

COUNTER-ATTACK: THE BATTLE OF ARRAS 1940

Rules of Play

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COUNTER-ATTACK: THE BATTLE OF ARRAS, 1940

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all of the titles and subtitles.

Set up the game and play a trial game against yourself. During this trial game try referring to the rules only when you have a question and remember the numbering system it employs makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn how to play (short of having an experienced friend teach you).

Learning all of the rules, word for word, is not recommended—learning all the details of any game is an effort few can achieve. The rules have been written so as to be as comprehensive as possible but are not meant to be memorized. Gradually absorbing the rules in the process of playing is the best approach to mastering this game.

If any of the supplied parts are missing or damaged, write to:

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ATTN: COUNTER-ATTACK

Or email at: TakeAimDesigns@nycap.rr.com

Should you have any difficulty interpreting the rules you have several options. Go to the TAKE AIM DESIGNS and COUNTER-ATTACK: THE BATTLE OF ARRAS, 1940 discussion folders at the website www.consimworld.com and ask your question there. Or send an email to the electronic mail address above. A last option would be to send a letter by ground mail to the street address above. Questions sent by ground mail should include a self-addressed stamped envelope to receive a reply.

Regardless of how you forward your questions please phrase them so as to be answered with a simple “yes” or “no” or at most a single sentence. Questions about historical interpretations, design theory or design intent will be answered at the designer’s discretion.

“Choose your battles . . .”™

CREDITS

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1.0 INTRODUCTION

COUNTER-ATTACK: THE BATTLE OF ARRAS, 1940 is a two-player game simulating the British and French attack on mobile German elements near Arras, France, on May 21, 1940. One player controls the British and French forces, hereafter referred to as the Allied side and one player controls the Wehrmacht and SS forces, hereafter referred to as the German side.

In reading these rules, if any capitalized term or abbreviation confuses you, refer to the index and glossary at the end of this rulebook. The numerical references found therein and throughout these rules should be ignored during the first reading and used only later to refer to related sections for greater clarity.

2.0 COMPONENTS

COUNTER-ATTACK: THE BATTLE OF ARRAS, 1940 includes the following components:

- One 17” by 22” map
- One half sheet of 5/8” die-cut counters
- Cover/Player aid
- This rule booklet

2.1 Dice

Two six-sided dice are required to play *Counter-Attack: The Battle of Arras, 1940*. Dice are not included with the game. It will speed play if both players each have two dice. Throughout the rules “dr” signifies the roll of a single die, while “DR” signifies the sum of two dice rolled together.

3.0 THE MAP

The map sheet depicts the portion of northern France where the Arras counter-attack occurred. The scale is approximately 1.5 inches = 1 mile.

3.1 Map Areas and Zones

The map is divided into 30 numbered locations hereafter called Areas. Two Areas are Adjacent to each other if they share a common boundary thus enabling units to move directly from one to another. The map also contains Zones labeled “A” to “F”. Zones are considered the equivalent of Areas in every respect unless stated otherwise (see 14.0). All other rules pertaining to Areas apply equally to Zones.

3.1.1 Identifiers. Each Area or Zone on the map contains an Identifier divided into two halves. The top half contains a number for identification purposes (from 1 to 30).

3.1.2 Area TEM. The bottom half of each Identifier contains that Area’s Terrain Effects Modifier (TEM, from +1 to +3). This modifier is used in resolving attacks against units in that Area (9.4.3C, 10.4A).

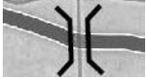
3.1.3 Boundaries. Areas are separated from each other by one of three types of boundary lines:



Black dotted line on a white background: open boundary.



Light blue line: natural water boundary.



Dark blue line: canal boundary. **Note:** a bridge symbol is also present in this illustration.

3.1.4 Operational Sectors. Areas initially under Allied control have blue identifiers. Areas initially under German control have gray identifiers (see 8.3.2). **Exception:** the Identifier of Area 20 is half blue and half gray. Area 20 begins the game under Allied control. German units may only operate within Areas with gray or half-gray identifiers.

3.2 Turn Track

The Turn Track is printed on the map and is used to note the game's current Turn. At the end of each Turn, advance the Advantage marker one space to the next sequential Turn on the Turn Track.

3.3 Impulse Track

The Impulse Track is printed on the map and is used to record the current Impulse of a Turn. The Impulse marker is placed in the space corresponding to the current Impulse.

3.4 Victory Point Track

The Victory Point Track is printed on the map and is used to record the number of Victory Points (VP) Controlled by the Allied player.

3.5 Marker Holding Boxes

The map contains boxes to hold each side's Air Bombardment and Reroll markers.

3.6 Eliminated Units Box

This box holds units that were selected for loss during Combat Resolution (9.0) and which are eligible to return to play during the Reorganization Phase (12.0).

4.0 PLAYING PIECES

Included with the game are die-cut playing pieces called units, representing the various military formations that fought in the campaign, as well as markers that assist in game play. See the back of the cover art for descriptions of each of the playing pieces.

5.0 PREPARE FOR PLAY

5.1 Game Length

The game is seven turns long. Each Turn represents one hour of time on May 21, 1940, with Turn 1 beginning at 14:00 (2:00pm).

5.1.1 Choosing Sides. Each player should secretly record which side they wish to play: Allied or German. If opposite sides are chosen play begins immediately. If, however, both players wish to play the same side they should bid (17.1) to play the preferred side.

5.2 Marker Placement



The Advantage marker is also the game's Turn marker. Place the Advantage marker in the Turn 1 space on the Turn Track, "Allied" side facing up.



Place the "x1" and "x10" Victory Point markers in the "0" space of the Victory Point Track.



Place the Impulse marker in the "1" space on the Impulse Track, "Allied" side face up.



Place an Allied control marker in Areas 20 through 30. **Note:** Zones D, E, and F may never be entered by the German player (even when using Optional Rule 18.3) so no control marker need be placed in them. Treat other Areas without a control marker as German-Controlled. Initially these are all the Areas with a gray Identifier, i.e. Areas 1 through 19. The "German" sides of the control markers are only relevant if using Optional Rule 18.3, "Rommel Turns North."



Each side has one Reroll marker which may be used to reroll a combat result (13.4). Each Reroll marker should be placed in its matching holding box printed on the map.

Both players have holding boxes for their optional Air Bombardment markers. These markers are needed only if using Optional Rule 18.6.

5.3 Unit Setup

All units begin play Fresh side face up. Units with a mandatory set up location (see below) are placed on the map prior to placing other units. Each player now places one group of units of their choice on the map and then their opponent must place one group of their choice. The Allied player places first, followed by the German player. Each group must set up within a single Area. Placement of groups should continue in this alternating fashion until both players have run out of units to set up. Only one group per Area is allowed.

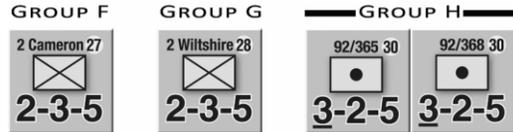
5.3.1 Allied Setup. Allied groups may be placed in Areas 20, 21, 22, 23, 24, 26, 27, 28, 29, 30, and Zone E. Allied Group D (only) may set up in Area 25 (Arras) if the Allied player wishes.

Allied Group (May Be Selected in Any Order):

GROUP A						
7RT/A 22 6-7-5	7RT/B 22 5-6-5	7RT/C 22 5-6-5	8 Durham 22 2-3-5	4 RNF/1 22 2-3-5	260/65 22 AT *-4-5	151/A 22 AT *-2-5

GROUP B						
4RT/A 23 6-7-5	4RT/B 23 5-6-5	6 Durham 23 2-3-5	206/52 23 AT *-4-5	4 RNF/2 23 2-3-5	151/B 23 AT *-2-5	XX 23 Martel FF *-1-6

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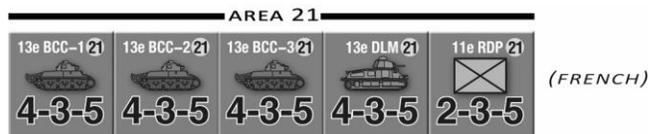
Note: Allied Group A may temporarily violate stacking limits (7.1) during initial setup. The moment any one of these units exits the initial setup Area stacking rules apply for the rest of the game.



