left side of the counter.

The front of each division/regiment counter shows the unit in Good Order status. The back shows the unit in Disorganized status [6.1].

### Remnants

Remnants are only available to the German player.

The front of each remnant counter shows the unit in Disorganized status (remnants are never in Good Order nor Reforming). The back shows the remnant in Shocked status [6.1].

### Tank Groups

Tank groups are only available to the Entente player.

The front of each tank group counter shows the unit at full strength (two tank silhouettes). The back shows the unit at reduced strength (one tank silhouette).

	FRONT	BACK	
Corps HQ			Corps Color Code
Division			Nationality Color Code
Division			Division Identification
Regiment			Regiment Identification Maximum Strength
Remnant			Combativeness Rating
Tank group			
			Attack (prepared and low int./improv.)
MARKERS			
	Artillery/air availability		

# Rules of Play

## Markers

Markers are used to keep track of various game functions.

- The Turn marker is used to indicate the current turn on the Turn Track.
- “AG Watters/AG Staabs” markers are placed in the German Reinforcements Corps Subordination box to indicate which HQ German reinforcements have been assigned to upon arrival.
- “Prepare” and “Low Intensity/Improvised Attack” markers (in short: “LowInt/ImprovAttack”) indicate that a unit is undertaking assault preparations or is about to conduct an aggressive probe/unprepared hasty attack. The counter mix is a finite limit in regards to how many of these markers may be used by each player at any given moment.
- “Reforming/Shocked” markers indicate that a unit is affected by the corresponding level of disruption.
- “Loss” markers (numbered –1 to –8) indicate how many casualties a unit has sustained so far. The loss number must be subtracted from the unit’s maximum strength to obtain the unit’s current strength.
- “Retreat” markers indicate that a unit has conducted a retreat [16.5] or a fallback [13].
- “Bombardment” markers represent the use of artillery points (AP) to bombard a particular hex of the map. The number on the counter indicates the number of APs used. Air support has its own “Bombardment” marker, displaying an airplane of the corresponding nationality, worth 1 AP.
- “Heavy artillery”, “Medium Artillery” and “Air Support” markers are placed on the Army Artillery Missions Tracks, on their AM or PM/N side, and indicate how many army and air support APs are currently available to conduct bombardments.

## 3 Scenario Description

*Decisive Victory 1918: Soissons* consists of a single two-player campaign scenario. The Entente player controls French, British and American units. The German player controls German units.

### 3.1 Set Up

The Turn marker is placed in the July 18 AM position of the Turn Track.

The “Heavy Artillery”, “Medium Artillery” and “Air Support” markers of both sides are placed in their respective “O” space of the Army Artillery Missions Tracks.

Both sides’ reinforcements are placed on the Reinforcement Schedule in the spaces corresponding to their turn of arrival. The German player has full divisions and their regimental breakdown units [14].

All units that are not placed on the Turn Track as reinforcements will be set up on the map.

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

### German Set Up

The German player sets up the three regiments of the 3<sup>rd</sup> Reserve Division in hexes 2013 and/or 2014, with a “–1 Loss” marker each. All other regiments are intact and are set up adjacent to the initial front line within their designated divisional sectors. Only one regiment may occupy each given hex adjacent to the frontline. No stacking is allowed.

Hexes on the divisional sector boundary may be occupied by units of either division.

Army Group Watter and Staabs HQs are placed in any hex within **4 hexes** of any of their subordinate regiments positioned on the front line. Both HQs are set up on their “Artillery available” side.

### Entente Set Up

The Entente player sets up his forces after the German player has completed his setup.

Corps HQs are placed as follows:

- I Corps HQ: 0802; if 0802 is adjacent to a German unit, an Entente division must subsequently be stacked with the HQ;
- XX Corps HQ: 1402;
- XXX Corps HQ: 1804;
- XI Corps HQ: 2202.

All HQs are set up on their “Artillery available” side.

With the exception of the French 58<sup>th</sup> Division (see below), all Entente divisions are set up in Good Order, adjacent to at least one German regiment, and within their designated corps sectors. Only one division may occupy a single hex.

The French 58<sup>th</sup> Division may not set up adjacent to the frontline and starts the game with a “Reforming” marker.

Hexes on the corps sector boundary may be occupied by units of either corps.

The Entente player attaches all, some or none of his tank groups available in his Tank Assets box to a division of his choosing, regardless of the sector. Tank groups may not be placed in an empty hex or in a ravine hex unconnected by road to the friendly map edge. 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 Entente July 18 AM turn and ends with the Entente July 23 PM turn.

There is no German July 23 PM turn.

### 3.3 Victory Determination

#### 3.3.1 Game End

Whenever an Entente non-Spent division exits the map through its eastern edge or occupies a Soissons perimeter hex, the game ends on the following Entente End of Operations segment. If none of the previous occurs, the game ends on the end of the Entente July 23 PM End of Operations segment.

#### 3.3.2 VP Count

Victory is determined at the end of the game by counting Entente victory points (VPs).

##### Territorial Gains

VPs are awarded for control of [3.3.4], or proximity to, VP locations (i.e., town hexes with a VP value).

For **each** town hex not marked with a VP value that is still German-controlled at the end of the game, the Entente player suffers a **-2 VPs** penalty. Towns inside the Soissons perimeter and north of the Aisne River (that is, within the unplayable part of the map) are ignored for the purpose of this rule. (Namely, Belleu, Septmonts, Bucy-le-Long, Ville-neuve-S<sup>t</sup>. Germain, Venizel and Billy-sur-Aisne.)

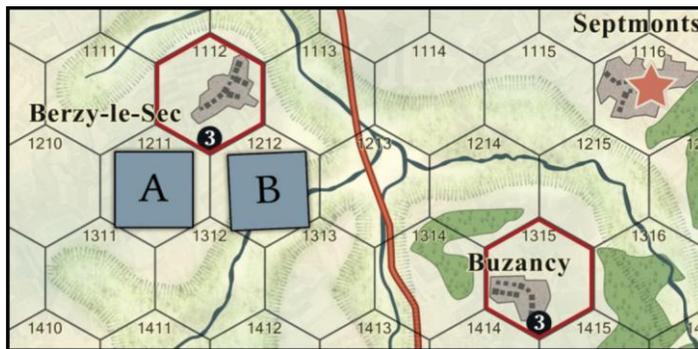
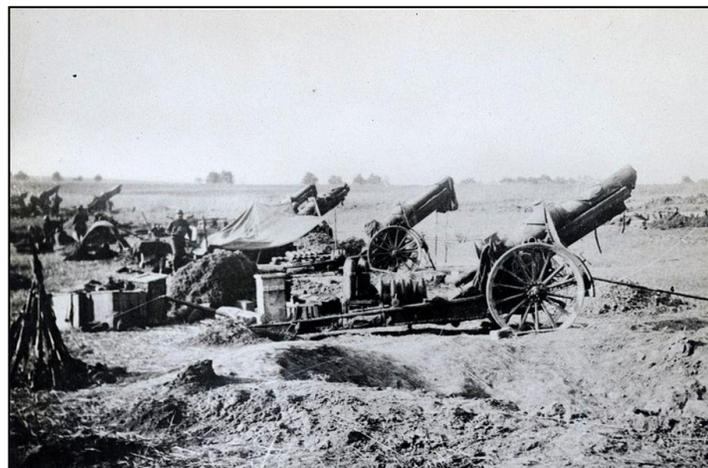
For **each** VP location on the map, the Entente player receives:

- a number of VPs equal to the **VP value** if the town is Entente-controlled [3.3.4];
- if the town is not Entente-controlled, a number of VPs equal to the **VP value minus the distance in hexes** from that town to the closest Entente unit (regardless of how many units are equidistant).

Treat each hex of the 2-hex town Vauxbuin (0810-0811) as a distinct VP location.

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

➤ Proximity to a Soissons perimeter hex yields no VPs.



**Example:** Units A and B are Entente units. Buzancy and Berzy-le-Sec are still German-controlled. The Entente player scores 2 VPs for having at least one unit adjacent to Berzy-le-Sec (3 VPs – 1 hex) and no VP for Buzancy (2 VPs – 3 hexes). Having two (or more) units within the same distance of the location does not grant any extra VP.

##### Spent Entente Divisions

Each unwithdrawn Spent Entente division [5.3] costs the Entente player **1 VP**.

In addition, the Entente player gains **1 VP** if he still has at least **12** non-Spent divisions on the map at the end of the game.

##### Early End of Game

If the game ends due to an off-map exit or occupation of a Soissons perimeter hex [3.3.1], the Entente player gains an additional number of VPs equal to the **number of remaining AM and PM turns** on the Turn Track **+ 1 VP**, regardless of how many divisions exited the map.

Soissons perimeter VPs and map exit VPs may be cumulated, but the Entente may only gain early-end-of-game VPs once for exiting the map, regardless of how many units did so, and once for reaching the Soissons perimeter, regardless of how many units reached the Soissons perimeter.

**Example 1:** Two Entente units exit the map on July 22 PM turn. Game ends and the Entente gains 3 VPs (2 turns left + 1) for exiting the map, in addition to all other VPs.

**Example 2:** One Entente unit reaches a Soissons perimeter hex and one unit exits the map on July 23 PM turn. Game ends and the Entente gains 1 VP for reaching a Soissons perimeter hex (0 turn left + 1) and 1 VP for exiting the map (0 turn left + 1), in addition to all other VPs.



### 3.3.3 Victory Levels

If the Entente player scores:

- < 6 VPs, the German player obtains an Outstanding Performance Victory;
- 6-8 VPs, the German player obtains a Superior Performance Victory;
- 9-11 VPs, the game is a Draw;
- 12-14 VPs, the Entente player obtains a Superior Performance Victory;
- > 14 VPs, the Entente player obtains an Outstanding Performance Victory.

➤ Victory levels compare the players' performance with that of their historical counterparts. The historical result (10 VPs) is thus, in game terms, a Draw. The victory levels do not reflect the actual strategic significance and psychological impact of the battle on the course of the war —historically, a decisive Entente victory.

### 3.3.4 Town Control Determination

Control of a town hex is granted to the Entente player if:

- it is occupied by an Entente unit; **or**
- a contiguous path of hexes free of any Entente ZOC or TZ cannot be traced from the town location to the German (eastern) map edge; the town location itself is not included in that path. The path may be of any length but may never move closer to the Entente map edge.

Otherwise, it is considered German-controlled.

Each hex of the 2-hex towns Pernant (0507-0606) and Vauxbuin (0810-0811) is treated as a distinct and independent town hex for any purpose. The control of each of these hexes may provide VPs to the Entente player [3.3.2].

➤ Town control affects the number of movement points required to enter the town hex [12.2.1].



## 4 Sequence of Play

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

A 24-hour cycle (AM, PM and night turns) is constituted of the phases outlined below.

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

### 4.1 First Turn Surprise

The first turn of the game (July 18 AM turn) is subject to special rules to simulate the surprise achieved by the Entente assault that morning.

**Artillery availability** [step A]:

- All Entente army and air support APs available during daytime are available for the AM turn.

**Entente Assault segment** [step B.4]:

- All Entente divisions adjacent to an enemy unit must conduct an assault.
- The German player may not use defensive artillery barrage.
- Terrain DRMs are ignored when resolving the assaults. However, a tank group still suffers an unfavorable DRM when attacking into the woods. Terrain DRM applies normally to bombardment resolution.
- Combat-inflicted disruption results against Entente attackers are ignored, including aggravated disruption [16.4.10]. Losses are normally applied.
- German units that were assaulted gain **one** disruption level at the end of combat, in addition to any effects mandated by the CRT.
- The mandatory retreat number on the CRT (superscript) must be applied [16.5].

➤ The German player may use loss conversion [16.5.3].

**Entente Maneuver segment** [step B.6]:

- Movement allowance of all Good Order Entente units that conducted an assault is **8 MP** (instead of the normal 4 MP).

➤ The Reforming French 58<sup>th</sup> Division movement allowance is the normal 3 MP.

**Entente Low Intensity/Improvised Attack segment** [step B.9]:

- Entente units are immune to aggravated disruption [16.4.10].

