

PATTON'S VANGUARD: THE BATTLE OF ARRACOURT, 1944

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: PATTON'S VANGUARD

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 PATTON'S VANGUARD discussion folders at 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 for 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 . . ."TM

CREDITS

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1.0 INTRODUCTION

PATTON'S VANGUARD: THE BATTLE OF ARRACOURT, 1944 is a two-player game that simulates the German counterattacks in the Lorraine region of France. The game consists of two separate and distinct four-turn scenarios, the first covering September 19 to 22, 1944, and the second covering September 25 to 28, 1944. One player commands the attacking German forces and the other player commands the defending American forces.

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 first reading and used only later to refer to related sections for greater clarity.

2.0 COMPONENTS

PATTON'S VANGUARD includes the following components:

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

2.1 Dice

Two six-sided dice are required to play *Patton's Vanguard*. Dice are not included with the game. It will speed play if both players each have two dice. Through-out 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 eastern France where the German offensive took place during September 1944. The scale is approximately 1 inch = 0.75 mile.

3.1 Map Areas

The map is divided into 38 numbered locations hereafter called Areas. Two Areas are adjacent to each other if they share a common boundary and units could move directly from one to another.

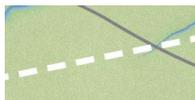


3.1.1 Identifiers. Each Area on the map contains an Identifier divided into two halves. The top half contains a number for identification purposes (from 1 to 38). The top half of Areas 7 and 9 are color-coded blue to indicate movement restrictions for certain American units (19.4.1). The top half of Areas 22, 25, 26, 27, 28 and 31 are color-coded green to indicate movement restrictions of certain German units (19.4.3). Area numbers printed in red are German-controlled at the beginning of the game, while those printed in black are American-controlled.

3.1.2 Terrain. Areas have one of two terrain types: Clear or Rough (forested and/or hilly). Clear Areas have a circle Identifier. Rough Areas have a square Identifier.

3.1.3 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 (11.5.3C).

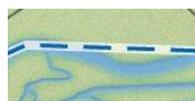
3.1.4 Boundaries. Areas are separated from each other by one of three types of boundary lines:



White dotted line: open boundary



Solid blue line: natural water boundary



Dashed blue line on a white background: canal boundary

Note: while more than one canal was present on the battlefield only the most significant, the Canal de la Marne au Rhin, is treated as a canal boundary for game purposes.

3.2 Turn Track

The Turn Track printed on the map is used to note the current Game Turn. At the end of each Turn, advance the Turn marker one space to the next sequential number 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. **Note:** the Impulse marker also indicates the current Weather (5.2, 9.0).

3.4 Victory Point Track

The Victory Point Track is used to record the number of Victory Points (VPs) controlled by the German player.

3.5 Marker Holding Boxes

The map contains boxes to hold the Advantage marker, the American Air marker, and Leader markers (11.4).

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 several 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 Select Scenario

Players should decide which scenario they are playing. The remainder of this rule covers setup for Scenario One. If playing Scenario Two see rule 19.3 for setup.

5.1.1 Choosing Sides. Each player should secretly record which side they wish to play: American or German. If opposite sides are chosen play begins immediately. If, however, both players wish to play the same side they should bid (20.1) to play the preferred side.

5.2 Marker Placement

Place the Turn marker in the "1" space on the Turn Track.

Place the "Fog/Overcast" Impulse marker in the "1" space of the Impulse track, "Fog" side up. The "Overcast/Clear" Impulse marker is not initially placed.

Place "x1" Victory Point markers in the "1" space of the Victory Point Track and the "x10" Victory Point marker in the "0" space of the Victory Point Track.

Place the American player's Air marker in its holding box printed on the map. Place the Advantage marker in its holding box printed on the map, American side up (to show American possession of the Advantage).

Place the American Colonel Abrams and Captain Dwight markers and the German Colonel Seckendorff and Colonel von Schellendorf markers in their display boxes printed on the map.

Place a German Control marker in every Area with an Identifier (3.1.1) printed in red. **Note:** Areas without a control marker are considered American-controlled at all times. If players would rather mark every Area with an Identifier printed in black with an American Control marker, the counter mix allows that option. In that case things are reversed with Areas without a control marker being German-controlled at all times.

5.3 First Scenario Unit Setup

Each player places his initial units in the Areas listed below. All units begin play with their Full-Strength side face-up.

5.3.1 American Setup. American units are set up as directed in the following locations:

Task Force Abrams

Setup In:

 37/D * 5-4-7	AREA 14
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 37/C * 7-6-6	 10/C 6-6-6	AREA 20
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Task Force Oden

Setup In:

 53/C 6-6-6	 53/B 6-6-6	AREA 23
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Other American Units

Setup In:

 704/C 6-7-6	 66 5-2-6	 94 5-2-6	 191 7-2-6	AREA 9
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 24 4-3-6	AREA 15
--	---------

 25 3-3-7	AREA 32
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5.3.2 German Setup. German units are set up as directed in the following locations:

Kampfgruppe Brose

Setup in:

 1/130C 5-4-5	 1/130B 5-4-5	 1/130A 5-4-5	 1/2113A 4-5-5	 1/2113B 4-5-5	AREA 35
 1/2113C 4-5-5					

Kampfgruppe Feiss

Setup in:

 2113/A 4-4-5	 2113/B 4-4-5	 2113/C 4-4-5	 2/2113A 4-5-5	 2/2113B 4-5-5	AREA 17
 2/2113C 4-5-5					

Other German Units

Setup in:

 113TD 4-4-5	 113 2-3-5	 113 1-3-5	Areas 17 and/or 35
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6.0 SEQUENCE OF PLAY

Each Turn represents one full day of combat and comprises four Phases and a number of “mini-turns” or Impulses.

6.1 Phases

The Phases of a Turn are conducted as follows: Reinforcements Phase, Daylight Phase, Refit Phase, and End Phase.

6.1.1 First Turn. Both scenarios begin with German Impulse 1; skip the preceding Reinforcements Phase.

6.2 Reinforcement Phase

Reinforcements become available during the Reinforcement Phase. The German player always goes first, followed by the American player. Player reinforcements will depend on whether they are playing Scenario One (17.0) or Scenario Two (19.0).

6.3 Daylight Phase

Each player may take one action during each Impulse (8.0) and then the Impulse marker is advanced to the next space on the Impulse Track. The German player always goes first, followed by the American player.

6.3.1 Sunset DR. During the American half of each Impulse the first American DR made for any purpose also serves as the Sunset DR (if the American player does not make a DR during his Impulse, he makes a Sunset DR at the end of his Impulse). The German player never makes a Sunset DR.