The setup in Area 25 is mandatory. **Design Note:** Petre Force was the Allied garrison in Arras. It was a scratch force made up of units from different divisions as well as some GHQ troops.



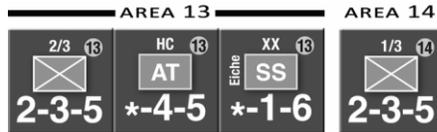
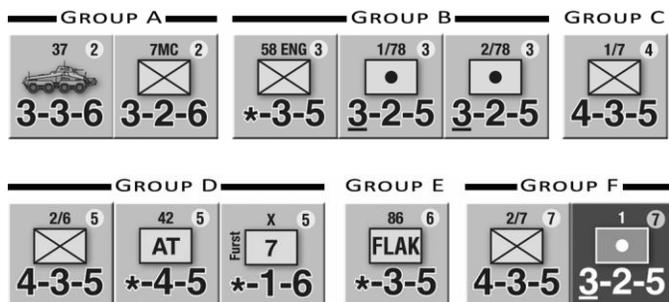
The setup in Zone E is mandatory and, in addition, the unit may not be activated by the Allied player until the unit is released. See 15.1.



The setup in Area 21 is mandatory and, in addition, the units may not be activated by the Allied player until the units are released. See 15.2.

5.3.2 German Setup. German units may be placed in Areas 1 through 19 and Zone A.

German Group (May Be Selected in Any Order):



The setup in Areas 8, 13, and 14 is mandatory. The setup in Area 19 is mandatory and, in addition, the units may not be activated by the German player until the units are released. See 15.3.

5.3.3 Historical Setup. Players wishing to use historical unit locations at the start of the battle should utilize Optional Rule 18.1.

6.0 SEQUENCE OF PLAY

Each Turn represents one hour of combat and comprises four Phases and a variable number of “mini-turns” or Impulses. The sequence of play is conducted in the following order: Momentum Phase, Combat Phase, Reorganization Phase, and End Phase.

6.1 Momentum Phase

Players roll to release units in certain Areas (see 15.1, 15.2, and 15.3). Players then determine which side begins the Turn with Momentum, and set the Impulse marker accordingly. The player with Momentum is considered the Attacker and, thus, conducts the first Impulse of the Combat Phase (6.2).

6.1.1 Determining Momentum. On Turns 1 and 2 the Allied player automatically begins the Turn as the side with Momentum.

On Turn 3, Turn 4, and Turn 5 the player beginning the Turn with Momentum is determined by having each player make a dr. High roll wins the starting Momentum for the Turn. If, after modification, the die rolls result in a tie, the German player begins the Turn with Momentum. Area 9 (Wailly) and Area 5 (Beaurains) are marked with a white star. For each of these Areas that the Allied side currently controls add a +1 Die Roll Modifier to the Allied Momentum dr. Area 20 (Frevin) is marked with a black star. If Area 20 is not Controlled by the Allied side, subtract a -2 Die Roll Modifier from the Allied Momentum dr.

On Turns 6 and 7 the German player automatically begins the Turn as the side with Momentum.

The Impulse marker should be flipped, if necessary, so that the side that has won Momentum is facing up. The Advantage marker on the Turn Track should also be flipped, if necessary, so that the side facing up matches the side beginning that Turn with Momentum.

6.1.2 German Movement Bonus. When the German player wins Momentum during the Momentum Phase (and automatically on Turns 6-7) German units with 5 Movement Factors receive a +1 Movement Factor Bonus that entire Turn.

6.2 Combat Phase

The majority of the game is played during the Combat Phase, which consists of a variable number of “mini-turns” called Impulses. The player with Momentum during an Impulse is called the Attacker; their opponent without Momentum is the Defender. No enemy unit may move during a friendly Impulse except to retreat as a result of Combat Resolution.

6.2.1 Momentum. Beginning with Impulse 2, before declaring the type of Impulse they will perform, the Attacker makes a dr each Impulse to determine if they have lost Momentum. Depending on the result, Momentum may immediately switch to the opposing player.

Impulse 1: No die roll is made. Retaining Momentum is automatic.
 Impulse 2: A dr of “1” loses Momentum.
 Impulse 3: A dr of “1” or “2” loses Momentum.
 Impulse 4: A dr of “1,” “2,” or “3” loses Momentum.
 Impulse 5: A dr of “1,” “2,” “3” or “4” loses Momentum.
 Impulse 6 and thereafter: A dr of “1,” “2,” “3,” “4,” or “5” loses Momentum. A dr of “6” always retains Momentum, regardless of how many Impulses the Attacker has taken.

6.2.2 Types of Impulses. The Attacker may choose one of:

- Assault
- Bombardment
- Pass

The Attacker may continue to choose Assault and Bombardment Impulse options until one of the following occurs:

- A. They lose Momentum (6.2.1)
- B. They declare a Pass Impulse (6.2.5).
- C. They have no Fresh units remaining on the map.

Whenever A, B, or C occurs Momentum is lost and immediately switches to the opposing player. These are the only ways a player may lose Momentum during the Combat Phase.

When Momentum is lost the Impulse marker is returned to the “1” space on the Impulse Track and flipped to the side of the opposing player indicating that they now have Momentum. The opposing player is now the Attacker and retains Momentum until one of A, B, or C occurs, at which time Momentum switches back to the first player. **Note:** *a player possessing the Advantage who loses Momentum during the Combat Phase does not lose control of the Advantage as they would have done after having lost Momentum during the Momentum Phase.*

This process continues, back and forth, until both players have passed in consecutive Impulses or both players have no Fresh units

remaining on the map. When either of these conditions occur the Combat Phase ends.

6.2.3 The Assault Impulse. The Attacker selects an Area of their choice as the Active Area. Units in the selected Area may move and/or attack during that Assault Impulse.

6.2.4 The Bombardment Impulse. The Attacker selects an Area containing at least one enemy unit as the Target Area.

6.2.5 The Pass Impulse. The Attacker may elect to take no action at all during the Impulse. If both players pass on consecutive Impulses the Combat Phase ends at the conclusion of the second Pass Impulse.

6.3 Reorganization Phase

The Allied player reorganizes their eliminated units and then the German player reorganizes their eliminated units (12.0).

6.4 End Phase

Determine if either player has won an Automatic Victory (16.1). If neither player has won an Automatic Victory, VP are tallied and the Victory Point markers are adjusted accordingly (16.2). Flip all Spent units to their Fresh side. Any Reroll marker “used” side up in its holding box is flipped back to its available side. Return the Impulse marker to the “1” space on the Impulse Track and advance the Advantage marker to the next space on the Turn Track. If neither player has won an Automatic Victory at the end of Turn 7, a final victory check (16.3) is made by tallying the final Victory Point total.

7.0 STACKING AND CONTROL

7.1 Stacking

Each player may have a maximum of six units per Area. Leader units and markers of all types do not count towards stacking limits.

Units may not move into, attack into, or end a retreat in an Area already stacked to the maximum. They may, however, retreat through a fully stacked Area (11.2.2D). Although most Areas are large enough to display all of the units therein, stacking all of a player’s Fresh and Spent units in separate piles may be done to conserve space. A player may freely examine stacks of enemy units at any time.