## 4.2 Sequence of Play Outline

## AM TURN

- A. AM Mutual Artillery Availability
- B. **Entente AM Operations**
- B.1 Reinforcements (*AM only*)
  - B.2 Entente Tank Group Assignment and Reassignment
  - B.3 First Bombardment Declaration
  - B.4 Assault
  - B.5 First Non-Phasing Voluntary Fallback
  - B.6 Maneuver
  - B.7 Second Non-Phasing Voluntary Fallback
  - B.8 Second Bombardment Declaration
  - B.9 Low Intensity/Improvised Attack
  - B.10 Advance
  - B.11 End of Operations
- C. **German AM Operations**  
*Replicate Entente AM Operations phase.*

## PM TURN

- D. PM Mutual Artillery Availability
- E. **Entente PM Operations**  
*Replicate Entente AM Operations phase, except Reinforcements.*
- F. **German PM Operations**  
*Replicate German AM Operations phase, except Reinforcements.*

## NIGHT TURN

- G. Entente Division Withdrawal
- H. Entente Tank Attrition
- I. German Remnant Incorporation
- J. Night Mutual Artillery Availability
- K. Night Mutual Bombardment
- L. **Entente Night Operations**
- L.1 First Non-Phasing Voluntary Fallback
  - L.2 Maneuver
  - L.3 Second Non-Phasing Voluntary Fallback
  - L.4 Advance
  - L.5 End of Operations
- M. **German Night Operations**  
*Replicate Entente Night Operations phase.*
- N. Reorganization
- N.1 Mutual Disruption Recovery
  - N.2 German Regiment Reforming

## 4.3 Detailed Sequence of Play

## AM TURN

## A. AM MUTUAL ARTILLERY AVAILABILITY

a. Players check the Turn Track on the map to determine their APs allotment for the day. For each such AP, they roll one die:

- On a result of **1 to 4**, the AP is already available during the AM turn.
- On a result of **5 or 6**, it is only available during the PM turn.

Players place the markers on their corresponding AM or PM/N side on the Army Artillery Missions Track to keep track of how many APs are available and when.

- “N” stands for “night”: that side of the marker is also used to record the number of APs available at night.
- Corps artillery (inherent to HQs) is always available for the AM turn.

b. Entente and German HQs on their “Artillery unavailable” side revert to their “Artillery available” side”.

## B. ENTENTE AM OPERATIONS

B.1 Reinforcements (*AM only*)

The phasing player places units scheduled as reinforcements for the current turn (stacked on the Reinforcement Schedule on the map) on any hex adjacent to his friendly map edge [17.1].

## B.2 Entente Tank Group Assignment and Reassignment

a. The Entente player repositions some, none or all of his tank groups already attached to an infantry division (regardless of strength status) onto an in-command adjacent Entente infantry division of the same Corps, unless that division is in a ravine hex unconnected by road to the tank group’s original hex [5.4.2].

b. The Entente player attaches some, none or all of his tank groups available in his Tank Assets box to any Entente division on the map currently in command and not in a ravine unconnected by road to the friendly map edge [5.4.2].

## B.3 First Bombardment Declaration

Phasing player declares bombardments: place phasing player’s “Bombardment” markers on any hexes adjacent to a **friendly “Prepare” marker**, abiding to range and command restrictions [15.3]. Adjust the Army Artillery Missions Track accordingly.

- Phasing player bombardments are resolved during the following segment [steps B.4c and B.4e].

# Rules of Play

## B.4 Assault

a. The non-phasing player may declare defensive artillery barrages: place non-phasing player's "Bombardment" markers on hexes adjacent to a non-phasing unit and containing at least one phasing unit with a "**Prepare**" marker. Adjust the Army Artillery Missions Track accordingly.

b. Resolve all non-phasing player's defensive artillery barrages [15.5]. Unless Shocked, Spent or reduced to remnants, targeted units that become disrupted retain their "Prepare" marker and their ability to attack.

➤ All bombardments (including defensive artillery barrages) conducted against a hex adjacent to a friendly "Prepare" marker during the Assault segment are resolved with a **+1 DRM** on the BRT [15.5]. Phasing bombardments automatically benefit from the DRM, since they **must** be conducted against such a hex.

c. Resolve all assaults [16.4], one at a time, in any order the phasing player sees fit:

- A phasing unit with a "Prepare" marker may declare an assault against any adjacent enemy-occupied hex.
- Resolve the assault, including preliminary resolution of phasing player's bombardments against the assaulted hex or hexes. Targeted units that become Shocked, Spent or are reduced to remnants immediately lose their "Prepare" marker.

➤ Each assault declaration/bombardment/combat resolution sequence must be completed before the next one is initiated.

➤ Once the phasing bombardment is resolved, the attacker must carry through the assault with all designated attacking units (if still eligible) against all designated defender's hexes, regardless of the outcome of his bombardment.

➤ All enemy units in the attacking units' ZOC must be attacked during the attack segment [16.1].

The defender may convert one loss result into an additional 1-hex retreat [16.5.3].

Defending units that retreat and do not already have a "Retreat" marker receive a "Retreat" marker. This includes HQs, which are also flipped to their "Artillery unavailable" side.

Defending combat units that retreat and already have a "Retreat" marker increase their disruption by **one level**, in addition to any disruption effect called for by the CRT.

German retreating divisions may perform division breakdown [14].

➤ Victorious assaulting units may not advance into the defender's hex at this point.

d. After all assaults have been completed, remove "Prepare" markers on units that did not assault.

➤ Units retain their "Prepare" markers after they have assaulted as a reminder of their subsequently reduced movement allowance during the Maneuver segment [step B.6].

e. Resolve phasing player's remaining bombardments [15.5].

## B.5 First Non-Phasing Voluntary Fallback

Non-phasing units (including units that already have a "Retreat" marker, Shocked units, Spent units and remnants) may fall back [13.1; 13.3].

Units may fall back an unlimited number of hexes, complying with all fallback requirements [13.3].

HQs not stacked with a friendly combat unit that fall back must fall back at least **3 hexes**.

Units that fall back and did not already have a "Retreat" marker receive a "Retreat" marker. HQs are also flipped to their "Artillery unavailable" side.

Combat units that fall back and already have a "Retreat" marker increase their disruption by **one** additional level.

Non-phasing units that start the First Non-Phasing Voluntary Fallback segment isolated [11.1] or that become isolated due to a friendly unit voluntary fallback must fall back to a non-isolated position [13.4].

## B.6 Maneuver

Phasing units with a "Retreat" marker, Shocked units, Spent units and remnants do not activate during the Maneuver segment.

Phasing units spend their MP allowance moving and/or acquiring "Prepare" or "LowInt/ImprovAttack" markers [12.2.2], up to the limit of the counter mix.

Units that are **not in an enemy ZOC** may move:

- Combat units that have not conducted an assault may use up to **6 MP** if Good Order, **3 MP** if Reforming or Disorganized.
- Combat units that have conducted an assault (and are therefore marked with a "Prepare" marker) may use up to **4 MP** if Good Order, **2 MP** if Reforming or Disorganized. Remove the "Prepare" marker whenever the unit is activated; units that do not activate at all also lose their "Prepare" markers.
- HQs may move **1 hex**, regardless of terrain.

Combat units may pay the corresponding MP cost to acquire a "Prepare" marker (**4 MP** during the day) or a "LowInt/ImprovAttack" marker (**1 or 2 MP** depending on terrain) [12.2.2], up to the limit of the counter mix. "LowInt/ImprovAttack" markers must point at an adjacent hex. Once a combat unit acquires one such marker, it can no longer spend MPs to move.

- Units with a “Prepare” marker discard it once activated, but may immediately reacquire the marker by spending their 4 MP to do so (they will therefore use up all their MP allowance, preventing them from moving).
- Because there is no combat of any kind at night, acquiring a “Prepare” marker during the PM turn is of no use.

Units in an enemy ZOC may not move, but may use MPs to acquire “Prepare” or “LowInt/ImprovAttack” markers.

See [11.2.1] for interdiction to maneuver into an isolated position or cause the isolation of a friendly unit.

**Non-phasing emergency fallback:** Non-phasing units (including units that already have a “Retreat” marker, Shocked units, Spent units and remnants) that become isolated at any point of the current Maneuver segment due to the movement of a phasing unit must immediately interrupt that movement and conduct an emergency fallback [13.2; 13.3].

- Any other non-phasing unit that becomes isolated due to a friendly unit emergency fallback must also conduct an emergency fallback.

HQs that are not stacked with a friendly unit and are contacted by an enemy unit that moves adjacent to them must conduct an emergency fallback of at least **3 hexes** [13.2; 13.3].

Once the emergency fallback is executed, the interrupted phasing unit may resume maneuver movement with any remaining MPs.

Units may fall back an unlimited number of hexes, complying with all fallback requirements [13.3].

Units that fall back and did not already have a “Retreat” marker receive a “Retreat” marker. HQs are also flipped to their “Artillery unavailable” side.

Combat units that fall back and already have a “Retreat” marker increase their disruption by **one** additional level.

### B.7 Second Non-Phasing Voluntary Fallback

Replicate First Non-Phasing Voluntary Fallback [step B.5].

### B.8 Second Bombardment Declaration

Phasing player declares bombardments: place phasing “Bombardment” markers on any enemy unit on the map, abiding to range and command restrictions [15.3]. Adjust the Army Artillery Missions Track accordingly.

- The targeted hex does not have to be adjacent to a friendly “LowInt/ImprovAttack” marker.
- Phasing player bombardments are resolved during the following segment [steps B.9c and B.9e].

### B.9 Low Intensity/Improvised Attack

a. The non-phasing player may declare defensive artillery barrages: place non-phasing player’s “Bombardment” markers on hexes adjacent to a non-phasing unit and containing at least one phasing unit with a **“LowInt/ImprovAttack” marker**. Adjust the Army Artillery Missions Track accordingly.

b. Resolve all non-phasing player’s defensive artillery barrages [15.5]. Unless Shocked, Spent or reduced to remnants, targeted units that become disrupted retain their “LowInt/ImprovAttack” marker and their ability to attack.

c. Resolve all low intensity/improvised attacks [16.4], one at a time, in any order the phasing player sees fit:

- A phasing unit with a “LowInt/ImprovAttack” marker may declare an attack against the adjacent enemy-occupied hex its marker is pointing at (it may simultaneously attack other hexes as well, as long as it attacks the hex the marker is pointing at).
- Resolve the low intensity/improvised attack, including preliminary resolution of phasing player’s bombardment against the attacked hex or hexes. Targeted units that become Shocked, Spent or are reduced to remnants immediately lose their “Prepare” marker.

- Each attack declaration/bombardment/combat resolution sequence must be completed before the next one is initiated.
- Once the phasing bombardment is resolved, the attacker must carry through the attack with all designated attacking units (if still eligible) against all designated defender’s hexes, regardless of the outcome of his bombardment.
- All enemy units in the attacking units’ ZOC must be attacked during the attack segment [16.1].

The defender may convert one loss result into an additional 1-hex retreat [16.5.3].

Defending units that retreat and do not already have a “Retreat” marker receive a “Retreat” marker. HQs are also flipped to their “Artillery unavailable” side.

Defending combat units that retreat and already have a “Retreat” marker increase their disruption by **one level**, in addition to any disruption effect called for by the CRT.

German retreating divisions may perform division breakdown [14].

- Victorious attacking units retain their “LowInt/ImprovAttack” marker. They are given the opportunity to advance into the defender’s hex during the Advance segment [step B.10].

## Rules of Play

d. After all attacks have been completed, remove “LowInt/ImprovAttack” markers on units that did not attack or whose targeted hex was not vacated.

e. Resolve phasing player’s remaining bombardments [15.5].

### B.10 Advance

Units with a “LowInt/ImprovAttack” marker that are **not in an enemy ZOC** may conduct a 1-hex advance into the hex their marker is pointing at or into a hex adjacent to that hex.

Units with a “Prepare” marker that are **not in an enemy ZOC** may conduct a 1-hex advance in any direction. They retain their “Prepare” marker after advancing.

A unit cannot advance if by doing so it causes a friendly unit to become isolated [11.1].

**Non-phasing emergency fallback:** Follow the non-phasing emergency fallback instructions included in the Maneuver segment [step B.6].

All remaining “LowInt/ImprovAttack” markers are removed at the end of the Advance segment.

### B.11 End of Operations

a. All phasing “Retreat” markers are removed.

b. If the German Operations phase has been completed, the Turn marker is moved to the next space on the Turn Track.

## C. GERMAN AM OPERATIONS

Replicate Entente AM Operations phase.