If the Sunset DR is *equal to or greater than* the Impulse number the Impulse marker always advances to the next space on the Impulse Track (see 3.3). In addition if the Sunset DR is exactly equal to the Impulse number there is a Weather Change (9.4).

If the Sunset DR is *less than* the current Impulse number the Daylight Phase ends. If the Impulse marker moves off the Impulse Track the Daylight Phase ends.

6.4 Refit Phase

The German player spends their available Replacement Points (RPs – see 15.5). The American player then spends their available RPs.

6.5 End Phase

Determine if either player has won an Automatic Victory (18.1).

In the absence of an Automatic Victory move the Game Turn marker to the next space on the Game Turn Track. Return the “Fog/Overcast” Impulse marker to the “1” space on the Impulse Track, removing the “Overcast/Clear” Impulse marker from the Impulse Track if necessary.

If the game has reached the End Phase of Turn 4 the scenario is over. Determine who has won the game.

7.0 STACKING AND CONTROL

7.1 Stacking

Each player may have a maximum of ten units per Area. Control and other markers do not count against 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 (14.2.2D).

Although most areas are large enough to display all of the units therein, stacking all of a player’s Full-Strength and Reduced-Strength

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 American 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. In addition, control of an area may change at the end of the Daylight Phase as a result of an Area being Out of Supply (15.4). Control is shown by flipping the control marker to either its American or German-Controlled side as is 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 conduct a Ranged Attack (8.1.2) or Bombardment (8.1.3) against enemy units within that Contested Area.

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 IMPULSES



The majority of the game is played during the Daylight Phase, consisting of an unknown number of “mini-turns” called Impulses. The German player performs one Impulse and then the American player performs one Impulse. After each player has performed one Impulse the Impulse marker is advanced one space on the Impulse Track printed on the map.

The active player during an Impulse is called the **Attacker**; his opponent is called the **Defender**. No enemy unit may move during a friendly Impulse except to retreat as a result of Combat Resolution (11.5).

8.1 Types of Impulses

There are five types of Impulse:

- Assault
- Ranged Attack
- Bombardment
- Regroup
- Pass

Note: each scenario has *Tactical Flexibility* rules that allow players to combine two of the above choices in a single Impulse. See 17.6 and 19.4.2.

8.1.1 The Assault Impulse

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

8.1.2 The Ranged Attack Impulse

The Attacker selects an Area of his choice as the Active Area. A ranged attack may not be declared in Fog Weather (9.1). If the weather is Overcast or Clear (9.2, 9.3) a Ranged Attack may be declared either within a Contested Area or, if the Active Area is *not* Contested, a ranged attack may be declared against an adjacent Area. **Note:** units in a Contested Area may never conduct a ranged attack against an adjacent Area. Units in the Active Area may attack (only).

8.1.3 The Bombardment Impulse

The Attacker selects an Area of his choice as the Target Area. Artillery and Air Bombardment may not be declared in Fog Weather (9.1). If the weather is Overcast or Clear (9.2, 9.3) an Artillery Bombardment may be declared. If the weather is Clear (9.3) the American Air Bombardment marker may be used. **Note:** Artillery units in a Contested Area may never conduct a bombardment attack against an adjacent Area.

8.1.4 The Regroup Impulse

The Attacker may activate **every** friendly unit on the map and move them one Area. Units beginning the Impulse in the same Area do not have to move to the same destination, i.e. units may split up and move to different destinations. Units that Regroup may not enter any enemy-controlled or enemy-occupied Area. Units within a Contested Area may not Regroup into another Contested Area, even if friendly-controlled. Rules 10.3.3 and 10.3.4 apply during a Regroup Impulse just as they do during an Assault Impulse.

8.1.5 The Pass Impulse. The attacker may elect to take no action at all during the Impulse (the American player must still make a Sunset DR if it is possible to end the Daylight Phase). If both players pass on consecutive impulses the Daylight Phase ends at the conclusion of the second Pass Impulse.

8.2 Legalities and Errors

A player may not change his move once a DR/dr has been made, or his opponent has declared any action (including a Pass Impulse) he will take during his Impulse. An illegal move/attack's results are valid if the opposing player does not challenge them prior to completing his own next impulse.

9.0 WEATHER



There are three types of Weather in the game: Fog, Overcast and Clear. At the start of each Turn the weather is Fog and the “Fog/Overcast” Impulse marker should be in the “1” box of the Impulse Track, “Fog” side facing up.

9.1 Fog Weather

During Fog Weather:

1. Neither player may declare a Ranged Attack Impulse (8.1.2).
2. The American player does not receive the Air Support modifier to their Attack Value or Defense Value during Combat Resolution (11.4.2D, 11.4.3E).
3. Neither player may declare a Bombardment Impulse (8.1.3.).

9.2 Overcast Weather

During Overcast Weather:

1. Either player may declare a Ranged Attack Impulse (8.1.2).
2. The American player does not receive the Air Support modifier to their Attack Value or Defense Value during Combat Resolution (11.4.2D, 11.4.3E).
3. The American player not use their Air Bombardment marker (8.1.3). Artillery units may, however, bombard.

9.3 Clear Weather

The following changes are in effect during Clear Weather:

1. Either player may declare a Ranged Attack Impulse (8.1.2).
2. Air Support modifiers for American AV (11.4.2D) and DV (11.4.3E) are applied during Combat Resolution.
3. The American Air Bombardment marker is available.

9.4 Weather Change

Each Turn begins with Fog Weather. Fog Weather conditions may end either automatically or randomly.



9.4.1 Automatic Weather Change (Fog Burn-Off). If there has been no Weather Change by the end of Impulse 5 the Weather automatically changes from Fog to Overcast at the beginning of Impulse 6. The "Fog/Overcast" Impulse marker should be removed from the Impulse Track and replaced with the "Overcast/Clear" Impulse marker at this time. Once the Weather has changed from Fog to Overcast it may not change back to Fog until the next Game Turn.

9.4.2 Random Weather Change. If the American player's Sunset DR (6.3.1) equals the current Impulse number, the weather changes during the next German Impulse. If the Weather is currently Fog it changes to Overcast. Once Overcast the Weather may not change back to Fog for the rest of that Turn. If it is currently Overcast it changes to Clear, and if it is Clear it changes to Overcast. Record the Weather Change by flipping and/or switching Impulse markers on the Impulse Track. The new Weather status remains in effect until the End Phase of the current Turn, or until the American player's Sunset DR again equals the current Impulse number. In the latter

case the weather changes yet again, and the Impulse marker is flipped once more.

10.0 MOVEMENT

10.1 Mechanics of Movement

During an Assault Impulse the attacker chooses one Area to be the Active Area.