7.2 Control

Each Area is always Controlled by either the Allied player or the German player. Control changes when one side has a unit in a Vacant (7.4) Area that is Controlled by the enemy. Control of an Area may be gained during movement without stopping to end an Impulse in that Area. Control is shown by placing or removing an Allied control marker as appropriate.

7.3 Contested

An Area is considered Contested if it contains units of both sides. Contesting an Area that is Controlled by the enemy does not alter control of that Area. Units within a Contested Area may only attack enemy units within that Contested Area.

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7.4 Vacant

An Area is Vacant if it contains no enemy units, regardless of the presence of friendly units or who currently controls it.

7.5 Free

An Area is Free if it is Vacant and under friendly control.

8.0 MOVEMENT

8.1 Mechanics of Movement

During an Assault Impulse the Attacker may activate a single Area. Any number of Fresh units may then be activated to move and/or attack. Spent units may not be activated.

Activated units move one at a time. A unit may move from an Area to an Adjacent Area; the number of Areas entered during movement is limited by the printed Movement Factor (MF) on the moving unit.

Note: when the German player wins Momentum during the Momentum Phase (and automatically on Turns 6 and 7) German units with a printed MF of "5" receive one additional MF (6.1.2).

At any point during an Assault Impulse (only) friendly units that began that Impulse in the Active Area with enemy units, or enter an Area with enemy units, may attack (9.0) those enemy units. After completing their movement and/or combat, units are flipped to their Spent side. Activated units that do not move or attack remain Fresh and are not flipped to their Spent side.

8.1.1 Area Activation. All of the Fresh units in an Area may move and/or attack if the Attacker has chosen that Area to be their Active Area. Units in the activated Area may move and/or attack until there are no units left to perform an action.

8.2 Movement Costs

Only Fresh units may move. Movement requires the expenditure of Movement Factors (MF) during an Impulse. A unit may continue to move into Adjacent Areas until it either lacks enough MF to enter another Area or it enters an Area occupied by an enemy unit, where it must stop. Movement incurs one of the following MF costs (units must expend the highest applicable cost):

1 MF	Enter a Vacant Area not adjacent to enemy units
1 MF	Enter a Vacant Area adjacent to a Spent enemy unit
2 MF	Enter a Vacant Area adjacent to a Fresh enemy unit*
3 MF	Enter an Area containing only Spent enemy units
4 MF	Enter an Area containing at least one Fresh enemy unit
ALL MF	Attack without moving within a Contested Area**
ALL MF	Cross a water boundary without using a bridge (Infantry and Leader units only) – these are the Boundaries between 7/10, 16/17, and 18/22.

***Exception:** unreleased German units in Area 19 (see 15.3).

****Note:** if the Active Area is Contested at the start of the Impulse friendly units may exit the Area at normal MF costs, subject to Contested Area exit restrictions (8.3.3).

8.2.1 Multiple Area Destinations. Units starting in an Active Area may move and/or attack into different Areas during the same Assault Impulse. Attacks made into different Areas do not have to be designated in advance. The Attacker may wait for the results of a move/attack before announcing a later move/attack into another Area during the same Impulse by other units starting in the Active Area.

Once an Area is attacked, additional units may not move into that Area during the same Impulse. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all units moving during an Impulse have to move simultaneously.

8.3 Movement Restrictions

The following six situations restrict movement:

8.3.1 Overstacking. Units may not move into a fully stacked Area (7.1). **Note:** units may retreat through a fully stacked Area as a result of Combat Resolution. See 11.2.2D.

8.3.2 Area Operational Sectors. German units may enter any numbered Area on the map with a gray or half-gray Identifier. German units may not enter any numbered Area on the map with a blue Identifier. Allied units may enter any numbered Area on the map. Zones have their own restrictions: see 14.0.

8.3.3 Exiting a Contested Area. Units within a Contested Area must first move to a Free Area before entering an Area Controlled or Contested by the enemy.

8.3.4 Leaders and Artillery. Artillery and Leader units may not enter an enemy-Controlled, uncontested Area without being accompanied by at least one other unit type (Anti-Tank/FLAK, Armor, or Infantry).

8.3.5 Anti-Tank. AT and FLAK units may enter an enemy-Controlled, uncontested Area only if the Area is Vacant. They may not enter an enemy-Controlled, uncontested Area containing enemy units unless they are accompanied by at least one Armor or Infantry unit.

8.3.6 Area Corners. The following Areas are not Adjacent (3.1):

Units in Area 9 may not move directly to Area 11 and vice versa.
Units in Area 10 may not move directly to Area 12 and vice versa.

9.0 COMBAT

Only units that begin an Impulse in the Active Area may attack. An attack incurs no additional MF cost beyond that for entering an enemy-occupied Area. If the Active Area is Contested at the beginning of the Impulse the units may either exit the Area or attack. An Area may only be attacked once per Impulse.

All defending units in an Area being attacked can potentially be affected by the combat results of that attack. An attack is resolved only after all units have entered the attacked Area in that Impulse. Other units starting in the Active Area not involved in the attack may

move, but no additional units may enter the Area being attacked during the current Impulse once the attack is resolved.

9.1 Mandatory Attacks

Friendly units must make a Mandatory Attack whenever they enter an enemy-occupied Area that was not Contested at the beginning of the current Impulse. If a Mandatory Attack results in a Repulse (9.4.4) all participating units must retreat (11.2).

9.2 Optional Attacks

Unless required to conduct a Mandatory Attack, the Attacker may attack with all, some, or none of their units that entered the Area. If they choose to attack at least one unit must attack.

9.3 Contested Area

If the Active Area is Contested at the start of the Impulse, all, some, or none of the units starting in that Area may attack. If the Attacker loses the attack the attacking units do not retreat and must remain within the Active Area.

9.4 Combat Resolution

Attacks are resolved by comparing the Attack Value of the attacking unit(s) plus a DR (the Attack Total or AT) against the Defense Value of the defending units(s) plus a DR (the Defense Total or DT). Combat is resolved in the following order:

- A. Attacker designates the Lead Attacking Unit
- B. Defender designates the Lead Defending Unit
- C. Tabulate final Attack Value and Defense Value
- D. Roll dice (9.4.1) and compute results (9.4.4)

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

9.4.2 Attack Value (AV). The AV is equal to the sum of:

- A. The Attack Factor of any one attacking unit of the Attacker's choice (**Lead Attacking Unit***),
- B. +1 Each additional unit participating in the attack (+2 if the additional unit is the Rommel Leader unit),
- C. +1 Combined Arms Bonus when any three different unit types** participate in the same attack,
- D. +1 Air support for German attacks starting Turn 4.

* Only Infantry and Armor units may act as the Lead Attacking Unit during Combat Resolution. Other unit types may not.

** Leader units do not count towards the Combined Arms Bonus.

9.4.3 Defense Value (DV). The DV is equal to the sum of:

- A. The Defense Factor of any one unit of the Defender's choice (**Lead Defending Unit**),

B. +1 Each additional Fresh defending non-Leader unit in the defending Area,

C. +? For the TEM (+1 to +3) of the Area being attacked,

D. +1 If, when defending against a Mandatory Attack (9.1), all of the attacking units crossed a natural water boundary, +2 if all of the attacking units crossed a canal boundary (3.1.3),

E. +1 Each defending Leader unit present in the Area, Fresh or Spent.

9.4.4 Computing Results. The result of the attack depends on the difference between the Attack Total (AT) and the Defense Total (DT).

Repulse: If the $AT < DT$ the Attacker has been repulsed and there is no effect on the Defender's units. The Lead Attacking Unit is eliminated and placed in the Eliminated Units Box. All of the remaining attacking units are flipped to their Spent side. Retreat is required in cases of Mandatory Attack (9.1). Otherwise the Attacker may voluntarily retreat. **Note:** momentum is not lost due to a Repulse combat result.