## PM TURN

### D. PM MUTUAL ARTILLERY AVAILABILITY

Unused Entente and German army and air support APs left over from the AM turn are added to the APs available during the PM turn. Players adjust APs on their Army Artillery Missions Track accordingly.

### E. ENTENTE PM OPERATIONS

Replicate Entente AM Operations phase, except Reinforcements segment.

### F. GERMAN PM OPERATIONS

Replicate German AM Operations phase, except Reinforcements segment.

## NIGHT TURN

### G. ENTENTE DIVISION WITHDRAWAL

The Entente player may withdraw some, none or all of his divisions that are currently Spent [5.3]. These divisions are simply removed from the map, regardless of their position.

If the Entente player chooses to keep one or more Spent divisions in play at this point, these units are marked with a “Spent – No Withdrawal” marker and will remain in play until the end of the game. Each such unit will cost the Entente player 1 VP at the end of the game [3.3.2].

Tank groups attached to removed Spent divisions may be repositioned on 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.

If the removal of a Spent Entente division causes a friendly unit to become isolated, that unit must conduct an emergency fallback [13.2; 13.3].

### H. ENTENTE TANK ATTRITION

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

### I. GERMAN REMNANT INCORPORATION

On July 19 night turn and every subsequent night turn, the German player must choose **two** remnant units and remove them from play.

### J. NIGHT MUTUAL ARTILLERY AVAILABILITY

a. Players check the Turn Track on the map to determine their APs allotment for the night turn and adjust APs on their Army Artillery Missions Track, with markers on their PM/N side (“N” stands for “night”).

b. Entente and German HQs on their “Artillery unavailable” side revert to their “Artillery available” side”.

### K. NIGHT MUTUAL BOMBARDMENT

a. The Entente player places “Bombardment” markers on any enemy unit on the map, abiding to range and command restrictions [15.3].

b. The German player does the same.

c. Resolve all bombardments (in no particular order). Night bombardments are resolved with a **-1 DRM** on the BRT, in addition to other normal DRMs [15.5].

## L. ENTENTE NIGHT OPERATIONS

### L.1 First Non-Phasing Voluntary Fallback

Replicate daytime First Non-Phasing Voluntary Fallback segment [step B.5].

### L.2 Maneuver

Phasing units with a “Retreat” marker, Shocked units, Spent units and remnants do not activate during the night-time Maneuver segment.

Combat units may spend their MP allowance moving and/or acquiring “Prepare” markers (5 MP during the night [12.2.2]), up to the limit of the counter mix.

➤ Acquiring a “LowInt/ImprovAttack” marker is not allowed during the night turn.

Phasing units that are **not in an enemy ZOC** may move:

- Combat units may use up to **8 MP** if Good Order, **4 MP** if Reforming or Disorganized.
- HQs may move **1 hex**, regardless of terrain.

Phasing units in an enemy ZOC may not move, but may use MPs to acquire “Prepare” markers.

See [11.2.1] for interdiction to maneuver into an isolated position or cause the isolation of a friendly unit.

**Non-phasing emergency fallback:** Follow the non-phasing emergency fallback instructions included in the daytime Maneuver segment [step B.6].

### L.3 Second Non-Phasing Voluntary Fallback

Replicate daytime Second Non-Phasing Voluntary Fallback segment [step B.7].

### L.4 Advance

Units with a “Prepare” marker that are **not in an enemy ZOC** may conduct a **1-hex** advance in any direction. They retain their “Prepare” marker after advancing.

A unit cannot advance if by doing so it causes a friendly unit to become isolated [11.1].

**Non-phasing emergency fallback:** Follow the non-phasing emergency fallback instructions included in the daytime Maneuver segment [step B.6].

### L.5 End of Operations

- All phasing “Retreat” markers are removed.
- If the German Operations phase has been completed, the Turn marker is moved to the next space on the Turn Track.

## M. GERMAN NIGHT OPERATIONS

Replicate Entente Night Operations phase.

## N. REORGANIZATION

### N.1 Mutual Disruption Recovery

All disrupted German or Entente units that are in an **enemy ZOC** reduce their disruption by **one level**.

If the disrupted units are **not** in an enemy ZOC:

- Entente units (regardless of command status) and out-of-command German units reduce their disruption by **two levels**;
- Each in-command German units reduces its disruption by **two levels** if  $d6 \leq 3$  or by **three levels** if  $d6 \geq 4$ .

Remnants may not reduce disruption below Disorganized.

### N.2 German Regiment Reforming

The German player may reconstitute any number of German regiments by combining **two** Disorganized remnants stacked together and within command range of any HQ, if the reformed regiment complies with all conditions [5.5.2].

## 5 Combat Units

Combat units include infantry divisions, infantry regiments, remnants and battalion-sized tank groups, but not HQs.

### 5.1 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:

- ☆☆☆ Elite
- ☆☆ Combative
- ☆ Worn

A combativeness advantage or disadvantage over the opponent translates into a positive or negative DRM on the CRT [16.4.7].

Remnants are always considered Worn (as indicated by the single star on the counter), even if their original unit had a higher rating.

### 5.2 Strength Points and “Loss” Markers

Each division and regiment displays a number in its lower left corner, indicating its initial strength. Strength points combine quantitative factors (the volume of combat-ready troops in the unit) and organizational factors.

When infantry 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 sustained so far.

# Rules of Play

The strength of an infantry unit at any given time is its initial strength (indicated on the counter) minus any losses indicated by the “Loss” marker, if any.

Remnants always have 1 SP and never suffer losses: they convert losses due to combat into retreats [16.4.11] and losses due to bombardment into additional disruption [15.6].

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

## 5.3 Spent Divisions

When a division is reduced to half or less its initial strength, it is considered Spent. Spent divisions cannot attack but defend and move normally.

➤ French, British and German divisions that suffer 5 or more losses and US divisions that suffer 7 or more losses become Spent.

### Entente Spent Divisions

Spent Entente divisions can be removed from play during the Entente Division Withdrawal phase [step G]. However, the Entente player may choose to keep Spent divisions in play until the end of the game. These units receive a “Spent – No Withdrawal” marker. Each such unit will cost the Entente player 1 VP at the end of the game [3.3.2] (the reverse side of the marker shows “–1 VP” as a reminder).

If the removal of a Spent Entente division causes a friendly unit to become isolated, that unit must conduct an emergency fallback [13.2; 13.3].

➤ Spent divisions that are kept on the battlefield are still considered Spent for all purposes. They will no longer be able to attack.

### German Spent Divisions

German divisions that become Spent remain in play.

German regiments never become Spent, but they become remnants, which amounts to the same thing. German remnants are only removed from play when they are incorporated [5.5.1] or when they merge to reform a regiment that was previously destroyed [5.5.2].

## 5.4 Tank Groups (Entente only)

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.

Tank effect on combat translates into a positive DRM for the attacker on the CRT [16.4.7]:

- A full-strength tank group provides a **+2 DRM** to the combat die roll, unless attacking into the woods, in which case it is limited to **+1 DRM**.

- A reduced-strength tank group provides a **+1 DRM** to the combat die roll, even in woods.

Tanks do not need to be assigned to the lead attacker [16.4.2] in order to contribute their combat DRM.

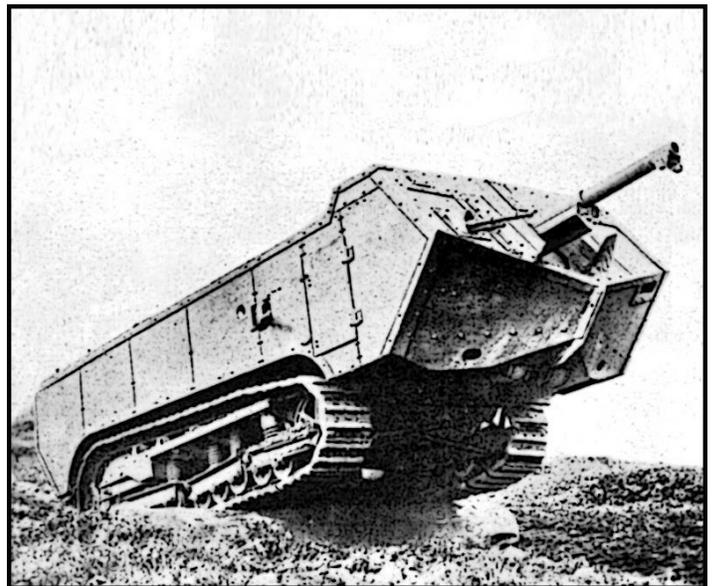
Tanks attached to units that are out of command [8.2] still contribute their normal combat DRM. Tanks attached to units that may not attack cannot contribute their combat DRM.

Tanks have no effect when defending.

A tank group must be stacked with a division at all times. No more than one tank group may be stacked with a single division.

A tank group maneuvers/advances along with the division it is stacked with. If the division retreats or falls back 1 hex, the tank group is reduced (or eliminated if already reduced). If the division retreats or falls back more than 1 hex, it is eliminated.

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



### 5.4.1 Tank Movement and Combat Restrictions

Tank groups may not enter ravine hexes unless along a road. They may only exit ravine hexes along a 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.

If forced to retreat into a ravine hex but not along a road, the tank group is eliminated.

If a unit with an attached tank group attacks into multiple hexes, some of them ravine, the tank DRM is only applied if the lead defender is not in a ravine hex.

Multiple tank groups attacking one single hex cumulate their DRMs.

## 5.4.2 Tank Group Assignment and Reassignment

During the Entente Tank Group Assignment and Reassignment segment [step B.2] of each Entente Operations phase, the Entente player may:

- attach some, none or all of his tank groups available in his Tank Assets box to an in-command Entente division on the map; that division must be able to trace a path of contiguous hexes (any length) to the western map edge that never crosses a ravine hex —unless along a road— or an enemy ZOC;
- reposition some, none or all of his tank groups already attached to an infantry division (regardless of strength status) onto an in-command adjacent Entente infantry division of the same Corps, unless that division is in a ravine hex unconnected by road to the tank group's original hex.

## 5.4.3 Tank Attrition

Tank groups enter the game at full strength and are reduced (the counter is flipped) during each Entente Tank Attrition phase [step H], which takes place during each Entente night turn. Tanks that are already reduced are permanently removed from play during that phase.

Tank groups do not suffer losses as a result of combat or bombardment.

## 5.4.4 Tank Group Voluntary Removal

Tank groups may be voluntarily removed from play by the Entente player at any time. Removal is permanent (ex.: to allow the accompanying infantry to enter a ravine hex).

## 5.5 Remnants (Germany only)

German units reduced to 1 SP are replaced by a generic “Remnant” counter. Shocked units are replaced by a Shocked remnant (with the same number of shock levels); all other units are replaced with a Disorganized remnant.

Remnants project ZOCs and TZs like any other combat unit. Special rules apply to remnants:

- Remnants are always either Disorganized or Shocked and may not reduce disruption below Disorganized.
- Remnants cannot attack, but they retain their 1 SP and defend normally, alone or stacked with friendly units.
- Remnants are never destroyed by bombardment or combat: bombardment loss results are converted into **one** additional level of disruption [15.6] and combat loss results that must be applied to remnants are converted into additional retreat [16.5.3] for all remnants in the hex.

➤ Remnants can only be destroyed by failure to comply with retreat requirements [16.5.1] or elimination due to overstacking [10].

- Remnants are not subordinated to any HQ and are therefore never considered in command.
- Remnants cannot move during their friendly Maneuver segment. They can be forced to retreat or fall back as a result of combat or isolation [13.2; 13.3] and can only move voluntarily during the opponent's Operations phase (First and Second Non-Phasing Voluntary Fallback segments), using fallback movement [13.1; 13.3].
- If the only units defending against an attack are remnants (in one or multiple stacks), the attacker loss number produced by the CRT is reduced by **one** [16.4.11].
- Remnants alone cannot support a “Prepare” or a “LowInt/ImprovAttack” marker. If a unit is reduced to a remnant, it immediately loses its marker.

### 5.5.1 Remnant Incorporation

During the German Remnant Incorporation phase [step I] of the July 19 night turn and all other subsequent night turns, the German player must choose **two** remnant units and remove them from play.

➤ Remnants are gradually incorporated into arriving reinforcements.

If the removal of a remnant causes a friendly unit to become isolated, that unit must conduct an emergency fallback [13.2; 13.3].