Units move one at a time. A unit may move from an Area to an adjacent Area, the number of Areas entered during movement being limited by printed Movement Factor (MF) on the moving unit. At any point in the Assault Impulse (only) units that began this impulse in the Active Area, or enter an Area with enemy units, may attack (11.0) those enemy units within the same Area.

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

10.2 Movement Costs

Movement requires the expenditure of Movement Factors (MF) during an Impulse. A unit may continue to move into adjacent areas until it either lacks enough MF to enter another Area or it enters an Area occupied by an enemy unit, where it must stop. Movement into an Area incurs the following MF costs (use only the one that applies):

1 MF	Enter a Vacant Area
2 MF	Enter a Vacant Area adjacent to an enemy unit
3 MF	Enter an Area containing only Reduced-Strength enemy units
4 MF	Enter an Area containing a Full-Strength enemy unit
ALL MF	To cross a non-canal water boundary without using a bridge (Infantry only)

If the Active Area is Contested friendly units may exit the Area at normal MF costs, so long as the first Area they enter is Free.

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

If a player wishes to resolve an Assault within a Contested Area **no movement takes place** within the Contested Area. The attacker simply announces his intention to attack and performs the steps listed under Combat Resolution (11.5).

10.2.1 Multiple Area Destinations. Units starting in an Active Area may move to 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 in 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.

10.3 Movement Restrictions

The following four situations restrict movement:

10.3.1 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 14.2.2D.*

10.3.2 Exiting a Contested Area. Units within a Contested Area must first move to a Free Area before entering either another Contested Area or an enemy-controlled Vacant Area.

10.3.3 Unbridged Water Boundaries. Non-Infantry units may not cross a water boundary that does not contain a bridge. No unit may cross a canal boundary without using a bridge.

10.3.4 Bridge Traffic Restriction. A maximum of five units may use each bridge to cross a river or canal boundary during each Assault Impulse. The five-unit limit for each bridge applies regardless of the direction(s) traversed. No unit may cross a canal boundary without using a bridge. A boundary is unbridged if the bridge on that boundary is destroyed (optional rules 21.4.3 and 21.4.4), or if the boundary never had a printed bridge symbol.

10.3.5 Bridges and Combat. Rule 10.3.4 does not apply for units retreating as a result of a failed Mandatory Assault.

10.3.6 Artillery Movement Restriction. Units which have their Attack Factor underlined may not enter an enemy-controlled, uncontested Area unless accompanied by at least one non-Artillery unit.

11.0 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 was already contested at the beginning of the Impulse the units may either exit the Area or attack.

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.

11.1 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 (11.5.4) all participating units must retreat (14.2).

11.2 Optional Attacks

Unless required to conduct a Mandatory Attack the attacker may attack with some, all, or none of his units that entered the Area. If he chooses to attack at least one unit must attack. Moving units may not join with units already within a Contested Area (7.3) to make one combined attack.

11.3 Contested Area

If the Active Area is already 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.

11.4 Historical Leaders

Once per Assault Impulse the Attacker may place Leader markers into an Area where Combat Resolution (11.5) is taking place. Placement is automatic; no dr needs to be made. Colonel Abrams adds +2 to an Attack Value, while all other Leader markers add +1.

11.4.1 American Restrictions. Colonel Abrams may be placed into any Area where an American attack containing at least one armored unit is taking place; Captain Dwight may only be placed into an Area where Combat Resolution includes at least one of the 704th Tank-Destroyer units. Abrams and Dwight may both add their modifiers to the same Attack Value, so long as conditions for their placement are met.

11.4.2 German Restrictions. Colonel Seckendorff may be placed into any Area where Combat Resolution includes a unit belonging to the 113th Panzer Brigade (color-coded red); Colonel von Schellendorf may be placed into any Area where Combat Resolution includes a unit belonging to the 111th Panzer Brigade (color-coded blue). Seckendorff and Schellendorf may not modify the same Attack Value.

11.5 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 (11.5.1) and compute results (11.5.4)

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

11.5.2 Attack Value (AV). The Attack Value 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 Full-Strength unit participating in the attack, and +1/2 each additional Reduced-Strength unit participating in the attack (fractions rounded down),

C. +1 Combined Arms Attack Bonus when any three types of units participate in the same attack: armor, infantry, engineer, and/or artillery,

D. +1 Air Support if Americans assault in Clear Weather

E. +1/+2 Value of Leader marker(s) committed to the attack.

* Artillery may not act as the Lead Attacking Unit during an Assault

11.5.3 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 unit in addition to the Lead Defending Unit in the defending Area,

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

D. +1 when making a Mandatory Attack (11.1) if all of the attacking units crossed a natural water boundary, +2 if all of the attacking units crossed a canal boundary (3.1.4),

E. +2 Air Support if Germans assault in Clear Weather.

11.5.4 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. All of the attacking units are flipped to their Reduced-Strength side if currently Full-Strength; if already Reduced-Strength they are eliminated. Retreat is required in cases of Mandatory Attack (11.1). Attacking units making an Optional Attack (11.2) may not retreat.

Stalemate: If the $AT = DT$ the Lead Attacking Unit is flipped to its Reduced-Strength side if currently Full-Strength; if already Reduced-Strength they are eliminated. Attacking units making a Mandatory (11.1) or Optional (11.2) Attack may not retreat. Defending units may retreat optionally (14.2.3). There is no effect on defending units.

Success: If the $AT > DT$ the Lead Attacking Unit is flipped to its Reduced-Strength side if currently Full-Strength; if already Reduced-Strength they are eliminated. The defender must absorb Attrition Points (13.1) equal to the difference between the AT and DT. The first Attrition Point must be absorbed by the Lead Defending Unit.

Overrun: If an Assault requires the defender to suffer more Attrition Points than can be absorbed by the defending units in the Assaulted Area, the Attacker does not have to flip/eliminate their Lead Attacking Unit. Units in Rough terrain may not be overrun.

11.5.5 Leader Casualties. If the *original (unmodified)* Attacker and Defender DR results are equal the Leader marker is removed from the map and placed on the Game Turn Track for the following Turn.

Otherwise return the marker to its holding box printed on the map. If both Abrams and Dwight were committed to the same Combat Resolution Abrams is removed if the die rolls were even and Dwight is removed if the die rolls were odd. **Design Note:** *this rule represents a number of conditions that remove a leader from the field of battle for a few hours such as a light wound, or their command vehicle breaking down, becoming lost (especially in Fog Weather), etc. If players wish to include leader fatalities in the game they should use Optional Rule 21.1 (Historical Figure Death).*

12.0 RANGED ATTACK

12.1 Ranged Attack Impulse

In a Ranged Attack Impulse the Attacker activates an Area to attack. Unlike an Assault Impulse, there is no movement.