Stalemate: If the $AT = DT$ the Attacker has suffered a Stalemate. There is no effect on the Defender's units. All attacking units including the Lead Attacking Unit are flipped to their Spent side. Retreat is not required in cases of Mandatory Attack (9.1), but the Attacker may retreat voluntarily. **Note:** momentum is not lost due to a Stalemate combat result.

Success: If the $AT > DT$ the Attacker has achieved a Success. All of the attacking units are flipped to their Spent side. The Defender must absorb Attrition Points (AP, see 11.1) equal to the difference between the AT and DT. The first Attrition Point must be absorbed by the Lead Defending Unit. If the result of the attack requires the Defender to take more AP than their units in the Area can absorb, additional AP are ignored, but an Overrun may result.

Overrun: If a Success result requires the Defender to take more AP than can be absorbed by the defending units in the attacked Area, and the Lead Attacking Unit was an Armor unit, an Overrun has taken place. **Restrictions:** Overruns may not occur in Areas with a TEM of +3 (these are Areas 1, 3, 25, 29 and 30). Overrun movement may not be used to enter a Zone from an Area.

Defending units, except Leader units, eliminated during an Overrun are not initially placed in the Eliminated Units Box. Instead, they are placed on the Turn Track for the following Turn. They are then moved from the Turn Track to the Eliminated Units Box at the end of the next Turn's Reorganization Phase (12.0). Leader units eliminated during an Overrun are placed in the Eliminated Units Box normally.

Friendly units that participated in the Overrun attack may be immediately activated a second time. If activated a second time, an overrunning unit may enter any one Adjacent Area. Multiple overrunning units may enter different Adjacent Areas. However, only one of the Adjacent Areas so entered may be enemy-occupied. If an enemy-occupied Area is entered the overrunning unit(s) may attack.

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Regardless of the combat result there is no additional Overrun after this second attack.

10.0 BOMBARDMENT

10.1 Bombardment Impulse

In a Bombardment Impulse the Attacker selects an Area to be the Target Area. Unlike an Assault Impulse, there is no movement. The Allied player may bombard with Allied Artillery units. The German player may bombard with German Artillery units. Both players may potentially bombard with their Air Bombardment markers if using Optional Rule 18.6.

10.1.1 Artillery Bombardment Range. Artillery units may bombard certain Areas depending on whether or not they are north or south of the Scarpe River/Canal (hereafter simply “Scarpe”). In addition, an Artillery unit within a Contested Area may only target its own Area. Artillery units in a Zone may only bombard the Zone they currently occupy. They may not bombard any other Area or Zone on the map.

- At the start of play German Artillery units may bombard any Area south of the Scarpe.
- At the start of play Allied Artillery units may initially bombard any Area north of, or Adjacent to, the Scarpe.

An Allied Artillery unit that has moved south of the Scarpe may bombard any Area south of, or Adjacent to, the Scarpe.

A German Artillery unit that has moved north of the Scarpe may bombard any Area north of, or Adjacent to, the Scarpe.

10.1.2 Unreleased Units. Neither player may bombard Area 19 until the German units therein have been released (see 15.3) and neither player may bombard Area 21 until the French units therein have been released (see 15.2).

10.2 Bombardment Resolution

10.2.1 Select the Primary Target. The Attacker chooses one enemy unit in the Target Area as the Primary Target. Leader units may not be chosen as the Primary Target, unless they are the sole enemy unit type in the Target Area. The Primary Target must take the first Attrition Point inflicted, if any.

10.3 Bombardment Attack Value

The AV of an Artillery bombardment is equal to the sum of:

- A. The Attack Factor of one Artillery unit of the Attacker’s choice,
- B. +2 If a second Artillery unit is declared to be “supporting” the same bombardment. The supporting Artillery unit may be in a different Area. The SS Artillery may not support a bombardment by Wehrmacht Artillery and vice versa,
- C. +1 If the Target Area contains more than four units.

10.4 Bombardment Defense Value

The DV of an Artillery bombardment is equal to the sum of:

- A. +? the TEM of the Target Area,
- B. +1 Each defending Artillery unit in the Target Area, Fresh or Spent.

The Defense Factor of the Primary Target and other defending units in the Target Area are *not* relevant to bombardment resolution.

To resolve a bombardment, the Attacker makes a DR, which is added to the bombardment AV to form the Attack Total, and the Defender makes a DR which is added to the bombardment DV to form the Defense Total. If the AT > DT the Defender must take Attrition Points (11.1) equal to the difference between the AT and DT. If the AT < DT or if the AT = DT there is no effect on the Defender. Attacking Artillery units are flipped to their Spent side after resolving their attack.

11.0 ATTRITION AND RETREAT

11.1 Attrition Points (AP)

In order to satisfy losses suffered as a result of an attack or bombardment the Defender removes AP from their units in the defending Area. The first Attrition Point must be taken by either the Lead Defending Unit or the Primary Target. The Defender distributes the remaining AP as he chooses. Excess AP are ignored.

AP may be taken in any combination, except that the Lead Defending Unit or Primary Target must suffer the first AP and that exact losses must be applied whenever possible.

The Defender removes AP suffered as the result of an attack in the following manner:

- Each Fresh unit eliminated: 3 AP
- Each Fresh unit that flips Spent: 1 AP
- Each Spent unit eliminated: 2 AP
- Each Spent unit that retreats: 1 AP

Units selected for elimination are placed into the Eliminated Units Box printed on the map and are eligible to return to play during the Reorganization Phase (12.0). **Exception:** *units eliminated due to an Overrun result are not immediately placed into the Eliminated Units Box. They are placed on the Turn Track (see 9.4.4).*

11.2 Retreats

The Attacker or Defender may be called upon to retreat as a result of combat. If both Attacker and Defender retreat from the same combat, the Attacker retreats first. Attacking units may only retreat into the Area from which they entered the attacked Area. **Exception:** *fully stacked Areas; see 11.2.2 to determine which Area they retreat to.*

11.2.1 Retreat Procedure. Units must retreat one at a time to determine if the Area becomes fully stacked. If it does, subsequent units must continue their retreat to another Area that is not fully stacked. In this event, both the Attacker and Defender must follow

the Retreat Priorities to determine the second (or more) Areas to which they must retreat.

11.2.2 Retreat Priorities. If there is more than one Area to which a unit may retreat the unit must retreat based on the following set of priorities (see also 14.5):

- A. A Free Area Adjacent to the least number of enemy-Controlled Areas,
- B. A friendly-Controlled, Contested Area,
- C. An enemy-Controlled, Contested Area,
- D. A Fully stacked Area.

If forced to retreat to an already fully stacked Area, the unit must retreat *again* from that overstacked Area, once more applying these Retreat Priorities.

11.2.3 Voluntary Retreat. Some, or all, of the Defenders in an Area being attacked or bombarded may voluntarily retreat after Combat Resolution. This option applies even if the Attacker's combat result resulted in a Stalemate or Repulse. The Lead Defending Unit or Primary Target does not have to be among the units that retreat. Fresh defending units may not voluntarily retreat. Attacking units may not voluntarily retreat after either a Success or Overrun result.

11.2.4 Retreat Elimination. If for any reason a unit is unable to retreat per the Retreat Priorities, it is eliminated. Units other than Infantry and Leaders that have no other option but to retreat over a water boundary without a bridge (see 8.2) are eliminated. German units that have no other option but to retreat into an Area within the Allied Operational Sector (3.1.4) are eliminated. Allied units that have no other option but to retreat from Zone A to Area 1, and vice versa, are eliminated even if Area 1 is Allied-Controlled.

12.0 REORGANIZATION

During the Reorganization Phase the Allied player, followed by the German player, may reorganize eliminated units. Reorganization is handled one way for Leader units and another way for all other units.