### 5.5.2 Regiment Reforming

During the German Regiment Reforming segment [step N.2] of every Reorganization phase (night turn), the German player may reconstitute any number of German regiments by combining two Disorganized remnants stacked together.

➤ Shocked remnants may not be used to reform regiments.

Regiments may reform in an enemy ZOC or TZ.

The regiment:

- must have been previously removed from play;
- must be a 2 SP regiment (a regiment with a “–1 Loss” marker) [5.2];

➤ Regiments may never be reformed full-strength.

- must be placed on the map:
  - in the same hex as the two removed remnants;
  - in command [8.2];
  - Disorganized if adjacent to an enemy unit, or Reforming if not [6.1].

➤ In addition to HQ range limitations, when planning to reform a regiment, bear in mind that HQs under a “Retreat” marker may not exercise command at all.

## 6 Disruption

All infantry units (except French 58<sup>th</sup> Division) start the game and enter the game in Good Order, but may suffer disruption effects due to combat, bombardment or retreat/fallback.

### 6.1 Disruption Levels

There are three disruption statuses (from the lowest to the highest):



**Reforming** status is indicated by placing a “Reforming” marker on the unit.



**Disorganized** status is indicated by flipping the unit to its Disorganized side (displaying a “DSG” on the helmet icon).



**Shocked** status is indicated by flipping the unit to its Disorganized side and placing a “Shocked” marker on the unit.

There is no maximum disruption level: units may accumulate multiple shock effects. Additional levels of shock are indicated by accumulating “Shocked” markers.

HQs and Tank groups are not subject to disruption.

### 6.2 Disruption Effects

In combat, if the disruption level of the lead defender [16.4.4] is Reforming or Disorganized, it translates into a **+1 DRM** on the CRT [16.4.7].

When attacking, the attack strength of Reforming or Disorganized units is **halved** (rounded down) if in command and subordinated to the coordinating HQ. They may not attack at all if out of command [8.3]. Reforming and Disorganized units have their movement allowance **halved** during the Maneuver segment [12.1].

In combat, if the disruption level of the lead defender is Shocked, it translates into a **+2 DRM** on the CRT, with an additional **+1 DRM** for each level of shock beyond the first.

Shocked units may never attack and may not move at all during their Maneuver segment. However, they may retreat or fall back just like all other units.

### 6.3 Recovery from Disruption

During the Mutual Disruption Recovery segment [step N.1] of the Reorganization phase (night turn), non-remnant disrupted units reduce their disruption level depending on the situation and the result of a die roll:

- All disrupted German or Entente units that are in an **enemy ZOC** reduce their disruption by **one level**.

- If disrupted units are **not** in an enemy ZOC:
  - Entente units (regardless of command status) and out-of-command German units reduce their disruption by **two levels**;
  - Each in-command German units reduces its disruption by **two levels** if  $d6 \leq 3$  or by **three levels** if  $d6 \geq 4$ .

➤ The Germans were highly effective in conducting methodical retreats and reorganizing in the process.

➤ Reforming units that reduce their disruption by one level become in Good Order and Disorganized units become Reforming.

Remnants may not reduce disruption below Disorganized.

## 7 Headquarters



Corps headquarters (HQs) are non-combat units. They have no SPs.

HQs are used to coordinate attacks, reorganize troops and direct artillery missions.

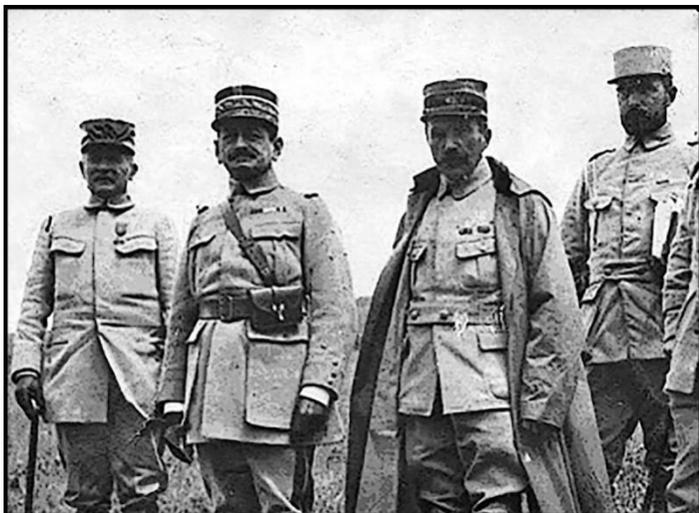
HQs have **one** in-built corps medium artillery point (AP) [15.2.1]. The front side of the counter is the “Artillery available” side; when the AP is used —or otherwise becomes unavailable— the counter is flipped to the other side.

The HQ location is used as a reference to calculate medium artillery range [15.3.1].

Special rules apply to HQs:

- **Stacking:** HQs may occupy a hex alone or stack freely with any subordinate unit and/or any remnants, and do not count towards stacking limits. They cannot stack with units that are subordinated to another HQ.
- **Disruption:** HQs are not subject to disruption.
- **Maneuver:** HQs may move **1 hex** during daytime and night Maneuver segments [12.1]. They ignore terrain cost. HQs may not enter an enemy ZOC unless stacked with a friendly unit.
- **Combat:** HQs have no SPs and exert no ZOC or TZ. They cannot be attacked if not stacked with a combat unit. If an enemy unit is adjacent to a lone HQ at any point, the HQ must execute an emergency fallback [13.2; 13.3] of at least **3 hexes** to disengage.
- **Retreat:** When stacked with combat units, HQs share with them the mandatory retreat results. They retreat as infantry units would, receive a “Retreat” marker, but they ignore disruption results and are flipped to the “Artillery unavailable” side.

## 8 Command



### 8.1 Unit HQ Subordination

Each non-remnant infantry unit is subordinated to a HQ, as indicated by the corps color code on the lower third of the counter. This subordination never changes during the course of the game.

German reinforcements have a light gray corps color code, meaning that they have no predetermined HQ and must be assigned to one when first placed on the map during the German Reinforcements segment [step C.1]. Their corps subordination is then indicated by the corresponding marker in the German Reinforcements Corps Subordination box [17.2]. There is no limit to the number of divisions that can be subordinated to a given German HQ.

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

### 8.2 Command Path and Range

Combat units that can trace a valid command path no more than **4 hexes** long to their parent HQ are considered in command, unless that HQ has a “Retreat” marker. HQs with a “Retreat” marker may not command any units.

The command path can only be traced through the shortest route in hexes (not MPs) “as the crow flies”. Players may choose if two paths are equidistant.

A command path may never bypass an obstructing hex if doing so its length exceeds the shortest distance between the subordinated unit and the HQ.

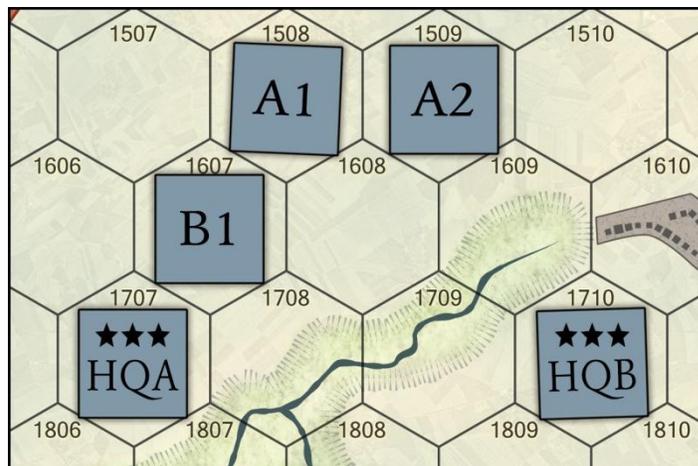
Command paths ignore enemy ZOCs and TZs.

No intervening hex of the command path (between the unit and the HQ it is tracing to) may cross:

- an enemy unit;
- a friendly unit subordinated to another command;

- the shortest path (choose if 2 hexes are equidistant) from a friendly unit subordinated to another HQ, whatever its length.

➤ Roughly said, the command lines to one HQ cannot cross command lines to other HQs.



**Example:** Units A1 and A2 are subordinated to HQ A. Unit B1 is subordinated to HQ B.

A1 is out of command because its shortest path back to its parent HQ crosses an enemy unit (A1 is not allowed to bypass B1 because that path would be longer than the 2-hex most direct path).

A2 is not in command either, because both equidistant paths to HQ A cross either B1 or its path towards HQ B.

Unit B1 is in command because its path does not cross the command path of A1 or A2 (A2 can trace two equidistant paths to its HQ: the player selects the path through 1508 and 1607, so that it does not cross the command path of B1). If HQ A had been positioned in 1708 instead, all three units would have been out of command.

➤ 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.

### 8.3 In Command/Out of Command Effects

Units in command may attack at full strength if subordinated to the HQ coordinating the attack, or at half strength (rounded down) if subordinated to another HQ.

In-command German units that are not adjacent to an enemy unit may recover up to **three** disruption levels, depending on the result of a die roll [6.3].

Out-of-command units:

- attack at half strength (rounded down) if they are subordinated to the coordinating HQ;
- cannot attack at all if they are not subordinated to the coordinating HQ.

# Rules of Play

Units always defend at full strength regardless of their command status.

German regiments must be in command in the hex they are reformed [5.5.2].

Tank groups must be in command when assigned to a division, or repositioned onto another division [5.4.2].

The lead attacker must be chosen among in-command attacking units, if any [16.4.2].

## 9 Zones of Control and Threat Zones



### 9.1 Zones of Control

Infantry divisions, infantry regiments and remnants exert a zone of control (ZOC), projected into the 6 hexes adjacent to the hex they occupy.

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

HQs have no ZOC. ZOCs are not affected by terrain.

#### 9.1.1 ZOC Effects on Maneuver/Advance

Phasing units cannot move at all during their Maneuver or Advance segments if they start the segment in an enemy ZOC.

➤ During the Maneuver segment, units in an enemy ZOC may still spend MPs to acquire “Prepare” or “LowInt/ImprovAttack” markers [12.2.2].

Units must immediately stop their movement whenever they enter an enemy ZOC.

#### 9.1.2 ZOC Effects on Retreat/Fallback

When forced to retreat due to combat or when falling back, a unit may move through enemy ZOCs or TZs, and suffers no adverse effect for doing so, as long as it does not end its movement in an enemy ZOC [13.3; 16.5.1].

#### 9.1.3 ZOC Effects on Combat

When a unit attacks an enemy-occupied hex (assault or low intensity/improvised attack), all enemy units in the attacking unit's ZOC must:

- have been attacked by other phasing units during the current combat segment, **or**
- be attacked by other phasing units in a subsequent combat during the current combat segment, **or**
- be attacked simultaneously by the attacking unit.

➤ Unlike in most wargames, a single attacking unit may—and sometimes must—attack into multiple hexes.

### 9.2 Threat Zones

Threat zones (TZs) represent extended unit frontage, patrolling, heavy weapons firepower projection, but also the deterring effect of uncertainty about the exact position and strength of the unit.

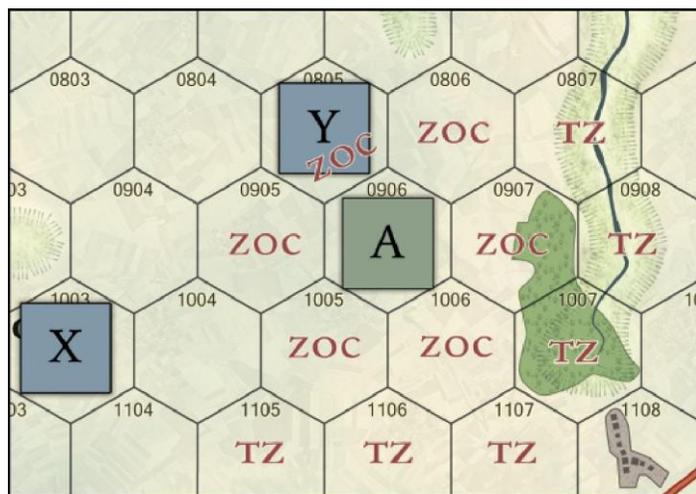
Infantry divisions, infantry regiments and remnants exert a TZ, projected **2 hexes** away from the unit, that is, 1 hex beyond their ZOC.

Contrarily to ZOCs, TZs are negated by enemy units' presence and ZOC.