12.1.1 Ranged Attack Declaration

During any Overcast or Clear Weather Impulse either player may conduct ranged attack. Only Armored units (4.2.1) attack/defend during a ranged attack. An Area stacked to the maximum with friendly units *may* be the subject of a Ranged Attack by friendly units outside that Area.

12.2 Ranged Attack 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:

- Attacker designates the Lead Attacking Unit
- Tabulate final Attack Value and Defense Value
- Roll dice (12.2.1) and compute results (12.2.4)

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

12.2.2 Attack Value (AV). The Attack Value of a Ranged Attack is equal to the sum of:

A. The Attack Factor of any one attacking Armored unit of the attacker's choice (**Lead Attacking Unit**),

B. +1 Each additional Full-Strength Armored unit participating in the attack, and +1/2 each additional Reduced-Strength Armored unit participating in the attack (fractions rounded down),

C. +1 Air Support if Americans Range Attack in Clear Weather

D. +1/+2 Value of Leader marker(s) committed to the attack.

12.2.3 Defense Value (DV). The DV of a Ranged Attack is equal to the sum of:

A. +1 Each Armored Unit in the Defending Area,

B. x2 (double) the TEM of the Area being attacked,

C. +2 Air Support if Germans conduct a Ranged Attack in Clear Weather.

12.2.4 Computing Results. The result of a Ranged Attack depends on the difference between the Attack Total (AT) and the Defense Total (DT).

Repulse: If the $AT < DT$ there is no effect on the defender's units. All of the attacking Armored units that participated in the attack are flipped to their Reduced-Strength side if currently Full-Strength; if already Reduced-Strength they are eliminated.

Stalemate: If the $AT = DT$ the Lead Attacking Unit is flipped to its Reduced-Strength side if currently Full-Strength; if already Reduced-Strength they are eliminated. There is no effect on defending units.

Success: If the $AT > DT$ the Lead Attacking Unit is flipped to its Reduced-Strength side if currently Full-Strength; if already Reduced-Strength they are eliminated. The defender must absorb Attrition Points (14.1) equal to the difference between the AT and DT. The first Attrition Point may be absorbed by any defending armored unit of the defending player's choice. Additional losses may be applied by the defender to *any* defending unit, even non-Armored units.

Overrun: There are no overruns with ranged attacks.

13.0 BOMBARDMENT

13.1 Bombardment Impulse

In a Bombardment Impulse the Attacker activates an Area to be the Target Area. Unlike an Assault Impulse, there is no movement.



13.1.1 Air Bombardment Declaration

During any Clear Weather Impulse the American player may bombard with their Air Bombardment marker. Place the marker into the Target Area. After

Bombardment Resolution (13.2) return the marker to its bombardment display printed on the map. The Air Bombardment marker may be used repeatedly; it is always available so long as the Weather is Clear.



13.1.2 Artillery Bombardment Declaration

During any Overcast or Clear Weather Impulse the American player may bombard with their Artillery units. Only Full-Strength Artillery units may bombard. Artillery

may bombard within a contested Area or, if the Area is not Contested, they bombard an adjacent Area. After Bombardment Resolution (13.2) flip any participating Artillery units to their Reduced-Strength side.

13.2 Bombardment Resolution

13.2.1 Select the Primary Target. The Attacker chooses one enemy unit in the Target Area as the Primary Target. The Primary Target must take the first Attrition Point inflicted, if any.

13.3 Bombardment Attack Value

The AV is the Attack Factor of the attacking Air Bombardment marker or Artillery unit. In a Field Artillery bombardment, the AV is the Attack factor of one Field Artillery unit plus one for each additional Full-Strength Field Artillery unit in or adjacent to the Target Area supporting the bombardment. In an Air Bombardment, the AV is the Attack factor of the Air Bombardment marker; add three (+3) to this total if there are five or more enemy units in the Target Area. The Air Bombardment marker always attacks alone and cannot support or be supported.

13.4 Bombardment Defense Value

The DV is the sum of:

- A. the TEM of the Target Area
- B. +1 Each German FLAK unit present in the Target Area against Air Bombardment

The Defense Value of the defending unit(s) is *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 Attack Total is greater than the Defense Total, the defender must take Attrition Points (14.1) equal to the difference between the AT and DT.

14.0 ATTRITION AND RETREAT

14.1 Attrition Points (AP)

In order to satisfy losses suffered as a result of an Assault, Ranged Attack, or Bombardment the defender removes AP from his units in the defending Area. The first AP(s) must be taken by either the Lead Defending Unit or the Primary Target. The defender distributes the remaining AP(s) as he chooses. Excess APs 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 (*i.e. a player cannot eliminate a Full-Strength unit in order to save a Reduced-Strength unit if only 2 APs have to be applied*).

The defender removes AP from an attack as follows:

- A. Each Full-Strength unit eliminated: 3 AP
- B. Each Full-Strength unit that flips to Reduced-Strength: 1 AP
- C. Each Reduced-Strength unit eliminated: 2 AP
- D. Each Reduced-Strength unit that retreats: 1 AP

The Defender in a Rough Area always suffers one less AP than the difference between the Attack Total and Defense Total during an Assault or Ranged attack. In effect, Rough always absorbs the defenders first AP.

14.2 Retreats

The attacker or defender may be called upon to retreat as a result of combat. Attacking units may only retreat into the Area from which they entered the attacked Area. **Exception:** *Fully-stacked Areas; see 14.2.2 to determine which Area they retreat to.*

14.2.1 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.

14.2.2 Retreat Priorities. If there is more than one Area to which units may retreat the units must retreat based on the following set of priorities:

- 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. Fully-stacked Area.

If forced to retreat to an already full stacked Area, the unit must retreat *again* from that overstacked Area, once more applying retreat priorities.

14.2.3 Voluntary Retreat. Some or all of the defenders in an Area being attacked may voluntarily retreat after Combat Resolution, even if the attacker suffered a Stalemate or Repulse result. The Lead Defending Unit does not have to be among the units that retreat. Victorious Assaulting units may not voluntarily retreat.

14.2.4 Retreat Elimination. If for any reason a unit is unable to retreat per the Retreat Priorities (14.2.2), such as having to retreat off the map or ending in a fully stacked Area, it is eliminated. Only Infantry may retreat across river boundaries without using a friendly-controlled bridge; any other unit type is eliminated.

15.0 REFIT

Units can suffer attrition and elimination through Combat Resolution during the Daylight Phase. During the Refit Phase they may recover.

15.1 Refit Phase

The German player conducts his Refit Phase first, followed by the American player.

15.2 Vacant Area Control

A Vacant Area that is enemy-controlled becomes friendly-controlled at the beginning of the Refit Phase if it is unable to trace a supply line to a friendly Supply Source.