12.1 Reorganization Procedure

To reorganize previously eliminated non-Leader units use the following two-step procedure:

- Select any one friendly unit in the Eliminated Units Box. Place that unit on its Fresh side in any Area that is friendly-Controlled, uncontested, and contains at least one other friendly unit. If these conditions cannot be met the unit may be placed in any friendly-Controlled Zone.
- Permanently remove from play another eliminated unit of the same type: Armor, Anti-Tank (AT/FLAK), Artillery, or Infantry. The removed unit may not return to play for any reason, nor may it be used to reorganize any other unit.

This procedure may be repeated to return multiple units to play during a single Reorganization Phase. British and French units of the same type may reorganize each other and SS and Wehrmacht units of the same type may reorganize each other. At the conclusion of the Reorganization Phase any units that were Overrun and placed on the Turn Track the previous Turn (see 9.4.4) are now moved to the Eliminated Units Box.

12.2 Leader Units

Leader units may not be selected in order to return non-Leader units to play, nor may other units be selected to return Leader units to play. In the case of the German player a Leader unit may not be selected to return another eliminated Leader unit to play.

The fate of an eliminated Leader unit is determined by a dr during the Reorganization Phase. On a "1" or "2" the Leader is considered Killed in Action (KIA) and may not return to play. On a "3" or "4" the Leader is considered lightly wounded and may return to play during the Reorganization Phase of the *next* Turn. On a "5" or "6" the Leader returns to play immediately.

A Leader unit that is returned to play is placed on its Fresh side in any Area that is friendly-Controlled, uncontested, and contains at least one other friendly unit. If these conditions cannot be met the Leader unit may be placed in any friendly-Controlled Zone.

13.0 THE ADVANTAGE

At the start of each Phase and Impulse one player always has possession of the Advantage. This is indicated by the Advantage marker with the side of the controlling player face up on the Turn Track (5.2). The Allied player begins the game controlling the Advantage. Control of the Advantage can change through voluntary use by the player who possesses it.

13.1 Combat Phase

During the Combat Phase the Advantage may be used to:

- A. **Demand a Reroll.** The Advantage may be used to force a reroll of any DR/dr during the Combat Phase. This causes loss of the Advantage to the opponent at the end of the current Impulse. Because the Advantage is not lost until the end of the player Impulse in which it is used, it may not be used to force a reroll of any DR/dr which has already been rerolled. All four dice are rerolled in the case of an attack or bombardment. There is no guarantee that the reroll will be better; it might even be worse.
- B. **Reset the Impulse Track.** At the start of their Impulse, before making their Momentum die roll, the player with the Advantage may use it to "reset" the Impulse Track.

Both players flip any currently Spent units to their Fresh side (eliminated units are still eliminated and may not reorganize). The Impulse marker is returned to the "1" box on the Impulse Track. The Combat Phase then proceeds

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normally with the player who has just surrendered the Advantage continuing to conduct Impulses.

The Advantage may be used in this manner a maximum of once per side, per Turn. A player has the option to use the Advantage in this manner even if they did not acquire Momentum during the Momentum Phase at the beginning of the Turn.

13.2 Reorganization Phase

During the Reorganization phase the Advantage may be used to:

- C. **Rally.** The player with the Advantage may return one eliminated non-Leader unit to play without having to eliminate another unit. The unit returns to play Fresh side up as per the normal replacement criteria (12.1).

13.3 Advantage Shift

After the Advantage is used it belongs to neither player until the end of the current Phase or Impulse, at which time it becomes the property of the player who did not use it. **Note:** *the Advantage may also shift involuntarily during the Momentum Phase, 6.1.1.*

13.4 Reroll Markers

Both players begin each Turn holding one Reroll marker.

Regardless of who holds the Advantage either player may use a Reroll marker to demand a reroll of all four dice during Combat Resolution (9.4). These markers may not be used to reroll any other result, including a bombardment. After use the Reroll marker is flipped to its “used” side in its holding box and is not available again that Turn.

If both players possess an available Reroll marker the Attacker must declare their decision to reroll, and make their reroll first, followed by the Defender. Similarly, one player may utilize a Reroll marker and the other may use the Advantage to demand a reroll of the same Combat Resolution. The Attacker must still declare their decision to reroll first, followed by the Defender.

A single Combat Resolution may only be rerolled once by each player. No additional rerolls may take place after both the attacking and defending players have declared their decision to reroll.

14.0 ZONES

14.1 Movement

A Zone may only be entered by a unit that begins its movement in an Adjacent Area or Zone, and the unit must end its movement upon entry of that Zone. A unit beginning its movement in a Zone may move to an Area normally, paying the entrance cost of that Area, and may continue movement to other Areas if sufficient MF are available. Friendly units moving Adjacent to a Zone may ignore enemy units in that Zone for movement purposes.

14.2 Entry Restrictions

The following four restrictions apply to Zones.

14.2.1 Allied Zones. Allied units may enter and exit Zones D, E, and F without restriction. German units may not enter Zones D, E, and F (entry arrows color-coded blue).

14.2.2 German Zones. German units may enter and exit Zones A, B, and C without restriction. Allied units may not enter Zones A, B, and C (entry arrows color-coded gray). **Exception:** *Allied Automatic Victory Exit Areas.*



14.2.3 Allied Automatic Victory Exit Areas. Allied units may enter Zone A and Zone B by exiting an Allied-Controlled Area 2, 4, 6, 7 and/or 8. These entrance paths are marked with an Allied roundel illustration. Allied units in Zone A or B may not move between these Zones nor enter Zone C.

14.2.4 Prohibited Zone Movement. Neither player may ever move from Zone A to Zone F and vice versa or from Zone C to Zone D and vice versa. **Note:** *to better emphasize this these Zones have “Movement Prohibited” printed between them on the map.*

14.3 Stacking Limits

An unlimited number of units may occupy a Zone.

14.4 Combat

Overruns may not occur in Zones. Artillery units in a Zone may only bombard enemy units in their own Zone. A Zone may not be bombarded by Artillery outside of the Zone.

14.5 Retreat

A unit may retreat into a friendly-Controlled, uncontested Zone even if this would violate normal Retreat Priorities (11.2.2).

15.0 SPECIAL RULES

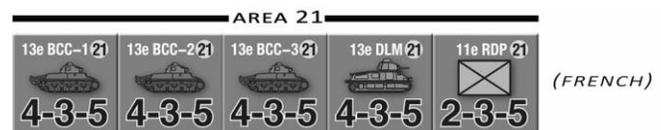
15.1 British Unit Release

The British Reserve, the 9th Durham Light Battalion, begins the game set up in Zone E. During Turn 3, at the start of the Momentum Phase, the Allied player must make a dr. On a roll of “4”, “5”, or “6” the 9th Durham Light Battalion is released and is eligible to move and attack that Turn. On any other result the unit is automatically released before Momentum is determined during Turn 4.



15.2 French Unit Release

The five units of the French Cavalry Corps begin the game set up in Area 21 (Mont-St-Éloi).



Neither player may move units into Area 21, nor may the Allied player exit these units out of Area 21, before the Cavalry Corps has been released.

During Turn 2, at the start of the Momentum Phase, the Allied player must make a dr. On a roll of “4”, “5”, or “6” the Cavalry Corps is released and is eligible to move and attack that Turn. On any other result the units are automatically released before Momentum is determined during Turn 3.

15.3 German Unit Release

The four units of the 25th Panzer Regiment (including the Rothenburg Leader) begin the game set up in Area 19 (Haute Avesne).



Neither player may move units into Area 19, nor may the German player exit these units out of Area 19, until the regiment has been released. Allied units moving into Vacant Areas Adjacent to no other Fresh German units except those in Area 19 pay only 1 MF (instead of the normal 2 MF) until these German units are released. German release is tied to the release of the French Cavalry Corps (15.2).