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

TZs are never affected by terrain.

TZs have no effect on movement (maneuver, retreat, advance and fallback). They only affect isolation [11.1].



**Example:** Unit A automatically projects a ZOC into each surrounding hex. Unit A cannot project a TZ into 0904 and 1004 because enemy unit X projects a ZOC into these hexes. Unit A cannot project a TZ beyond 0905, 0805 and 0806 because unit Y projects a ZOC into these hexes.

## 10 Stacking

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

Reinforcements may freely stack in their entry hex (adjacent to the friendly map edge) on their turn of arrival [17.1].

Otherwise, a player may stack in a single hex:

- no more than **1 division** currently at 7 SP or more;
- up to **3 regiments** of the same division (regardless of total SP);
- up to **6 SP** of units in any combination (regardless of formation or nationality).

A remnant always counts as **1 SP**.

HQs may freely stack with any subordinated unit or any remnant.

Stacking limits are enforced at the end of every movement (maneuver, retreat, advance and fallback).

In addition, during the Maneuver segment only (retreat and fallback are not restricted), a division may not move through a hex occupied by another division, regardless of cumulated SP strength. However, a division may enter another division’s hex during the Maneuver segment if it ends its movement there and total SPs do not exceed 6 SP. This will be a very rare occurrence, though.

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

## 11 Supply Lines

### 11.1 Tracing Supply Lines

A Supply line connects a unit to its rear and is used to determine whether a unit is isolated or not [see Combat Procedure & Supply/Fallback sheet].

A Supply line may never enter an enemy occupied hex and may **never enter an enemy ZOC or TZ**, unless in a town hex. If a path meeting these requirements cannot be traced, the supply line is considered blocked and the unit is isolated.

- Keep in mind that friendly unit presence does not negate enemy ZOCs, but it negates enemy TZs [9].

Terrain does not affect Supply line determination in any way.

### Entente Supply Line

Entente units only trace **one** type of Supply line:

- a path of contiguous hexes that can be traced back to the friendly map edge.

The path may be of any length, but **at no point may move closer** (in hexes) to the enemy map edge.

If an Entente unit cannot trace a Supply line, it is isolated.

### German Supply Line

German units may trace **two** types of Supply lines:

- a **straight West-East line** traced back to the eastern map edge (exception: the line may not cross the Aisne River and follows its course instead); **or**
- the **shortest path** of contiguous hexes to the closest Soissons perimeter hex, but not longer than **4 hexes**.

If two Soissons perimeter hexes are equidistant, the player chooses which one to trace to.

***Example:** If a German unit is within 3 hexes of a Soissons perimeter hex, and the path to that hex is blocked, the unit is isolated even if it could trace an unblocked path to a Soissons perimeter hex 4 hexes away, because the Supply line must follow the shortest course.*

If a German unit cannot trace at least one unblocked type of Supply line, it is isolated.

- When the unit is within 4 hexes of a Soissons perimeter hex, the German player may freely choose to trace a Supply line towards the friendly map edge or the Soissons perimeter hex, regardless of which one is closest.



# Rules of Play

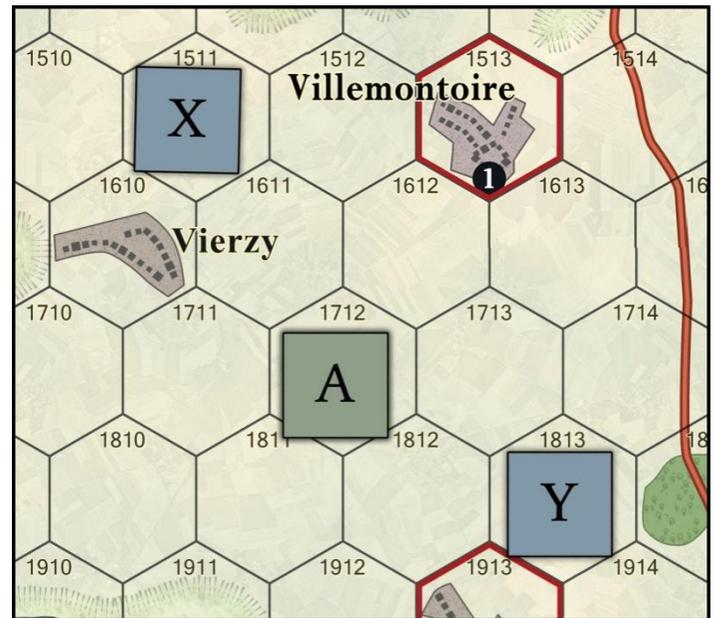


**Example:** Entente unit A traces supply back to the western map edge. Because its length is not restricted, it may avoid enemy ZOCs. German unit X can either trace a straight line to the eastern map edge or the shortest path to a Soissons perimeter hex if it does not exceed 4 hexes. In this case, the straight line to the eastern edge is blocked by the ZOC of unit A, but unit X is not isolated because it can trace to a Soissons perimeter hex. Had unit X been positioned in 1008 instead, it would have been isolated, as tracing to a Soissons perimeter hex would have exceeded the maximum distance of 4 hexes.

## 11.2.2 Escaping Isolation

At any moment during the **opponent's** Maneuver or Advance segments, a non-phasing unit that becomes isolated must **immediately** conduct a fallback of any length [13.2; 13.3], as long as it ends in a position where it is no longer isolated and not adjacent to an enemy unit (exception: HQs not stacked with a friendly combat unit must fall back at least **3 hexes**). The isolated unit must **interrupt** the ongoing enemy movement if the movement is not completed.

➤ If the removal of a remnant [5.5.1] or a Spent Entente division [5.3] causes a friendly unit to become isolated, that unit must conduct an emergency fallback [13.2; 13.3].



**Example 1:** Entente unit A can move into hex 1612 because it would not be isolated there: it could trace a Supply line through 1712 and then back to the western map edge because its own ZOC in 1712 would cancel enemy TZs in that same hex. However, unit A cannot move into Villermonnaie because enemy TZs would link up behind it and the unit would be isolated.

If a friendly unit were to move first into, say, 1711 (among other possibilities), the Supply line of unit A in Villermonnaie would be secured by a friendly ZOC extending into 1712 and connecting with the ZOC in 1612 of unit A after it moved into Villermonnaie.

## 11.2 Isolation

A unit unable to trace a Supply line [11.1] becomes isolated.

### 11.2.1 Avoiding Isolation

A unit may never maneuver, retreat, advance or fall back from a non-isolated position into a hex that would place that unit in an isolated position, unless by doing so it **triggers an enemy emergency fallback** [13.2; 13.3] that results in the phasing unit no longer being isolated.

A unit may not maneuver or advance if that movement would cause a friendly unit to become isolated.



**Example 2:** German unit Y intends to move into 1811. In that hex, the unit would be isolated, because the ZOC of Entente unit B severs its Supply line that runs straight to the eastern map edge. But moving into 1811 would also isolate unit B (due to enemy ZOCs in 1611 and 1711), which would then be forced to conduct an emergency fallback, and would therefore no longer exert a ZOC into 1812. Unit Y is thus allowed to complete its movement, because once unit B has conducted its mandatory fallback, unit Y will no longer be isolated.

Tank groups always move along with the Entente division they are attached to. Tank groups may not move individually nor be attached to another division during the course of the movement [5.4].

The following phasing units may not move during their Maneuver segment:

- units in an enemy ZOC;
- units with a “Retreat” marker;
- Shocked units;
- Spent units;
- remnants.

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

Units may freely enter enemy ZOCs but must immediately stop [9.1.1]. TZs do not affect movement [9.2].

A unit may never maneuver from a non-isolated position into a hex where it would become isolated [11.1], unless by doing so it **triggers an enemy emergency fallback** [13.2; 13.3] that results in the phasing unit no longer being isolated.

A unit cannot execute a maneuver movement that would cause a friendly unit to become isolated [11.1].

A division may not conduct maneuver movement through a hex occupied by another division, regardless of cumulated SP strength [10]. However, a division may enter another division’s hex if it ends its movement there and total SPs do not exceed 6 SP.

## 12 Movement: Maneuver



Units conduct maneuver movement individually or in stacks, from hex to adjacent hex, spending movement points (MPs). Units do not accumulate MPs from a movement segment to the following one. They need not expend all their MPs before stopping. The movement of each unit or stack must be completed before beginning that of another.

### 12.1 MP Allowances

#### 12.1.1 Daytime Maneuver Segment

Combat units without a “Prepare” marker have **6 MP** with which to conduct movement if Good Order, **3 MP** if Reforming or Disorganized.

Combat units with a “Prepare” marker (that is, that just conducted an assault during the Assault segment) have **4 MP** with which to conduct movement if Good Order, **2 MP** if Reforming or Disorganized. Remove the “Prepare” marker whenever the unit is activated for movement.

➤ Exception: maneuver allowance of all Good Order Entente units is **8 MP** on Entente July 18 AM turn [4.1].

HQs may move **1 hex**, regardless of terrain cost.

#### 12.1.2 Nighttime Maneuver Segment

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

HQs may move **1 hex**, regardless of terrain cost.

# Rules of Play

## 12.2 MP Expenditure

Units spend their MP allowance moving and/or acquiring “Prepare” or “LowInt/ImprovAttack” orders.

### 12.2.1 Terrain

➤ All terrain movement costs are given by the Terrain Effects Chart.

Combat units expend **1 MP** when:

- entering any hex along a road (exception: column movement [17.3]);
- entering a clear hex or a controlled town without crossing an unbridged stream. Control of the town [3.3.4] is determined at the moment the unit enters the town hex.

Combat units expend **2 MP** when:

- entering any non-clear hex, except a controlled town, if not along a road [5.4.1];
- entering any hex by crossing an unbridged stream hexside.

Streams that run inside a hex combine with the other non-clear terrain and are ignored for all purposes.

Entering a hex never costs more than 2 MP.

No unit may cross an Aisne River hexside.

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

➤ Entente player may voluntarily remove from play a tank group at any time during a Maneuver segment in order to allow the infantry division it is stacked with to enter a ravine hex without a road [5.4.4].

Reinforcements may use a special movement type (column movement) on the turn they enter the map [17.3]. They then expend  $\frac{1}{2}$  MP per hex entered as long as they move from hex to hex along a road and do not move within **2 hexes** of an enemy unit. They are free to leave the road at any time, or move within 2 hexes of an enemy unit, but they apply normal MP costs to do so.

### 12.2.2 Attack Orders

As part of their movement, combat units may pay MPs to conduct an assault on the next turn (if they acquire a “Prepare” marker) [step B.4] or a low intensity/improvised attack during the current turn (if they acquire a “LowInt/ImprovAttack” marker) [step B.9]. A unit must be adjacent to an enemy unit to acquire any of those markers. A unit may not have more than one attack order marker at a time.

A unit with a “Prepare” or a “LowInt/ImprovAttack” marker that becomes Shocked or Spent, is reduced to a remnant or conducts a retreat/fallback loses its marker.

A unit with a “Prepare” or a “LowInt/ImprovAttack” marker is not required to conduct an attack during the corresponding segment. However, if the unit does not attack, it loses its marker at the end of the segment.

➤ A player may place a “Prepare” or “LowInt/ImprovAttack” marker on a unit even if that unit would not be allowed to conduct an attack due to command or disruption restrictions [16.4.5]; the marker would still grant the unit the possibility to advance during the Advance phase [16.6].

The counter mix is a finite limit to the number of “Prepare” or “LowInt/ImprovAttack” markers a player can place on his units.

➤ The German player has only six “Prepare” markers.

### Assaults

A combat unit with a “Prepare” marker is ordered to rest and resupply, conduct reconnaissance, register artillery coordinates and draw up a battle plan for an upcoming full-fledged assault.

A combat unit must pay **4 MP** during a daytime Maneuver segment or **5 MP** at night to acquire a “Prepare” marker.

➤ If it does not move and remains adjacent to an enemy, a unit may assault two turns in a row (AM and PM) by spending its 4 MP to reacquire a “Prepare” marker.

A “Prepare” marker is a prerequisite condition for a unit to engage in combat against any adjacent enemy during the Assault segment of the following turn [step B.4]. A “Prepare” marker also allows both players to conduct bombardments into adjacent hexes during the Assault segments.

➤ Because there is no combat of any kind at night, acquiring a “Prepare” marker during the PM Maneuver segment is of no use. A unit that plans to launch an assault in the morning will pay for it during the preceding nighttime Maneuver segment [step L.2].