15.3 Tracing Supply

Units wishing to Refit must be able to trace a supply line to a Supply Source. American-Controlled Areas on the west side of the map are

American Supply Sources. German-Controlled Areas on the east, north, and south sides of the map are German Supply sources. Units unable to trace supply are considered Out of Supply and suffer certain game penalties (see 15.4).

The supply line path may not enter an enemy-controlled Area. It may pass through a friendly-controlled Area contested by enemy units. A Vacant Area under enemy-control still blocks supply.



OUT OF SUPPLY

15.4 Out of Supply

At the beginning of the Refit Phase units must be able to trace a supply line to a friendly-controlled Supply Source.

15.4.1 Tracing Supply. The supply line path may not enter an enemy-controlled Area or cross an unbridged Canal boundary. It may pass through a friendly-controlled Area contested by enemy units. A Vacant Area under enemy control still blocks supply. Place an Out of Supply marker in any Area unable to trace supply at the beginning of the Refit Phase. Conversely, an Out of Supply Area from a previous Turn that is able to trace supply at the start of the Refit Phase has its Out of Supply marker removed and is now once again in supply.

15.4.2 Movement and Combat. Out of supply units suffer a -1 penalty to their movement rate, Attack Value, and Defense Value so long as they remain Out of Supply.

15.4.3 Refit. Out of Supply units may not Refit.

15.5 Replacement Points (RP)

The German player receives one (1) RP each Refit Phase. The American player receives three (3) RP each Refit Phase. Either player may receive 1 extra RP during his Refit Phase by spending the Advantage (16.1D).

15.6 Replacement Costs

Replacement Points may be spent in the following manner.

15.6.1 Eligibility. American and German units must be able to trace a supply line (15.3) to be eligible to take replacements.

15.6.2 One (1) Replacement Point may be spent to do the following:

- Flip up to two Reduced-Strength units on the map to Full-Strength
- Rebuild an eliminated unit at Reduced-Strength

These are the only Replacement options. Eliminated units may not be rebuilt at Full-Strength.

15.6.3 Rebuilt American Units. Eliminated American units may be placed in any supplied American-Controlled Area along the western map edge (Areas 6, 7, 24, 25, and 25). They may not be rebuilt in Area 5.

15.6.4 Rebuilt German Units. Eliminated German units may be placed in any supplied German-Controlled, Area along the eastern map edge (Areas 1, 17, 35, 36, and 38).

15.6.5 American Artillery. Reduced American Artillery units may flip to their Full-Strength side at the end of each American Refit Phase without spending any RP. If eliminated these units may not be rebuilt.

15.7 Accumulation

Any RP remaining at the end of the Refit Phase are lost. They do not accumulate from turn to turn.

16.0 THE ADVANTAGE

At the start of each 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 in its holding box printed on the map. The American player starts the game controlling the Advantage. Control of the Advantage can change through voluntary use by the player who possesses it.

16.1 Voluntary Use

During the Daylight Phase the Advantage may be used to declare:

- A. Combat Reroll.** The player controlling the Advantage may use it once per Impulse to force a reroll of any one Assault (11.5) or Ranged Attack (12.2) Impulse Combat Resolution or Bombardment Impulse Bombardment Resolution (13.2), before any subsequent action takes place. There is no guarantee that the reroll will be better; it might even be worse. If the Advantage is used to reroll any DR which would have served as the American Sunset DR, the rerolled DR becomes the effective Sunset DR.
- B. Other Reroll.** The Advantage may be used to force a reroll of any non-combat DR or dr.
- C. Fog Burn off.** Prior to Impulse 6 the Advantage may be used at the start of a player's Impulse to change the weather from Fog to Overcast. It may not be used to change the Weather from Overcast to Clear, or from Clear to Overcast.

During the Refit Phase the Advantage may be used to declare:

- D. Increased Replacements.** The player receives one (1) additional Replacement Point during the Refit Phase. The Advantage may not be used in this manner on Turn 4.

During the End Phase the Advantage may be used by either player to:

- E. Continue Play.** If a player has lost the game due to an enemy Automatic Victory (18.1) they may use the

Advantage to negate this and continue play to the next turn.

16.2 Advantage Shift

After the Advantage is used it belongs to neither player until the end of the current Phase or Impulse, at which time it becomes the property of the player who did not use it.

17.0 FIRST SCENARIO SPECIAL RULES

17.1 The First Scenario

This first scenario is four turns long and covers the first phase of the German offensive from September 19–22, 1944.

17.2 Reinforcements

There is no Reinforcement Phase on Turn 1.

17.3 Prohibited Entry

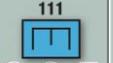
American units and units of the German 113th Panzer Brigade (color-coded red) may not enter Areas south of the Rhine-Marne Canal (Areas 1 through 5) on Turn 1. German units may not enter any American-Controlled Area on the western map edge (Areas 6, 7, 24, 25 and 26) on Turn 1.

17.4 Arrival of German Reinforcements

During each Impulse of the Daylight Phase of Turn 1, before declaring their choice of Impulse, the German player makes a DR. If the DR is less than the current Impulse number the following units are placed on the map.

Reinforcement

Setup In:

 4-4-5	 4-4-5	 4-4-5	 3-4-5	 3-4-5	 3-4-5
 3-3-5	 3-3-5	 3-3-5	 3-4-5	 3-4-5	 3-4-5
 4-4-5	 2-3-5	 1-3-5	Areas 3 and/or 4		

If these German units do not appear on Turn 1, they are placed on the map during the Reinforcement Phase of Turn 2.

17.5 Arrival of American Reinforcements

During each Impulse of the Daylight Phase of Turn 1, before declaring their choice of Impulse, the American player makes a DR. If the DR is less than the current Impulse the following units are placed on the map.

Reinforcement

Setup In:

* 7-6-6	* 5-5-5	* 5-5-5	* 5-5-5	Areas 6 and/or 7
* 5-5-5	* 5-5-5	* 5-5-5		
* 7-6-6	* 6-7-6	* 6-6-6		Areas 25 and/or 26

If these American units do not appear on Turn 1, they are placed on the map during the Reinforcement Phase of Turn 2.

17.6 Tactical Superiority (First Scenario)

During all Impulses of the first scenario, regardless of Weather, the American player may opt to perform either an Assault Impulse or a Ranged Attack Impulse followed by a Regroup Impulse or they may opt to perform a Regroup Impulse followed by either an Assault Impulse or a Ranged Attack Impulse. This option is not available to the German player during the first scenario.

18.0 VICTORY CONDITIONS

18.1 Automatic Victory

The German player wins an Automatic Victory if at the end of Turns 2, 3, or 4 they control either Area 7 or Area 25 and are able to trace a Supply Line (15.3) through Area 8 to either the southern or eastern edge of the map.