If the French units were released on Turn 2, the German player must make a dr at the start of the Momentum Phase of Turn 3. On a roll of “4”, “5” or “6” the German units are released and are eligible to move and attack that Turn. On any other result the units are automatically released before Momentum is determined during Turn 4. If the French units were released on Turn 3, the German player must make a dr at the start of the Momentum Phase of Turn 4. On a roll of “4”, “5”, or “6” the German units are released and are eligible to move and attack that Turn. On any other result the units are automatically released before Momentum is determined during Turn 5.

15.3.1 Allies Turn East. If the Allied player moves into, attacks, or bombards Area 1 or Area 3 during Turn 1 or Turn 2 the initial dr to release the 25th Panzer Regiment receives a +2 Die Roll Modifier.

15.3.2 Bombardment Restriction. The Allied player may not declare a Bombardment Impulse against Area 19 until the units in that Area have been released and the German player has activated Area 19 and declared an Assault Impulse with units in that Area.

16.0 VICTORY CONDITIONS

16.1 Automatic Victory

Each player is capable of winning an Automatic Victory.

16.1.1 Allied Automatic Victory. The Allied player wins an Automatic Victory if, during the End Phase of any Turn, an Allied-Controlled Zone A (Cambrai) or Zone B (Bapaume) is capable of tracing a path of contiguous, Allied-Controlled Areas linking to Zone E (Lens). Zone A or B must be Free of German units to qualify for Automatic Victory.

16.1.2 German Automatic Victory. The German player wins an Automatic Victory if, during the End Phase of any Turn, the German player controls Area 25 (Arras) and the Allied player does not control at least two Areas south of the Scarpe.

16.2 Operational Victory

During each End Phase of every Turn count the number of VP Areas currently Controlled or Contested by the Allied player and add the tallied amount to the Allied VP total on the Victory Point Track.

The following German Areas are worth 2 VP if Allied-Controlled, or 1 VP if only Allied-Contested:

- Area 2 (Chérisy)
- Area 4 (Neuville)
- Area 6 (Mercatel)
- Area 7 (Ficheux)

The names of these Areas are printed in red on the map. Each Area must be capable of tracing a path of contiguous, Allied-Controlled Areas linking to Zone E (Lens) to count for Victory Point purposes.

During the End Phase of Turn 7 count the number of German and Allied units both permanently eliminated and in the Eliminated Units Box and add or subtract Victory Points as appropriate.

- +1 Victory Point: Each permanently eliminated German unit and each German unit remaining in the Eliminated Units Box after Reorganization.
- -1 Victory Point: Each permanently eliminated Allied unit and each Allied unit remaining in the Eliminated Units Box after Reorganization.

The German side does not receive Victory Points. Victory depends solely on the Allied Victory Point total unless either player has achieved an Automatic Victory (16.1).

16.3 Final Victory Check

If an Automatic Victory has not been achieved by the start of the End Phase of the final turn, Turn 7, the Allied player wins an Operational Victory by having ten (10) or more VP. The German player wins by preventing the Allied player from fulfilling their victory conditions.

17.0 SIDE DETERMINATION

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

17.1 Bids

Each player submits a secret, written VP bid to command the Allies. The high bid receives the Allied side with the winning bid becoming the number of VP required for an Operational Victory (16.2). Tie bids may be resolved with a die roll. Automatic Victory rules remain unchanged.

18.0 OPTIONAL RULES

If players are already familiar with the game or already have experience playing other Area-Impulse games these rules may be incorporated for greater historical realism and/or variety.

18.1 Historical Setup

The historical setup location is printed in the upper right corner of each unit (see 4.3).

British and French units are set up as directed in the following Areas:

Area 21 (Mont-St-Éloi):	13e BCC-1; 13e BCC-2; 13e BCC-3; 3e DLM; 11e RDP
Area 22 (Marœuil):	Group A
Area 23 (Anzin):	Group B
Area 24 (St-Nicolas):	Group C
Area 25 (Arras):	Group D
Area 26 (St-Laurent):	Group E
Area 27 (Fampoux):	Group F
Area 28 (Gavrelle):	Group G
Area 30 (Neuville-St-Vaast):	Group H
Zone E (Lens):	9 th Durham

The units of the French Cavalry Corps (Area 21) and British Reserve (Zone E) may not move until they are released (see 15.1 and 15.2).

German units are set up as directed in the following Areas:

Area 2 (Chérisy):	Group A
Area 3 (Tilloy):	Group B
Area 4 (Neuville):	Group C
Area 5 (Beaurains):	Group D
Area 6 (Mercatel):	Group E
Area 7 (Ficheux):	Group F
Area 8 (Brétencourt):	3/3 SS Infantry
Area 9 (Wailly):	Group G
Area 10 (Achicourt):	Group H
Area 13 (Beaumontz):	2/3 SS Infantry, HC AT, Eiche Leader
Area 14 (Simencourt):	1/3 SS Infantry
Area 19 (Haute Avesne):	1/25 Panzer, 2/25 Panzer, 66 Panzer, Rothenburg Leader

The units of the 25th Panzer Regiment (Area 19) may not move until they are released (see 15.3).

18.1.1 Historical Attack Path. Allied units may not move into, attack or bombard Area 1 or Area 3 during Turn 1.

Design Note: this rule will result in a more limited number of potential Allied paths to victory and is meant solely for players wishing to better relive the historical campaign.

18.2 Gort Decides

The Commander-in-Chief of the British Expeditionary Force (BEF), Lord Gort, may decide to shut down the offensive if it has not made sufficient progress.

Once per game, during the End Phase of Turn 4, the British player must make a dr. The dr is modified as follows:

+1 Each Victory Point as marked on the Victory Point Track

If the modified dr is “7” or greater play continues. If the modified dr is “6” or less the game ends immediately in a German Automatic Victory.

18.2.1 Change Gort’s Mind: The Allied player may use the Advantage to change Gort’s mind and continue play. The German player may not use the Advantage to change Gort’s mind.

Design Note: this rule is best used when an experienced Allied player is playing an inexperienced or novice German player.

18.3 Rommel Turns North

When the units of the German 25th Panzer Brigade are released (15.3), the German player makes a second dr, applying the following two modifiers, which are cumulative:

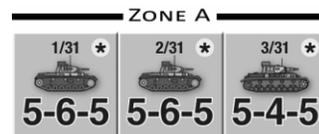
- + 1 if Allied units, at any time prior to the dr, have Contested Area 1 (Monchy), or +2 if at any time prior to the dr they have Controlled Area 1.
- + 1 if Allied units, at any time prior to the dr, have Contested Area 3 (Tilloy), or +2 if at any time prior to the dr they have Controlled Area 3.

If the modified dr is “6” or more, ignore the restrictions on German movement in rule 8.3.2. German units are still prohibited from entering Zone D, E, and F. If the modified dr is “5” or less, continue to apply rule 8.3.2 on German movement for the rest of the game.

Design Note: this rule is best used when players are using the setup rules found in rule 5.3, to force the Allied player to think twice about pursuing what would be a strongly ahistorical strategy of crossing the Scarpe east of Arras in strength. If the German player gains control of any Area the Allied player Controlled at the beginning of the game (Areas 20 through 30) flip the control marker in that Area to its “German” side. This is the only instance where the “German” side of the game’s control markers are used.

18.4 Optional Units

The three units that represent elements of the 5th Panzer Division begin the game set up in Zone A (Cambrai).



During Turn 6, at the start of the Momentum Phase, the German player makes a dr. On a roll of “5” or “6” all three units in Zone A are released and are eligible to move and attack that Turn. On any other result the units may not move that Turn. At the start of Turn 7 the German player may make a dr again and if the result is a “4”, “5”, or

“6” all three units are released. Otherwise they must remain in Zone A for the rest of the game.