### Low Intensity/Improvised Attack

A unit with a “LowInt/ImprovAttack” marker is ordered to conduct a moderately aggressive probe against the enemy, in order to minimize its own losses and/or in consideration of its state of fatigue (low intensity attack), or is ordered to press forward without delay and without offensive preparations (improvised attack).

Combat units must pay the following costs during a daytime Maneuver segment to acquire a “LowInt/ImprovAttack” marker:

- **1 MP** if the target hex is a clear terrain and the attack is not conducted across a stream hexside;
- **2 MP** if the target hex is a non-clear terrain or the attack is conducted across a stream hexside (regardless of terrain on the other side of the stream).

➤ A unit could pay 1 MP for a “LowInt/ImprovAttack” order directed at an enemy-occupied hex of clear terrain, even if it had to attack another adjacent hex in non-clear terrain simultaneously.

The marker on the unit must point at an enemy-occupied adjacent hex.

A “LowInt/ImprovAttack” marker is a prerequisite condition for a unit to engage in combat against an adjacent enemy the marker is pointing at during the Low Intensity/Improvised Attack segment of the current turn [step B.9].

A unit may pay for a “LowInt/ImprovAttack” marker even if it conducted an assault during the preceding Assault segment.

## 13 Movement: Fallback



All types of units may fall back multiple times during a single turn. A unit that conducted a fallback loses its “Prepare” or “LowInt/ImprovAttack” marker.

Each voluntary or emergency fallback must comply with all fallback requirements [13.3].

### 13.1 Voluntary Fallback

Voluntary Fallback is conducted during the Non-Phasing Voluntary Fallback segments included in the opponent’s Operations phase.

During each of these segments, the non-phasing player (including units that already have a “Retreat” marker, Shocked units, Spent units and remnants) may fall back none, some or all of his units.

➤ Exceptions: Non-phasing units that start the Non-Phasing Voluntary Fallback segment isolated [11.1] or that become isolated due to a friendly unit voluntary fallback must fall back to a non-isolated position [13.2; 13.3].

### 13.2 Emergency Fallback

Most emergency fallbacks are conducted during the opponent’s Maneuver segment or Advance segment.

➤ An emergency fallback also occurs when the removal of a remnant [5.5.1] or a Spent Entente division [5.3] causes a friendly unit to become isolated.

Non-phasing units (including units that already have a “Retreat” marker, Shocked units, Spent units and remnants) that become isolated [11.1] at any point during the **opponent’s** Maneuver or Advance segments due to the movement of a phasing unit must immediately interrupt that movement and conduct an emergency fallback.

➤ Any other non-phasing unit that becomes isolated due to a friendly unit emergency fallback must also conduct an emergency fallback.

HQs that are not stacked with a friendly combat unit and are contacted by an enemy unit that moves adjacent to them must conduct an emergency fallback.

Once the emergency fallback is executed, the interrupted phasing unit may resume movement with any remaining MPs.

### 13.3 Fallback Requirements

MPs and terrain cost are irrelevant to fallback movement.

Fallbacks may be of **any length** (exception: HQs not stacked with a friendly combat unit must fall back at least **3 hexes**) as long as the following conditions are met:

- A fallback must conform to the unit’s retreat direction [13.4], except for the final hex of the fallback, which can be adjacent to the retreat direction.
- Units conducting fallback may never enter an enemy-occupied hex.
- Units conducting fallback may **never move closer** (in hexes) to the enemy map edge.
- Units may never end their fallback adjacent to an enemy unit or in a hex where they would be isolated [11.1].

Units forced to conduct a mandatory fallback but unable to do so are eliminated, including remnants.

A unit conducting a fallback **may enter enemy ZOCs and TZs**, and suffers no adverse effect for doing so.

Units stacked together may fall back to different hexes.

## Rules of Play

Units that fall back receive a “Retreat” marker, if they were not marked with one already. This includes HQs, which are also flipped to their “Artillery unavailable” side.

Units with a “Retreat” marker may still conduct an unlimited number of subsequent fallbacks, but they incur additional disruption each time they do so [13.5].

### 13.4 Retreat Direction



The retreat direction provides the general direction of combat-mandated retreats [16.5] and fallbacks.

- Retreats [16.5.2] and fallbacks are executed exactly in the same way [see Combat Procedure & Supply/Fallback sheet].

#### Entente Retreat Direction

The retreat direction of an Entente unit is defined as:

- the **shortest path** (in hexes; choose if two paths are equivalent) from the unit to the friendly map edge that enters the smallest possible number of enemy ZOCs (including zero).

#### German Retreat Direction

The retreat direction of a German unit is defined as:

- a **straight West-East line** traced back to the eastern map edge (exception: the line may not cross the Aisne River and follows its course instead); **or**
- if a German unit is within **4 hexes** of a Soissons perimeter hex, the **shortest path** from the unit to a Soissons perimeter hex, provided it enters the **smallest possible number of enemy ZOCs** (including zero).

When the unit is within 4 hexes of a Soissons perimeter hex, the German player may freely choose to trace a retreat direction towards the friendly map edge or the Soissons perimeter hex, regardless of which one is closest.

- Although a German unit must be within 4 hexes to retreat towards Soissons, the presence of enemy ZOCs may force the unit to trace to a hex further than 4 hexes away.

A German unit retreating towards the closest Soissons perimeter hex may retreat beyond that hex along the same direction (and must do so if the Soissons perimeter hex is in an enemy ZOC).



**Example:** German unit X is isolated and must conduct a fallback. It must determine its retreat direction(s). In addition to tracing a straight line to the map edge (in orange), it may also trace to a Soissons perimeter hex because it is within 4 hexes of one such hex (0812). It may not trace a straight 4-hex path to 0812 because it would not enter the smallest possible number of ZOCs (in this case, one). The shortest (equidistant) paths entering a single ZOC are 5 hexes long (one example of path shown here in yellow; another path, not shown, runs through hex 1113 toward perimeter hexes 0914 and 1014).

Unit X may end its fallback in any hex along the retreat direction(s) or adjacent to it, as long as it does not end adjacent to an enemy ZOC.

### 13.5 Fallback Effects

There is no limit to the number of times a unit may fall back during a turn, but every time a combat unit **with a “Retreat” marker** does so it must increase its disruption by **one** additional level.

- A HQ on its “Artillery available” side must flip to its “Artillery unavailable” side when it conducts a fallback.

If a division with a tank group falls back 1 hex, the tank group is reduced (or eliminated if already reduced). If the division falls back more than 1 hex, it is eliminated.

## 14 German Division Breakdown

German divisions can be broken down into their divisional regiments anytime they execute any form of movement (maneuver, retreat, advance or fallback), even if they are not full strength. Division strength must be 4 SP or more in order to be broken down.

The division must be broken down into **two or three** of its divisional regiments, whose strength total is equal to that of the division breaking down. Regiment strength must be 3 SP or 2 SP (place a -1 SP loss marker). Division breakdown may never generate remnants.

**Example:** A reduced 6 SP division may be broken down into two 3 SP regiments or three 2 SP regiments.

➤ The **combativeness rating** of German regiments is one lower than that of their consolidated parent division.

## 15 Artillery



Artillery and air units are not represented physically on the map. Each player receives artillery points (AP) that represent the artillery assets and air power available for each army and corps.

➤ The role of aviation at this scale was largely confined to air support and is thus assimilated to artillery.

There are four types of artillery:

- corps medium artillery (attached to HQs);
- army medium artillery;
- army heavy artillery;
- air support.

Each AP delivers the same amount of firepower, regardless of the type of artillery. The effect is represented by the same generic “Bombardment” marker. Artillery types differ in their restrictions of use only.

➤ A heavy artillery AP simply involves fewer guns, but more powerful, than a medium artillery AP.

Up to **3 corps and/or army APs** and **1 air support AP** may be combined to bombard one single hex. Place the “Bombardment” marker of the appropriate intensity (represented by the number on the marker) on the target hex, subtract the corresponding number of army and air support APs on the Army Artillery Missions Track and flip the HQ providing corps artillery, if any, to its “Artillery unavailable” side.

➤ Corps medium APs are not recorded on Army Artillery Missions Tracks [15.2.1].

The bombardment is resolved with one single die roll on the BRT [15.5]. One particular hex cannot be bombarded twice during the same segment.

Once a bombardment is resolved, immediately remove its marker from the map.

### 15.1 Army Artillery Missions Tracks

The Entente and German Army Artillery Missions Tracks record the number of army and air support APs currently available for each side.

Medium artillery, heavy artillery and air support have their own marker and are recorded separately.

The use of HQ organic corps medium artillery is not recorded on Army Artillery Missions Tracks [15.2.1].

### 15.2 APs Allotments

#### 15.2.1 Corps Medium Artillery

Each HQ has one in-built (organic) corps medium AP.

When the corps medium AP is available, the HQ counter shows its “Artillery available” side (the one with a gun silhouette). When the HQ uses its corps AP, or for some other reason the AP may no longer be used, the owning player flips the HQ counter to its “Artillery unavailable” side.

At the beginning of each AM and night turn (not PM turn) [steps A and J], all HQ counters are flipped back to their “Artillery available” side.

#### 15.2.2 Army Artillery and Air Support

At the beginning of each AM Mutual Artillery Availability phase [step A], each player checks on the Turn Track the total number of army heavy APs, army medium APs and air support APs available over both daytime turns. For each such AP, they roll one die:

- on a result of **1 to 4**, the AP is already available during the AM turn;
- on a result of **5 or 6**, it is only available during the PM turn.

# Rules of Play

Place the markers on their corresponding AM or PM/N side (“N” stands for “night”) on the Army Artillery Missions Track to keep track of how many APs are available and when.

➤ Corps artillery APs are always available for the AM turn.

At the beginning of each PM turn, unused army and air support APs left over from the AM turn are added to the APs available during the PM turn. Unused APs at the end of the PM turn are lost.

At the beginning of each Night Mutual Artillery Availability phase [step J], each player receives the number of APs indicated on the Turn Track. Night APs may only be used during the current night turn. Unused APs at the end of the night turn 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 one or the other, but not both. Night turns are 12 hours long, so each AP can be used once per night turn.

## 15.3 Artillery Restrictions

### 15.3.1 Range from HQ

Corps medium artillery may only be used to bombard hexes within **5 hexes** of the artillery’s parent HQ.

➤ A hex bombarded by the organic artillery of a HQ may be subsequently attacked by units subordinated to other HQs.

Army medium artillery may only be used to bombard hexes within **5 hexes** of any friendly HQ.

Army heavy artillery is not restricted and may be used to bombard **any hex** on the map.

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

➤ Air support differs from heavy artillery in that it will never be available at night and that, unlike other artillery types, it does not suffer from a DRM penalty (when used alone) for not having a friendly unit adjacent to the target hex [15.5].

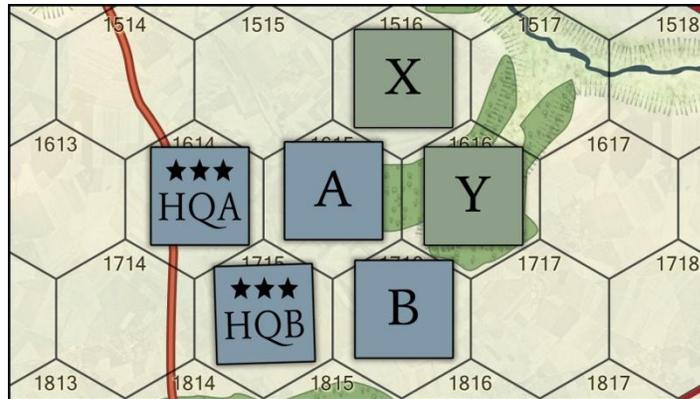
### 15.3.2 Corps Subordination

The closest friendly unit to a hex targeted by a **corps AP** must be subordinated to that same corps. If there is more than one unit equally close to the targeted hex, at least one of them must be subordinated to the bombarding corps.

➤ Remnants are not subordinated to any HQ.

### 15.3.3 Observation

Corps and army artillery bombardments are resolved with a **-1 DRM** on the BRT [15.5] if there is no friendly combat unit (division, regiment or remnant) adjacent to the target hex. Air support APs do not suffer from this DRM penalty when used alone.