The American player wins an Automatic Victory at the end of Turn 1 if the German player does not control at least 2 VP on the map, at the end of Turn 2 if the German player does not control at least 3 VP on the map, and at the end of Turn 3 if the German player does not control at least 4 VP on the map.

18.2 German Operational Victory

At the end of Turn 4 count the number of Victory Point Areas controlled by the German player. American Areas have the following Victory Point value:

- 2 Victory Points: Area 9 and Area 12
- 1 Victory Point: Area 13, Area 14, Area 20, Area 21, Area 23, and Area 38

German-controlled Victory Point Areas must be able to trace a Supply-Line (15.3) in order to count towards an Operational Victory.

At the end of Turn 4 also count the number of eliminated American units:

- +1 Victory Points: Each Eliminated American Unit

- +1/2 Victory Point: Each Reduced-Strength American Unit (fractions rounded down)

If at the end of Turn 4 the German player has 10 VP or more he wins. If he has 9 VP or less he loses.

The Americans do not receive Victory Points. Victory depends solely on the German Victory Point total unless one side or the other achieves an Automatic Victory (18.1).

18.3 Credit for Contested Areas

The German player receives one Victory Point if they Contest, but do not Control, Area 9 (Hill 318). The German player receives one Victory Point if they Contest, but do not control, Area 12 (Hill 265). If the German player Contests, but does not Control, both Area 9 and Area 12 they receive two (2) Victory Points.

19.0 SECOND SCENARIO

19.1 The Second Scenario

This second scenario is four turns long and covers the second phase of the German offensive from September 25–28, 1944.

19.2 Marker Placement

Marker placement is identical to the first scenario (see 5.2). **Exceptions:** German Control Markers are placed in Areas: 1, 2, 3, 16, 17, 18, 26, 27, 28, 29, 34, 35, 36, 37, 38, and 39. The German Seckendorff and Schellendorf leader markers are not used in this scenario (historically they were both KIA). The German Wietersheim and Muhlen leaders are used instead. Weitersheim and Muhlen may not participate in the same attack.

19.3 Second Scenario Unit Setup

Each player places his initial units in the Areas listed below.

19.3.1 American Setup. American units are set up as directed in the following locations:

Reinforcement

Setup In:

7-6-6	7-6-6	7-6-6	5-4-7	AREA 8
* 5-5-5	* 5-5-5	* 5-5-5	* 5-5-5	* 5-5-5
* 5-5-5				AREA 9
6-7-6	6-7-6	5-2-6	5-2-6	7-2-6
				AREA 12

Reinforcement

Setup In:

 6-7-6		AREA 13
 6-6-6		AREA 20
 6-6-6		AREA 21
 6-6-6	 6-6-6	AREA 23
 4-3-6		AREA 24
 3-3-7		AREA 31
* *		AREA 32
* *		AREA 33

19.3.2 German Setup. German units are set up as directed in the following locations:

Reinforcement

Setup In:

 4-5-5	 2-3-5	 2-3-5		AREA 3
 2-3-5				AREA 16
 4-5-5	 1-3-5	 2-3-5	 2-3-5	AREA 18
 3-4-4	 3-4-4	 3-4-4		AREA 26
 3-4-4	 3-4-4	 3-4-4		AREA 27
 3-4-4	 3-4-4	 3-4-4	 4-4-5	

Reinforcement

Setup In:

 4-4-5	 5-5-5	 5-5-5	 2-3-5	AREA 29
 2-2-5	 1-3-5	 2-2-5		
 4-4-5	 5-5-5	 5-5-5	 1-3-5	AREA 34
 2-2-5	 4-2-5	 2-3-5		
 3-3-5	 5-5-5	 5-5-5	 2-2-5	AREA 37
 2-3-5	 2-2-5	 2-3-5		

19.4 Second Scenario Special Rules

The rules for the second scenario are identical to the first with the following modifications.

19.4.1 American Defensive Posture. Units belonging to the 320th Infantry Regiment that set up in Area 9 are limited to the following Areas: 7 and 9. **Note:** these Areas have the top half of their Area identifiers color-coded blue. If any of these units is forced to retreat out of these areas those units are free to enter any area on the map (but are still subject to withdrawal at the end of Turn 1; see 19.6).

19.4.2 Tactical Superiority (Second Scenario). During all Fog Weather Impulses of the second scenario the German player may opt to perform either an Assault Impulse or a Ranged Attack Impulse followed by a Regroup Impulse or they may opt to perform a Regroup Impulse followed by either an Assault Impulse or a Ranged Attack Impulse. This option is available to the American player during the second scenario only if the Weather is Clear. If the Weather is Overcast neither player may utilize Tactical Superiority.

19.4.3 German Army Boundary. Units belonging to the 559th Volksgrenadier Division that set up in Areas 26 and 27 are limited to the following Areas: 22, 25, 26, 27, 28 and 31. **Note:** these Areas have the top half of their Area identifiers color-coded green. If any of these units is forced to retreat out of these areas it is free to enter any area on the map.

19.4.4 American and German Refit Capacity. The American player receives 2 RP each Refit Phase. American Artillery continue to refit for free per rule 15.5.5. The German player receives 2 RP each Refit Phase. Reduced German Artillery units may flip to their Full-Strength side at the end of each German Refit Phase without spending any

RP. If eliminated German Artillery, like American Artillery, may not be rebuilt.

19.4.5 Ghost Division Experience. Increase the German Combined Arms Bonus from +1 to +2 when conducting an Assault Impulse. To qualify for the additional modifier at least three units from the 11th Panzer Division, of any type, must be participating in the attack.

19.4.6 Artillery and Air Primary Targets. American Air and Artillery may not choose German Artillery as the Primary Target during a Bombardment Impulse if there is another unit type present in the Target Area. German Artillery may not choose American Artillery as the Primary Target during a Bombardment Impulse if there is another unit type present in the Target Area.

19.4.7 German Battlefield Recovery. One Reduced-Strength German armored unit may flip to Full-Strength at the end of each German Refit Phase without spending any RP. The Area must be German-Controlled and able to trace supply (15.3) to do so.

19.4.8 The Advantage. The Advantage marker begins the second scenario German-side up.

19.5 Special Weather Change (A Break in the Clouds)

If the Weather is currently Overcast the American player makes a Die Roll before declaring their Impulse. If the Die Roll is less than the current Impulse, the Weather immediately changes to Clear for the upcoming American Impulse (only). The German player may surrender the Advantage to force the American player to re-roll. The Impulse marker is *not* flipped to indicate a Weather Change. It is still possible to change the Weather for the next Impulse if the American Sunset Die Roll equals the current Impulse (see 9.4.2).