If the Allied player assaults Area 1 or Area 3 prior to Turn 6 all three units in Zone A are automatically released at the start of Turn 6 and are eligible to move and attack for the rest of the game.

Design Note: *this rule allows players to explore the “what if” situation of units from the 5th Panzer Division arriving on the scene faster than in history. The rule is also recommended when an experienced Allied player is playing an inexperienced or novice German player.*

18.5 Battlefield Coordination and Cooperation

Add the following to rule 9.4.2:

E. -1 if French and British units attack together or if SS and Wehrmacht units attack together.

The Allied Martel Leader may not contribute to the Attack Value of a Combat Resolution consisting solely of French units. It may however activate and move with French units.

The three Wehrmacht Leaders (Furst, Rommel, and Rothenburg) may not contribute to the Attack Value of a Combat Resolution consisting solely of SS units. They may however activate and move with SS units. Similarly, the SS Eiche Leader may not contribute to the Attack Value of a Combat Resolution consisting solely of Wehrmacht units. It may however activate and move with Wehrmacht units.

Design Note: *this rule adds greater realism reflecting coordination difficulties between the two Allied nationalities and between the SS and Wehrmacht.*

18.6 Air Bombardment

As the sole action of a Bombardment Impulse, an Air Bombardment marker may bombard any Area on the map. They may not, however, bombard Areas 19 and 21 until the units therein have been released (see 10.1.2). They may not bombard Zones. Both Air Bombardment markers have their Attack Value printed on the marker. Players may use rules 18.6.1 and 18.6.2 together or separately, as they prefer.



18.6.1 The German Air Bombardment marker is placed in its holding box at the beginning of Turn 4 prior to determining the Momentum. It is available during Turns 4, 5, 6, and 7.

Design note: *the arrival of German air power is largely included in rule 9.4.2D. This rule is also recommended when an experienced Allied player is playing an inexperienced or novice German player.*



18.6.2 The Allied Air Bombardment marker is placed in its holding box at the start of the game. It is available during Turns 1, 2, and 3. It is withdrawn from play during the End Phase of Turn 3.

Design note: *historically air support was supposed to assist the Arras counter-attack but never arrived. This rule is recommended when an*

experienced German player is playing an inexperienced or novice Allied player.

The AV of an Air Bombardment is equal to the sum of:

- The Attack Factor of the attacking Air Bombardment marker,
- +1 if the Target Area contains more than four units.

The DV of an Air Bombardment is equal to the sum of:

- +? the TEM of the Target Area,

Flip the Air Bombardment marker to its “used” side in its holding box after use.

18.6.3 Mistaken Attack. If the Target Area of an Air Bombardment marker is Contested the Attacker may potentially suffer casualties. If the original, unmodified Attacker and Defender DRs are equal, the Attacker suffers AP equal to half (fractions rounded up) of their original DR. The Defender may select the unintentional Attacker “Primary Target” after the bombardment is resolved. Defender losses are taken normally.

19.0 SUGGESTED READING

- Ellis, L. F. 1954. *The War in France and Flanders 1939-1940*. London: HMSO.
- Frieser, Karl-Heinz. 2005. *The Blitzkrieg Legend – The 1940 Campaign in the West*. Annapolis, Maryland: Naval Institute Press.
- Horne, Alistair. 1990. *To Lose a Battle: France 1940*. New York: Penguin Books.
- Liddell-Hart, B. H. 1953. *The Rommel Papers*. New York: De Capo Press.
- Murland, Jerry. 2017. *Frankforce and the Defense of Arras 1940*. Barnsley, UK: Pen and Sword.
- Saunders, Tim. 2019. *Arras 1940*. Barnsley, UK: Pen and Sword.

20.0 EXAMPLE OF PLAY



It is the beginning of the Turn 3 Combat Phase. The Advantage marker on the Turn Track is currently facing “Allied” side up since the

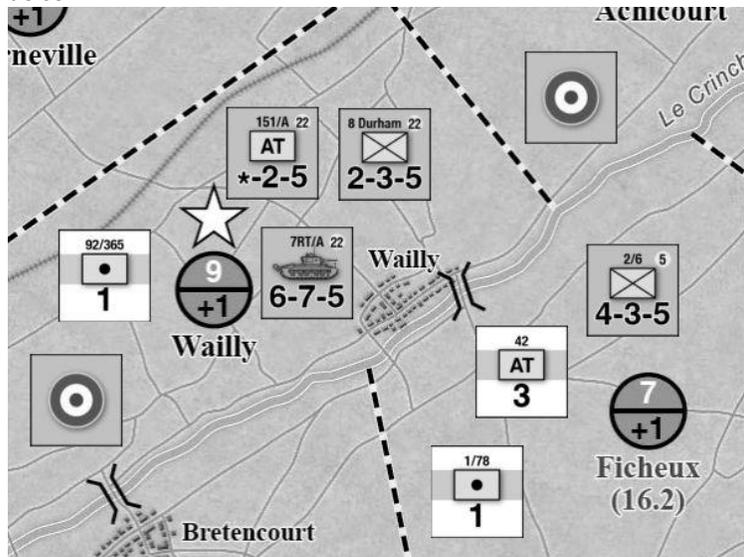
Allied player currently possesses Momentum. Because it is Impulse 1, there is no Momentum die roll at the beginning of the Impulse. The Allied Impulse marker automatically advances from the “1” to the “2” space on the Impulse Track.

The Allied player declares a Bombardment Impulse, announces that Area 7 (Ficheux) will be the Target Area and chooses the German 42 AT unit as the Primary Target of the upcoming bombardment. The Attack Value (AV) of the bombardment is 3 (the Attack Factor of the Allied 92/365 Artillery). The Defense Value (DV) is 1 (the TEM of Area 7) + 1 (the Fresh German 1/78 Artillery unit) = 2. Both players make a DR and add the result to their respective AV and DV. The Allied player rolls an “8” which is added to their AV for an Attack Total of 11. The German player rolls a “7” which is added to their DV for a Defense Total of 9. The bombardment is a Success and results in 2 Attrition Points (AP), the first point of which must be applied to the

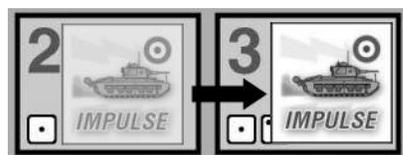
COUNTER-ATTACK: THE BATTLE OF ARRAS, 1940

Primary Target. *Note: the Allied player could use the Advantage to demand a second DR by each player but declines to do so. Each player also has their Reroll marker available but these may not be used during a Bombardment Impulse, only during Combat Resolution during an Assault Impulse.*

The German 42 AT flips Spent, absorbing 1 AP. The German player must now apply the remaining Attrition Point. They could retreat the now Spent 42 AT out of Area 7, following the rules for Retreat Priorities, but choose instead to flip the 1/78 Artillery Spent to absorb the second AP. The German player could now decide to voluntarily retreat either of their Spent units in the Target Area but anticipating an attack by the remaining Allied units in Area 9 they decide not to do so.