*Example:* Unit A is subordinated to corps HQ A, unit B to corps HQ B. The corps artillery of HQ A may bombard targets X or Y. The corps artillery of HQ B may bombard target Y, but not target X because unit A (subordinated to another HQ) is closer to target X than unit B.

## 15.4 Bombardment Segments

### 15.4.1 Daytime Bombardments

#### Phasing Player Bombardment

Each player daytime Operations phase (AM and PM) comprises two Bombardment Declaration segments:

- Bombardments declared during the First Bombardment Declaration segment [step B.3] are resolved during the Assault segment (with an automatic **+1 DRM** for being targeted at a hex adjacent to a friendly “Prepare” marker [15.5]) as part of each assault resolution process or, if no assault was conducted against the target hex, at the end of that segment.
- Bombardments declared during the Second Bombardment Declaration segment [step B.8] are resolved during the Low Intensity/Improvised Attack segment as part of each attack resolution process or, if no attack was conducted against the target hex, at the end of that segment.

➤ On daytime turns, some APs may be available for the PM turn only [15.2.2].

**Non-Phasing Player Bombardment**

During the opponent’s AM and PM Operations phases, bombardment can be conducted by the non-phasing player in the form of a defensive artillery barrage during the opponent’s Assault segment (with an automatic **+1 DRM** for being targeted at a hex adjacent to a friendly “Prepare” marker [15.5]) and Low Intensity/Improvised Attack segment.

➤ Unless Shocked, Spent or reduced to remnants, units targeted by a defensive artillery barrage that become disrupted retain their “Prepare” or “LowInt/Improv-Attack” marker and their ability to attack.



**15.4.2 Nighttime Bombardments**

The night turn comprises one Mutual Bombardment phase [step K], in which the Entente player, then the German player, place “Bombardment” markers.

After the markers have been placed, all bombardments are resolved (in no particular order).

**15.5 Bombardment Resolution**

Artillery bombardment against a hex is resolved by rolling a die on the BRT, displayed on the **Combat & Bombardment Tables** sheet. The die-roll result is cross-referenced with the column corresponding to the total number of APs used against that hex, subject to any applicable DRM listed on the Bombardment DRM Table. All DRMs are cumulative.

**Bombardment DRM Table**

Firing into a hex adjacent to a friendly “Prepare” marker during Assault segment (including defensive artillery barrages)	<b>+1</b>
Target hex contains a city/town or ravine (or both)	<b>-1</b>
Target hex not adjacent to friendly combat unit <sup>1</sup> (except air support AP attacking <u>alone</u> )	<b>-1</b>
Firing during a night turn	<b>-1</b>

1. Division, regiment or remnant.

**15.6 Bombardment Effects**

Bombardment can inflict disruption and losses to the targeted units:

- Disruption results affect all units (including remnants) in the target hex.
- A 1-loss result is allocated freely by the defender among the non-remnant infantry units present.
- If there are no non-remnant units in the targeted hex, a 1-loss result is converted into one additional level of disruption for all remnants in the hex.

➤ Converting a bombardment loss into a retreat is not allowed.

Bombardment never affects tank groups.

Apply the BRT results the following way:

- d** Increase the disruption of all units present in the target hex by **one level**, but not higher than Disorganized.
- D** Increase the disruption of all units present in the target hex by **one level**, but not lower than Disorganized.
- (D)** Only during Night Operations phase: same as “D” above.
- 1D** Increase the disruption of all defending units by **one level**, but not lower than Disorganized. Then, inflict **1 loss** to a non-remnant unit present in the target hex, at the defender’s discretion. If there are only remnants remaining in the hex, the loss is converted into **one** additional level of disruption for all those remnants.

**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.

**16 Combat**

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

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

Each combat consists of one of the two following configurations:

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

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

# Rules of Play

All enemy units in the attacking units' ZOC must be attacked during the Assault or Low Intensity/Improvised Attack segment [16.1].

➤ Unlike in most wargames, a single attacking unit may—and sometimes must [16.1]—attack into multiple hexes.

A unit may attack once in the Assault segment and once in the Low Intensity/Improvised Attack segment, and may attack in both segments of the same turn, provided it acquired the corresponding attack order markers [12.2.2].

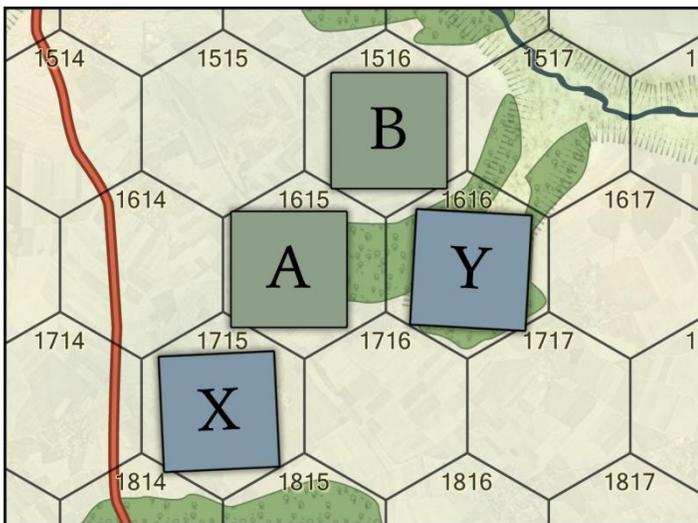
Units stacked in the same hex do not have to attack together: some units may choose to attack a different hex, as part of a different combat, or choose not to attack at all.

Each defending unit can only be attacked once per Assault segment and once per Low Intensity/Improvised Attack segment. Defending units stacked in the same hex must be attacked together as part of the same attack.

## 16.1 ZOC Effects on Combat

When a unit attacks an enemy-occupied hex (assault or low intensity/improvised attack), all enemy units in the attacking unit's ZOC must:

- have been attacked by other phasing units during the current combat segment, **or**
- be attacked by other phasing units in a subsequent combat during the current combat segment, **or**
- be attacked simultaneously by the attacking unit.



**Example:** Unit Y may attack unit B alone only if unit A has already been attacked, or will be attacked subsequently, by unit X. If unit X does not attack, unit Y would have to attack units A and B simultaneously.

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

## 16.2 Types of Combat

There are two types of combat:

- **Assaults** are resolved on the Assault Resolution Table and take place during the Assault segment of each daytime Operations phase [steps B.4 and E.4].
- **Low intensity/improvised attacks** are resolved on the Low Intensity/Improvised Attack Resolution Table and take place during the Low Intensity/Improvised Attack segment of each daytime Operations phase [steps B.9 and E.9].

The Assault Resolution Table is more favorable to the attacker than the Low Intensity/Improvised Attack Resolution Table, but it is also more lethal for both sides.

➤ Those tables are displayed on the **Combat & Bombardment Tables** sheet.

## 16.3 Attack Eligibility

Only units of the phasing player with a “Prepare” marker may initiate combat during their Assault segment.

Only units of the phasing player with a “LowInt/Improv-Attack” marker may initiate combat during their Low Intensity/Improvised Attack segment.

In addition, attackers must comply with command and disruption status restrictions [16.4.5].

Units with a “Retreat” marker, Shocked units, Spent units and remnants may never attack.

## 16.4 Combat Procedure

The combat procedure applies to assaults and low intensity/improvised attacks [12.2.2; see also Combat Procedure & Supply/Fallback sheet].

➤ Resolve each attack (including bombardment and retreat) before resolving the next one.

### 16.4.1 Bombardments

All defensive artillery barrages, if any, are resolved first [15.4.1], and defensive “Bombardment” markers removed, before the resolution of the first assault or low intensity/improvised attack.

Once a particular attack has been declared against one or more hexes and all attacking units have been designated, if there is a “Bombardment” marker on a defender's hex, resolve the bombardment [15.5] and remove the marker.

➤ Once the phasing bombardment is resolved, the attacker must carry through the attack with all designated attacking units (if still eligible) against all designated defender's hexes, regardless of the outcome of the bombardment.

### 16.4.2 Lead Attacker

The attacker must select one single unit to lead the attack. That unit must be one of the in-command attacking units, if any, and determines which HQ will coordinate the attack [16.4.3].

The attacker will use the combativeness DRM and the disruption status DRM of the lead unit (only) [16.4.7].

➤ Tank combat DRM is applied regardless of whether the tank group is attached to the lead attacker.

The lead attacker must suffer the first loss called for by the CRT [16.4.11].

### 16.4.3 Coordinating HQ

The coordinating HQ of the attack is the HQ the lead attacker is subordinated to. Only units subordinated to that HQ and in command will be able to attack at full strength [see Attacker Combat Readiness Table].

HQ subordination or command status has no effect on the defender’s combat effectiveness.

### 16.4.4 Lead Defender

The defender must also select a lead unit. A remnant may never be selected as a lead defender if non-remnant units are defending as well.

The lead defender will apply its combativeness DRM and its disruption status DRM to the combat die roll, and the terrain it occupies will determine the terrain DRM [see Terrain Effects Chart]. If the attacker attacks into two or more hexes, only the terrain occupied by the lead defender (including stream hexsides) is taken into consideration.

If the lead defender occupies a ravine, tanks may not apply their DRM to the attack.

The lead defender must suffer the first loss called for by the CRT.

### 16.4.5 Combat Strength

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

The combat strength of each remnant (only defensive) is always 1.

#### Attacking Units

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

- The attacking unit is subordinated to the HQ coordinating the attack.
- The attacking unit is in command.
- The attacking unit is in Good Order.

The Attacker Combat Readiness Table indicates disruption and command effects on a unit’s combat readiness:

- If the attacking unit is in command and subordinated to the HQ coordinating the attack, but is Reforming or Disorganized, its combat strength is halved (rounded down).
- If the attacking unit is in Good Order and in command, but not subordinated to the HQ coordinating the attack, its combat strength is halved (rounded down).
- If the attacking unit is in Good Order and subordinated to the HQ coordinating the attack, but out of command, its combat strength is halved (rounded down).
- If a unit is out of command and not subordinated to the HQ coordinating the attack, that unit may not attack, regardless of its disruption status.

**Attacker Combat Readiness Table**

	Good Order	Reforming/Disorganized	Shocked
<b>Subordinated</b> to the coordinating HQ and <b>in command</b> <sup>1</sup>	Full strength	Half strength ↓	No attack
<b>Subordinated</b> to the coordinating HQ and <b>out of command</b>	Half strength ↓	No attack	No attack
<b>Not subordinated</b> to the coordinating HQ and <b>in command</b> <sup>1</sup>	Half strength ↓	No attack	No attack
<b>Not subordinated</b> to the coordinating HQ and <b>out of command</b>	No attack	No attack	No attack

1. Within 4 hexes along a valid path [8.2].

↓ Rounded down.

#### Defending Units

Units always use their full current strength when defending, regardless of command and disruption status.

Terrain gives the defender a bonus DRM; disruption translates into a penalizing DRM [16.4.7].

### 16.4.6 Combat Odds

The strength of all attacking units and the strength of all defending units for one single combat are added to determine the combat odds on the CRT, displayed on the **Combat & Bombardment Tables** sheet. Odds are always rounded off in favor of the defender.

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

Assaults at odds lower than 1-1 and low intensity/improvised attacks at odds lower than 3-2 are resolved on the leftmost column. Both types of attacks at odds higher than 6-1 are resolved on the rightmost column.

# Rules of Play

## 16.4.7 Total DRMs

The Combat DRM Table lists the DRMs affecting the combat die roll.

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

➤ Tank groups may not apply their DRM to an attack into a ravine hex, regardless of road presence [5.4.1], but the division they are attached to is not restricted.

**Combat DRM Table**

Attacker DRMs	
Lead attacker's combativeness <sup>1</sup>	+X
Per tank group (full strength/reduced strength) if not attacking into woods	+2/+1
Per tank group attacking into woods (any strength)	+1
Defender DRMs	
Lead defender's combativeness <sup>1</sup>	-X
Defending in woods <sup>2</sup>	-1
Defending behind a stream hexside <sup>3</sup> or in village or ravine (maximum -2)	-2
Lead defender is Reforming or Disorganized	+1
Lead defender is Shocked	+2
Lead defender: per additional shock level beyond the first	+1

1. Number of stars on the counter.
2. Unless the lead attacker is attacking across a stream.
3. If the lead attacker is attacking across a stream (regardless of the presence of a road).