19.6 Second Scenario Withdrawals

Remove the following American units from the map during the End Phase of Turn 1 (all units are marked with a white asterisk):

2/320A *  5-5-5	2/320B *  5-5-5	2/320C *  5-5-5	3/320A *  5-5-5	3/320B *  5-5-5	3/320C *  5-5-5
37/A *  7-6-6	37/B *  7-6-6	37/C *  7-6-6	37/D *  5-4-7		

Note: a unit scheduled for withdrawal that was eliminated during Turn 1 may only be rebuilt during the Turn 1 Refit Phase. It may not be rebuilt during Turns 2, 3, and 4 and is considered permanently eliminated.

19.7 Second Scenario Reinforcements

Reinforcements for both sides appear during the Reinforcement Phase of Turn 2. Reinforcement Phase as indicated below:

American Reinforcements:				Setup In:	
8/A  7-6-6	8/B  7-6-6	8/C  7-6-6	8/D  5-4-7	691/A  6-7-6	691/B  6-7-6
51/A  6-6-6	51/B  6-6-6	51/C  6-6-6	10/A  6-6-6	10/B  6-6-6	
166  4-3-6	22  5-2-6	177  5-2-6	696  5-2-6	Areas 25 and/or 24, and/or 7	

Units must be placed in American-controlled, uncontested Areas first. When this option no longer exists American reinforcements must be placed in American-controlled, contested Areas. If neither option exists the units may not be placed that Turn. American reinforcements unable to be placed on the map on Turn 2 may be placed in any American-controlled Area on the western map edge on Turn 3. If placement is not possible on Turn 3 the units may be placed in any American-controlled Area on the western map edge on Turn 4.

German Reinforcements:	Setup In:
11  2-3-5	AREA 38

The German reinforcement must be placed in a German-controlled, uncontested Area 38. If Area 38 is German-controlled but contested by the American side the German reinforcement may still be placed in that Area. If the Area is American-controlled the reinforcement may not be placed that Turn. If the German reinforcement is unable to be placed on the map on Turn 2 it may be placed in any German-controlled Area on the eastern map edge on Turn 3. If placement is not possible on Turn 3 the units may be placed in any German-controlled Area on the eastern map edge on Turn 4.

19.8 Scenario Victory Conditions

The Victory Conditions for the second scenario are the same as the first scenario (18.0).

20.0 SIDE DETERMINATION

If both players wish to play the same side (see 5.1.1) 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.

20.1 Bids

Each player submits a secret, written VP bid to command the Germans. The high bid receives the German side with the winning bid becoming the number of VP required for a German Operational Victory. Automatic Victory rules remain unchanged.

21.0 OPTIONAL RULES

If players are already familiar with the game or already have experience playing Area-Impulse games it is recommended that some or all of these additional rules are incorporated into play. Optional rule 21.2 is especially recommended.

21.1 Historical Figure Death

As happened during the historical battle leaders are subject to being killed in action. If during an Assault Impulse the *original (unmodified)* Attacker and Defender DR results are equal the marker is flipped to its "KIA" side and remains in the Area it was placed into, eliminated, for the rest of the game. Otherwise return the marker to its holding box printed on the map.

If both Abrams and Dwight were committed to the same Combat Resolution Abrams is killed if the die rolls were even and Dwight is killed if the die rolls were odd.

If during an American Artillery or Air Bombardment the *original (unmodified)* Attacker and Defender DR are equal the German Leader marker associated with the Primary Target is flipped to its "KIA" side in its holding box on the map and remains unavailable for the rest of the game. **Note:** *players will notice that is possible for both a Mistaken Attack and the death of a German Leader to occur as the result of the same American Air Bombardment if using both optional rules 21.1 and 21.3.*

21.2 German Command and Control

When playing the first scenario units of the 111th and 113th Panzer Brigades may not activate during the same Impulse. If playing the second scenario there are no German activation restrictions.

21.3 Friendly Fire Incident

If the Target Area of an American Air Bombardment Impulse is Contested, American casualties occur if the *original (unmodified)* Attacker and Defender DR results are equal. American Attrition Points are half (fractions rounded up) the original DR. The German player may select the unintentional American "Primary Target" *after* the attack is resolved. German losses are taken normally.

21.4 Bridge Rules

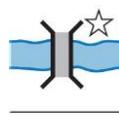
Bridges are always in one of three states: American-held, German-held, or destroyed. A bridge without a bridge marker is considered German-held. A bridge with a bridge marker is considered-American held. A destroyed bridge is held by neither player.

21.4.1 Initial Bridge Marker Placement. If playing the first scenario place bridge markers American-side up between Areas 3/11, 3/15, 19/33, 20/32, 21/31, 22/27, 25/26, 25/27, and 28/31. If playing the second scenario place bridge markers between Areas 3/15, 3/11, 4/11, 5/6, 5/10, 19/33, 20/32, 21/31, 22/27, 25/26, 25/27, 28/31.

Bridges may change hands in one of the following ways:

- Successful seizure attempt during movement

- Crossed during a Mandatory Attack that is either an Overrun, Success, or Stalemate
- Repair of a destroyed bridge
- Both connecting Areas become Free (7.5)



21.4.2 Bridge Seizure. A Point Unit may attempt to seize an enemy-held bridge bordering its Area at any time during its movement during an Assault Impulse by expending 1 MF. Seizure is successful if the die roll is equal to greater than 7. The die roll is subject to the following modifiers:

- +3 Attempt from a Free Area
- +1 Other Area is Vacant
- -1 Per Full-Strength enemy unit in the other Area
- -1 Canal water boundary

Each bridge is subject to only one seizure attempt per Impulse. Regardless of the outcome, all other units must pay one additional MF when crossing that bridge during any Impulse in which a seizure attempt is made. The seizing, given sufficient MF, may continue to move and may attack or attempt to seize other bridges.

Bridge seizures may not be attempted during a Bombardment, Ranged Attack, Regroup, or Pass Impulse.

21.4.3 Bridge Demolition. A demolition attempt of each bridge on any or all boundaries of the Active Area may be made at the end of an Assault Impulse by the side which controls those bridges if the enemy Contests or Controls one of the bridge's two Areas. Contesting an Area momentarily during a failed Mandatory Assault is not sufficient to allow a bridge demolition attempt.

For each demolition attempt the Attacker makes a die roll and adds the appropriate die roll modifier. If the final die roll is equal to or greater than 7, the bridge is covered with a Demolished Bridge marker. A Bridge Demolition attempt may be made regardless of the presence or absence of friendly units in the Active Area. A player who demolishes a bridge retains control of that portion of the water boundary.