End of Allied Impulse 1

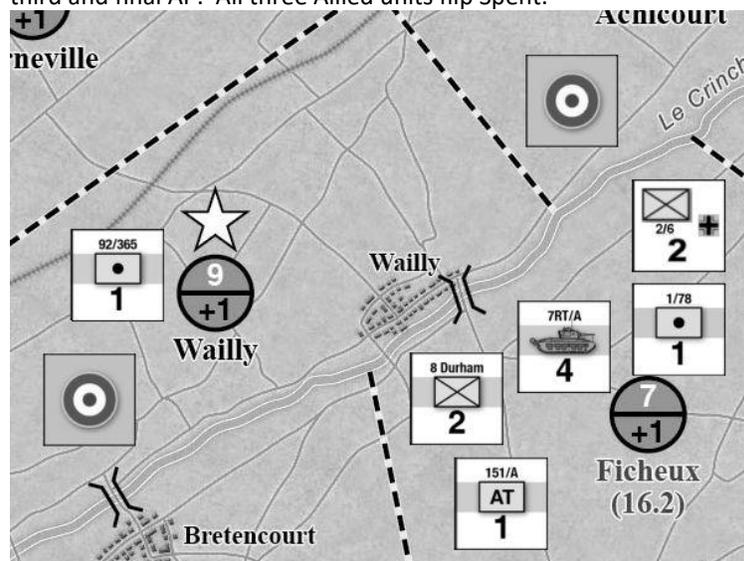


Impulse 2 now begins. The Allied player must make a Momentum die roll to determine if they will be able to perform another Impulse or if the Momentum will switch to the German player. The Allied player makes a dr and rolls a “3” which is equal to or higher than the number of the current Impulse. The Allied player has retained Momentum. The Impulse marker advances from the “2” to the “3” space on the Impulse Track.

The Allied player declares an Assault Impulse and announces they will be activating Area 9 (Wailly) for movement and combat. The 92/365 Artillery, having become Spent in a prior Impulse, is not eligible to move. The remaining three Allied units in Area 9 move to Area 7, each unit using four of their five Movement Factors. Because Area 7 is not Allied-Controlled or already Contested by other Allied units, the situation is a Mandatory Attack and the Allied player must attack. The Allied player declares the British 7RT/A Armor unit will act as their Lead Attacking Unit and the German player declares that the Spent 42 AT unit will act as their Lead Defending Unit. Both Attacker and Defender now calculate their Attack Value (AV) and Defense Value (DV). The Attack Value is 6 (the Attack Factor of the Lead Attacking Unit, the 7RT/A) +2 (two additional attacking units) +1 (Attacker

Combined Arms Bonus for having at least three different unit types participating in the attack) = 9. The Defense Value is 3 (the Defense Factor of the Lead Defending Unit) +1 (one Fresh defending unit) +1 (the Terrain Effects Modifier of Area 7) +1 (all of the attacking units crossed a natural water boundary) = 6.

Both players make a DR and add the result to their respective AV and DV. The Allied player rolls a “7” which is added to their AV for an Attack Total of 16. The German player rolls an “11” which is added to their DV for a Defense Total of 17. Since the Defense Total is greater than the Attack Total the attack is repulsed and would eliminate the Allied player’s Lead Attacking Unit and force the other two units to retreat back to Area 9. The Allied player announces they will use their Reroll marker and flips the marker in its holding box on the map to its “used” side. Both players now make another DR. The Allied player rolls an “8” for an Attack Total of 17, and the German player rolls an “8” for a Defense Total of 14. The attack is a Success and results in 3 AP, the first of which must be applied to the Lead Defending unit. The German player now has the option to use their own Reroll marker, but decides 3 AP are acceptable and declines. The German player chooses to eliminate the Spent 42 AT unit for 2 AP, and then flips the 2/6 Infantry to its Spent side, absorbing the third and final AP. All three Allied units flip Spent.



End of Allied Impulse 2

Impulse 3 now begins. The Allied player must again make a Momentum die roll to determine if they will be able to perform yet another Impulse or if the Momentum will switch to the German player. The Allied player makes a dr and rolls a “1” which is lower than the number of the current Impulse. The Allied player has lost Momentum. The Impulse marker is now flipped to its “German” side and returned to the “1” box on the Impulse Track. It is now German Impulse 1.

21.0 INDEX AND GLOSSARY

Active Area: The Area which the Attacker has selected to conduct an Assault Impulse.

Adjacent: Areas that share a common boundary are Adjacent.

Advantage: The temporary edge one side has over the other, yielding certain benefits to the owner when used; 13.0.

Air Bombardment: A marker representing air power; 4.4.6, 18.6.

Anti-Tank: Any "AT" or "FLAK" unit with an asterisk "*" instead of an Attack Factor; 4.2.2.

Area: Any of the 30 irregularly shaped spaces on the map, used to regulate movement and combat; 3.1.

Armor: Any unit with a vehicle illustration; 4.2.1.

Artillery: Any unit whose Attack Value is underlined; 4.2.3.

Assault Impulse: A declared Impulse during which the Attacker may move and attack; 6.2.3.

Attacker: The active player resolving the current Impulse, whether carrying out Combat Resolution or not; 6.2.

Attack Total: The sum of the Attack Value plus a DR.

Attack Value (AV): 9.4.2.

Attrition Points (AP): The difference between the Attack Total and the Defense Total in an attack or bombardment, which must be absorbed by Fresh units flipping to their Spent side, retreating, or elimination; 11.1.

Bids: 17.1.

Bombardment Impulse: A declared Impulse during which the player may bombard; 6.2.4 (see also 10.1).

Boundaries: 3.1.3.

Combat Phase: The portion of each Turn when players may perform Impulses; 6.2.

Combat Resolution: 9.4.

Combined Arms Bonus: 9.4.2C.

Contested: An Area containing both friendly and enemy units; 7.3.

Controlled: The last side to be the sole occupant of an Area controls that Area; 7.2.

Defender: the player without Momentum; 6.2.

Defense Total: The sum of the Defense Value plus a DR.

Defense Value (DV): 9.4.3.

Die Roll Modifier: A number added to, or subtracted from, an original dr to alter the final result.

dr (die roll): A roll of a single six-sided die.

DR (dice roll): A roll of two six-sided dice added together to form one combined result.

Eliminated Units Box: 3.6 (see also 11.1, 12.1).

End Phase: 6.4.

Free: An uncontested, friendly-Controlled Area; 7.5.

Fresh: The colored (front) side of a unit; 4.2 (see also 4.3).

Identifier: 3.1.1.

Impulse: One of the "mini-turns" that make up the Combat Phase, either an Assault, Bombardment or Pass Impulse.

Impulse Track: 3.3.

Infantry: 4.2.4.

Lead Attacking Unit: 9.4.2A.

Lead Defending Unit: 9.4.3A.

Leaders: 4.2.5.

Mandatory Attacks: 9.1.

Momentum: 6.2.1.

Momentum Phase: 6.1.

Movement: 8.

Movement Factor (MF): The third (rightmost) number printed at the bottom of each Fresh unit. It is the number of movement points a unit may expend in one Impulse.

Operational Sector: 3.1.4 (see also 8.3.2 and 14.2).

Optional Rules: 18.0.

Overrun: 9.4.4.

Pass Impulse: A declared Impulse during which the Attacker performs no action; 6.2.5.

Primary Target: 10.2.1 (see also 11.1 and 11.2.3).

COUNTER-ATTACK: THE BATTLE OF ARRAS, 1940

Reorganization Phase: 6.3, 12.0.

Repulse: 9.4.4.

Reroll Markers: 13.4.

Retreat Priorities: 11.2.2.

Side Determination: 17.0 (at start of game: 5.1.1).

Spent: The white (reverse) side of a unit.

Stalemate: 9.4.4.

Success: 9.4.4.

Target Area: 10.1.

Terrain Effects Modifier (TEM): The bottom half of each Identifier with a value of +1 to +3; 3.1.2.

Turn: A Turn is comprised of the four phases that make up the sequence of play (see 6.0).

Turn Track: 3.2.

Vacant: An Area that contains no enemy units; 7.4.

Victory Conditions: 16.0 (Automatic: 16.1; Operational: 16.2).

Victory Point Track: 3.4.

Zones: 3.1, 14.0.