## 16.4.8 Combat Resolution

1. Roll a single die and apply the final DRM. Cross-reference the die-roll result with the appropriate odds column on the CRT.
2. Apply CRT-mandated disruption [16.4.9] to both sides, including aggravated disruption [16.4.10].
3. Apply CRT-mandated losses [16.4.11] to both sides.
  - On a "X" result, the attacker chooses between X = 1 loss or X = 2 losses, subject to the modifications below.
  - Attacker's losses are reduced by **one** if all defending units are remnants [16.4.11].
  - Attacker and defender losses are increased by **one** if attacker strength is **12** or more and defender strength is **6** or more [16.4.11].
  - Defender's losses are reduced by **one** if he chooses to convert one loss into an additional 1-hex retreat [16.5.3].

- The attacker chooses the distribution of losses on the attacking units, the defender chooses for the defending units, both complying with loss application priorities [16.4.11].

4. Execute retreat [16.5], if any, and increase disruption by **one level** for all retreating combat units that already have a "Retreat" marker [16.5.4].

Apply all disruption and loss results, and execute all retreats from one combat before resolving the next combat.



## 16.4.9 Disruption

A "d" next to the attacker or defender loss number on the CRT indicates that all attacking or defending units, respectively, increase their disruption by **one level**, but not higher than Disorganized.

➤ Units that are already Disorganized or Shocked are unaffected by "d" results.

A "D" next to the attacker or defender loss number on the CRT indicates that all attacking or defending units, respectively, increase their disruption by **one level**, but not lower than Disorganized.

➤ Good Order units affected by "D" result are immediately Disorganized.

## 16.4.10 Aggravated Disruption

Whenever the attacking player rolls a natural "1" on the CRT, regardless of modifiers and final result, the lead attacker suffers an aggravated disruption result:

- If the CRT does not call for any attacker disruption, apply a "d" result to the lead attacker.
- If the CRT calls for a "d" result, apply a "D" result to the lead attacker.
- If the CRT calls for a "D" result, the lead attacker suffers no additional adverse effect.

**Example:** A force launches an assault at 2-1 odds, with a +2 DRM. The die roll is a natural "1", modified to 3. The CRT indicates a "1d/1" result, but a "D" result is applied to the lead attacker because of the natural "1". Distribution of losses is unaffected.

➤ Entente units are immune to the effects of aggravated disruption during the Assault and Low Intensity/Improvised Attack segments of July 18 AM turn [4.1].

## 16.4.11 Losses

➤ Disruption results [16.4.9; 16.4.10] are implemented before loss results.

### Attacker's Losses

The number left of the slash on the CRT indicates the losses suffered by the attacker:

- This number is **reduced by one** if all defenders in a combat are remnants. Disruption results are not affected.
- 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** loss or **X = 2** losses, subject to the above modifications.

**Examples:** 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 losses.

In an attack against only remnants, a X/X result would allow the attacker to choose either a 0/1 or a 1/2 losses.

### Defender's Losses

The number right of the slash on the CRT 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 modification.

### Loss Application Priorities

The first loss of any combat result must be applied to the lead attacker/defender. The remaining losses, if any, are applied in priority to non-remnant units.

A non-remnant unit cannot be selected to sustain two losses before all other non-remnant units have sustained one. Apart from that, losses are distributed by the owning player as he sees fit among non-remnant units, then among the remaining remnant units if applicable.

### Remnant Creation

A German unit reduced to 1 SP is immediately replaced by a generic remnant counter. A Shocked unit that is reduced is replaced by a Shocked remnant (with the same number of shock levels); other units are replaced with Disorganized remnants.

**Examples:** A Good Order, full-strength (3 SP) German regiment suffers a 2D result (and does not convert one loss into an additional 1-hex retreat). The regiment is Disorganized and is replaced by a Disorganized remnant.

A Disorganized full-strength regiment suffering a 2D result would become Shocked and be replaced by a Shocked remnant.

### Losses Applied to Remnants

If only remnants were defending or all defending units have been reduced to remnants, losses (or remaining losses) are applied to remnants. Remnants cannot be destroyed by combat and automatically convert each loss result into an additional 1-hex retreat: for each such canceled loss, increase the CRT retreat number by one.

**Example:** A German regiment with 2 remaining SPs 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. Because only remnants remain in the defender's hex, the second loss is converted into a retreat and the retreat number is increased from 0 to 1, so both remnants retreat 1 hex. Note that if the German player had chosen to convert one CRT-mandated loss into an additional 1-hex retreat [16.5.3], the result would have been the same.

## 16.5 Combat-Mandated Retreat

The superscript on the right of any combat result on the Assault Resolution Table indicates a mandatory retreat for the defender to be applied only during July 18 AM Entente Assault segment (the first turn of the game [4.1]). The CRTs does not call for mandatory retreat on subsequent turns, but after each combat (assault or low intensity/improvised attack) the defender may convert a maximum of one loss into an additional 1-hex retreat [16.5.3], which is equated to a mandatory retreat of 1.

In addition, defending units may choose to retreat after any combat even if the CRT indicates no retreat number.

➤ No retreat is allowed after a bombardment.

If the CRT calls for a retreat or if the defender chooses to retreat, as a result of loss conversion or not, all units in the defender's hex (including HQs) must retreat, but not necessarily together, along the same path and to the same final hex, provided all retreat conditions are fulfilled in each case [16.5.1].

There is **no maximum length** for a retreat. Each retreating unit is free to retreat further than the mandatory minimum distance, including when the unit is not required to retreat at all. However the distance (in hexes) between all attackers and each final retreat hex must be equal or superior to the retreat number given by the CRT plus any loss conversion into an additional 1-hex retreat.

➤ If a division with a tank group retreats 1 hex, the tank group is reduced (or eliminated if already reduced). If the division retreats more than 1 hex, it is eliminated [5.4].

## Rules of Play

### 16.5.1 Retreat Requirements

MPs and terrain cost are irrelevant to retreat movement.

The following restrictions apply to retreats:

- A retreat must conform to the unit's retreat direction [16.5.2], except for the final hex of the retreat, which can be adjacent to the retreat direction.
- Retreating units may not enter an enemy-occupied hex.
- Retreating units may **never move closer** (in hexes) to the enemy map edge.
- Units may never end their retreat adjacent to an enemy unit or in a hex where they would be isolated [11.1].

Retreating units that are unable to comply with retreat restrictions are eliminated, including remnants.

A retreating unit **may enter enemy ZOCs and TZs**, and suffers no adverse effect for doing so.

Units that retreat receive a "Retreat" marker, if they were not marked with one already. This includes HQs, which are also flipped to their "Artillery unavailable" side.

Combat units that retreat and already have a "Retreat" marker increase their disruption by **one** additional level [16.5.4].

### 16.5.2 Retreat Direction

The retreat direction provides the general direction of combat-mandated retreats and fallbacks [13].

➤ Retreats and fallbacks [13.4] are executed exactly in the same way [see Combat Procedure & Supply/Fallback sheet].

#### Entente Retreat Direction

The retreat direction of an Entente unit is defined as:

- the **shortest path** (in hexes; choose if two paths are equivalent) from the unit to the friendly map edge that enters the smallest possible number of enemy ZOCs (including zero).

#### German Retreat Directions

The retreat directions of a German unit are defined as:

- a **straight West-East line** traced back to the eastern map edge (exception: the line may not cross the Aisne River and follows its course instead);
- if a German unit is within **4 hexes** of a Soissons perimeter hex, the **shortest path** from the unit to a Soissons perimeter hex, provided it enters the **smallest possible number of enemy ZOCs** (including zero).

When the unit is within 4 hexes of a Soissons perimeter hex, the German player may freely choose to trace a retreat direction towards the friendly map edge or the Soissons perimeter hex, regardless of which one is closest.

➤ Although a German unit must be within 4 hexes to retreat towards Soissons, the presence of enemy ZOCs may force the unit to trace to a hex further than 4 hexes away.

A German unit retreating towards the closest Soissons perimeter hex may retreat beyond that hex along the same direction (and must do so if the Soissons perimeter hex is in an enemy ZOC).



*Example:* German unit X was attacked by enemy unit A and chooses to retreat (the defender may choose to retreat regardless of the combat outcome). It may retreat an unlimited number of hexes along its retreat direction(s). In addition to tracing to the friendly map edge, it may also trace to a Soissons perimeter hex because it is within 4 hexes of such hex.

While the retreat direction towards the friendly map edge is traced in a straight line, regardless of enemy ZOCs, if the unit chooses to retreat towards Soissons, that retreat direction must follow the shortest path that enters the smallest possible number of enemy ZOCs, which is zero (so retreating to 0813 is not allowed). It may end its retreat anywhere along one of these retreat directions or adjacent to it, as long as it does not end adjacent to an enemy unit.

### 16.5.3 Voluntary Loss Conversion

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

Remnants always convert all losses called for by the CRT into additional retreat.

➤ A defender may always retreat an unlimited number of hexes, as long as it retreats at least a number of hexes equal to the mandatory retreat number.

Retreating due to loss conversion is still considered a retreat for all purposes: combat units receive a “Retreat” marker, if not marked with one already, and increase their disruption by **one** additional level if they already have a “Retreat” marker [16.5.4].

➤ Converting a bombardment loss into a retreat is not allowed [15.6].

## 16.5.4 Disruption Resulting From Retreat

If a combat unit with a “Retreat” marker retreats again, it increases its disruption by **one level**, in addition to any disruption result imposed by the CRT.

There is no limit to the number of times a unit may retreat during a turn, but every time a combat unit with a “Retreat” marker does so it must increase its disruption level by **one** additional level.

➤ A HQ on its “Artillery available” side must flip to its “Artillery unavailable” side when it conducts a retreat.

## 16.6 Advance

Units with a “LowInt/ImprovAttack” marker that are **not in an enemy ZOC** may conduct a **1-hex** advance into the hex their marker is pointing at or into a hex adjacent to that hex. They lose their “LowInt/ImprovAttack” marker.

Units with a “Prepare” marker that are **not in an enemy ZOC** may conduct a **1-hex** advance in any direction. They retain their “Prepare” marker after advancing.

➤ Non-phasing units wishing to avoid being attacked by an enemy unit with a “LowInt/ImprovAttack” marker only need to withdraw 1 hex. To avoid being attacked by an enemy with a “Prepare” marker, they will have to break contact by withdrawing at least 2 hexes, because the attacker does not lose the marker when advancing.

➤ Tanks may not enter ravine hexes, unless by following a road.

A unit may never advance into a hex that would place that unit in an isolated position [11.1], unless by doing so it **triggers an enemy emergency fallback** [13.2; 13.3] that results in the phasing unit no longer being isolated.

A unit may not advance if that advance would cause a friendly unit to become isolated.

If an advance causes an enemy unit to become isolated, that unit must conduct an emergency fallback [13.2; 13.3].

## 17 Reinforcements

Reinforcements are new units that enter play for the first time. They enter on the game turn indicated on the Reinforcement Schedule on the map. Reinforcements do not pay MPs to occupy the hexes they are placed in when they enter play. They may exceptionally disregard normal stacking limits and all stack in the same entry hex.

### 17.1 Placement

Reinforcements of each side are placed on the map at the beginning of the AM Operations phase [step B.1]:

- Entente infantry reinforcements are placed in any hex adjacent to the western map edge.
- Tank groups are placed in the Entente Tank Assets box.
- German reinforcements arrive as single-counter divisions and are placed in any hex adjacent to the eastern map edge.

➤ A letter is displayed on the counters of the German reinforcements to facilitate identifying which units belong to which division.

### 17.2 Corps Subordination

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

German reinforcements must be assigned to a HQ when first placed on the map during German Reinforcements segment. The player chooses the corps each division is subordinated to by placing the corresponding marker in the German Reinforcements Corps Subordination box.

### 17.3 Column Movement

Reinforcements operate normally once placed on the map, but they may use column movement on their turn of arrival (only). Reinforcements may use column movement only if they start their movement on a road hex (that is, if the hex adjacent to the friendly map edge they are placed in contains a road).

Reinforcement units using column movement expend  $\frac{1}{2}$  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 **2 hexes** of an enemy unit.

Reinforcement units are free to leave the road at any time, or move within 2 hexes of an enemy unit, but they apply normal MP costs to do so. Once they leave the road, they may no longer benefit from the column movement rate, even if they subsequently move back into a road hex.