21.4.4 Last Minute Demolition. During a friendly Regroup Impulse the player may select ONE friendly-controlled bridge on the map to attempt bridge demolition. The enemy must Contest or Control one of the bridge's two Areas. On a die roll of "5" or "6" the bridge is destroyed. Any other result has no effect.



21.4.5 Bridge Repair. Demolished bridges may be repaired. Bridges may not be built across boundaries that did not have a bridge initially. If the Active Area is friendly-controlled and not isolated, repair attempted may be made at the start of an Assault Impulse to any bridges on its boundaries. **Note:** *A player may not attempt bridge repairs if the Active Area is Contested at the beginning of the Impulse.*

There is a maximum of two bridge repair attempts per Impulse for the American player and one bridge repair attempt per Impulse for the German player. Each bridge site may only make one repair

attempt per Impulse. The attacker makes a die roll and adds the appropriate bridge repair modifiers (xx) for each repair attempt. If the final Repair die roll is equal to or greater than 7, the bridge is repaired and the Demolished Bridge marker is flipped to its American side if the repair was made during an American Impulse or removed from the map if the repair was made during a German Impulse.



21.4.6 Construction. The Americans have two Construct markers; the Germans have only one. For each Repair attempt, an unused Construct marker belonging to that side must be available. Construct markers are available if currently on the bridge being repaired or in their holding box printed on the map. If the player does not have a Construct marker available, they must remove one of their choice from elsewhere on the map. If the attempt is unsuccessful, increase the construct level by +1 to a maximum of +2. This is done either by placing a Construct marker on the Demolished Bridge marker with its +1 side facing up or flipping the marker already there from its +1 to its +2 side. If the repair attempt is successful, return any Construct marker on that bridge to its holding box printed on the map—it is not available again during the same Impulse.

Both sides may attempt to repair the same bridge, but if either side is successful, the Construct marker of the other player on that site is returned to its holding box printed on the map. If both sides fail, each places their own Construct marker. A Construct marker may only be used by the player who placed it, i.e. the American player may not benefit from a German Construct marker and the German player may not benefit from an American Construct marker. Construction markers may be removed by their owner at any time without benefit of a die roll.

21.4.7 Bridge Modifiers. Repair/Demolition die roll modifiers depend on the status of the two Areas on either side of the bridge at the start of the Impulse. Total the drms for both Areas:

- +3: Free
- +2 Contested, Friendly-controlled
- +1 Contested, Enemy-controlled

The following additional modifiers also apply:

- 1: Any Repair Attempt
- 1: Canal Boundary
- +X: Construct marker modifier to any Repair Attempt

21.4.8 Bridges and Movement. See rule 10.3.4.

21.4.9 Bridges, Combat, and Retreat. This rule replaces rule 11.5.3D. When making a Mandatory Assault apply the largest of:

- (a) +1 if an Assaulting unit entered the Area across a friendly-controlled bridge or
- (b) +2 if and Assaulting unit entered the Area across an enemy-controlled bridge or
- (c) +2 if it crossed a River without using a bridge

A friendly unit may never retreat across an enemy-held bridge.



21.5 Optional Unit

The following additional unit is available to the German player during the second scenario and may be setup in any German-controlled Area. **Design Note:** *this unit was being reequipped with Jadgpanzer IV tank destroyers and did not participate in the Arracourt battles depicted in the game. This optional rule assumes the new tank destroyers were delivered faster than historically.*

22.0 GLOSSARY

Active Area: The Area which the attacker has selected to conduct either an Assault or Non-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 spent; 16

Area: Any of the 10 irregularly shaped spaces on the map, used to regulate movement and combat; 3.1

Area Boundaries: 3.1.4

Air Bombardment: 13.1.1

Armor: any unit with a vehicle illustration; 4.2.1

Artillery: any unit whose Attack Value is underlined; 4.2.2

Assault Impulse: A declared Impulse during which the attacker may move and attack.

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

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

Attack Value (AV): 11.5.2

Attrition Points (AP): The difference between the Attack Total and the Defense Total in an Attack or Bombardment, which must be absorbed by Full-Strength units flipping to their Reduced-Strength side, retreating, or elimination; 14.1

Bids: 20.1

Bombardment Impulse: A declared Impulse during which the player may bombard with Artillery units or the American player with their Air Bombardment marker; 13.1

Boundaries: 3.1.4.

Bridges: 24.1.

Clear: Any Area containing a circle Identifier (Terrain: 3.1.2)

Clear Weather: 9.3

Combat Resolution: 11.5

Combined Arms Bonus: 11.5.2C

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.

Construction: 21.4.6

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Daylight Phase: The portion of each Turn when players may perform Impulses; 6.3

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.

DRM (Die Roll Modifier): A number applied to an original die roll to alter the final result.

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

Defense Value (DV): 11.5.3

End Phase: 6.5

Engineer: a type of infantry that grant a modifier to bridge seizure attempts; 4.2.3

Errors: 8.2

First Scenario: 17.0

Fog: 9.1

FLAK: German Anti-Aircraft units that grant a modifier to Air Bombardments; 4.2.4

Free: An uncontested, friendly-Controlled Area; 7.5

Full-Strength: The fully-colored (non-striped) side of a unit.

Historical Leaders: 11.4

Identifier: 3.1.1

Impulse: One of the alternating "mini-turns" that make up the Daylight Phase. Players always choose to conduct an Assault, Non-Assault or Pass Impulse.

Impulse Track: 3.3

Infantry: 4.2.3

Lead Attacking Unit: 11.5.2A (in Ranged Attack, 12.2.2A)

Lead Defending Unit: 11.5.3A

Mandatory Attack: 11.1

Movement: 10.0

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

Optional Rules: 21.0

Pass Impulse: An Impulse during which the Attacker performs no action; 8.1.5

Ranged Attack: A special type of Assault Impulse; 12.0

Reduced-Strength: The striped side of a unit; see 4.3

Refit Phase: The phase immediately following the Daylight Phase when each player may spend Replacement Points; 6.4, 15

Replacement Points: 15.5

Regroup Impulse: A type of Non-Assault movement; 8.1.4

Rough: Any Area containing a square Identifier (Terrain: 3.1.2)

Second Scenario: 19.0

Side Determination: 20.0 (at start of game: 5.1.1)

Sunset Die Roll: 6.3.1

Supply Source: 15.3

Terrain: The circles and squares within each Area; 3.1.2

Terrain Effects Modifier (TEM): The black number with a value ranging between +1 and +3 within each Identifier.

Turn: All the phases and impulses of one of the six numbers on the Game Turn Track.

Turn Track: 3.2

Vacant: 7.4

Victory Conditions: 18.0 (Automatic: 18.1; and Second Scenario; 19.6)

Victory Point Track: 3.4

Weather: 9.0 (Changes: 9.4)