

NIGHT DROP 2

Pegasus Bridge

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Night Drop 2 is a sequel to *Night Drop*, published in 2011 by *Battles Magazine*. Owners of *Night Drop* will feel at home, but it is suggested they read this updated rules booklet. It has been necessary to make a few adaptations and changes for this new version.

1. INTRODUCTION

This game simulates, at the tactical scale, the first hours of combat carried out by the airborne troops of the British 6th Airborne Division at dawn on the 6th of June 1944. One of the players takes control of the British units and the other player takes control of the German units.

One game turn represents one hour of real time. The map represents the area around the Bois de Bavent at the scale of 400 meters per hexagon. The historical Drop Zones (DZs) (named 'V', 'K' and 'N') of each Parachute Brigade (Para Bde) of the 6th Airborne Division are represented by several Drop Zone Hexes (DZHs) in the brigade's identifying colours. Each player uses one or two d6, each of a different colour, to resolve different events in the game.

2. BRITISH UNITS

There are 2 categories of British parachute units in the game: Sticks and Companies. Paratroopers' units are identified by a coloured strip corresponding to their DZ as follows:

- **Red** (more like maroon actually) for DZ 'N', 5th Para Brigade
- **Blue** for DZ 'K', 8th Para Bn, 3rd Para Brigade
- **Green** for DZ 'V', 9th Para Bn and 1st Canadian Para Bn, 3rd Para Brigade
- **Yellow** for the two Howard units (see 2.3.1).
- The two Lovat units from the 1st Special Service Brigade [2.3.2] are on a plain **white** background without a coloured strip.

2.1. STICKS

- **2.1.1.** A Stick can belong to one of 4 possible types:
 - a "P" Stick representing the equivalent of a platoon;



- an "L" Stick representing a platoon with a Company HQ ;
- an "HQ" Stick representing a platoon with a Battalion HQ;
- a "Para Bde Advantage" which represents in an abstract way the actions of Brigade HQs. [2.6].

- **2.1.2.** All Sticks (no matter their type) start the game on their unknown side (back). Neither player may inspect the front side of an unknown Stick. A Stick is turned onto its front side only when a Company is regrouped or is reinforced [2.5].

Designer's Note: This simulates the fog of war and the problems of communication common to all night time airborne operations in enemy territory.

2.2. COMPANIES

The British units present on the map represent the equivalent of a Company. The front of the counter indicates a full strength Company with its Attack Value (AV) on the left, and its Defence Value (DV) on the right. The reverse of the counter (bearing a black stripe across it) shows a reduced Company [9.2.6].



2.3. SPECIAL BRITISH UNITS

• 2.3.1 HAM & JAM

The two "Howard" units represent the 180 men under the command of Major Howard who were tasked with taking the bridge at Bénouville (to be known later as "Pegasus Bridge") crossing the Caen canal, and the bridge at Ranville crossing the Orne. These two units follow special rules.

- The Howard-1 counter is placed on the bridge hexagon (marked H1) during the setup. It has no Movement Capacity [8.1.1], never advances after combat [9.5] nor retreats [9.4.4]. If reduced it may be reinforced by a Stick belonging to any Parachute Brigade as per [2.4.2]. The colour-coded ID of that Stick is irrelevant in this special case.

- The Howard-2 counter has only one step, and is placed on the Bénouville (H2) hex. It may move, but only to a maximum of 1 hex away from Howard-1. It can never advance



after combat [9.5] if that movement were to place it further than one hex away from Howard-1.

- The Howard units can be activated once per turn, during a B1 or a B2 activation [5.4.1].

• 2.3.2 LOVAT FIRST SIGHT

The two "Lovat" units represent the first elements of the 1st Special Service Brigade, which relieved Major Howard troops. They enter the game according to the rules explained in [11].



2.4. CONVERTING STICKS INTO COMPANIES

At the end of a British Activation [5.4.1], the British player may convert his Sticks into full strength or reduced Companies, or he may reinforce a reduced Company bringing it up to full strength.

• **2.4.1.** For each hex containing 2 or 3 Sticks with the same colour-coded ID (green, red or blue), the British player proceeds as follows:

a) He turns the Sticks over to their front side (if this has not already been done). Any Stick with a different colour-coded ID is not turned over.

b) If there are 2 or 3 revealed Sticks with the same colour-coded ID, the player may combine them as follows:

- 2 Sticks of which at least one is an "L" or an "HQ" are replaced by a reduced Company of that Brigade.

- 3 "P" Sticks are replaced by a reduced Company of that Brigade.

- 3 Sticks of which at least one is an "L" or an "HQ" are replaced by a full strength Company of that Brigade.

c) With any other combination no conversion is possible.

• **2.4.2.** For each hex which contains a reduced Company and 1 or 2 Sticks with the same colour-coded ID (green, red or blue) as the Company, the British player proceeds as follows:

a) He turns over any Sticks that have not yet been revealed. Should there be any Stick with a different colour-coded ID it is not turned over.

b) One revealed Stick (player's choice) with the same colour-coded ID as the Company is withdrawn from the game and the reduced Company is flipped to its full strength side. Exception: "Para Bde Advantage" counter [2.6.5].

• **2.4.3.** Sticks that have been used to regroup/reinforce a Company may not be returned to play.

• **2.4.4.** Conversion is never compulsory. If the British player declines the chance to regroup/reinforce a Company, the

Sticks remain on their unrevealed side.

Designer's Note: The first decision for the British player to take will be to choose whether to regroup the maximum number of Companies in as short a time as possible, at the risk of wasting his "Ldr" or "HQ" Sticks, or to take more time in order to optimise his conversions. It is quite possible that it will not be possible to convert some Sticks especially in Drop Zones 'K' and 'V'.

• **2.4.5.** A Stick may never be turned back onto its unknown side once it has been revealed (i.e. flipped to its front side).

• **2.4.5.** The Howard-1 unit (if reduced) may be reinforced by a Stick belonging to any Parachute Brigade unit as per [2.4.2]. The colour-coded ID of that Stick is irrelevant in this special case.

2.5. BRITISH COMPANIES, HQ STICKS & VP MARKERS



Each time that an "HQ" Stick is withdrawn from the game when a Company is reinforced or regrouped, the British player selects a VP hex with no printed VP value and devoid of 'VP' marker, and draws a 'VP' marker at random which he places face down (i.e. concealed) in the hex. Only the British player may know the value on the back of the VP marker. Exception: 5.3.2.

Designer's Note: This system simulates the execution of orders prepared for each battalion before the landings. The VP value remains unknown to the German player. There is no calculation necessary for the German player: he has to defend everything right from the start and yield nothing to the invader! Meanwhile the British player can try to bluff his opponent as to his priority objectives. As for the Bénouville village/bridge and the Merville battery, their strategic importance was obvious to both sides. This is the reason why their VP value is known to both players.

2.6. "PARA BDE ADVANTAGE"



• **2.6.1.** During the Initiative Determination phase, and before the players roll their d6, the British player may choose to take the Initiative automatically and to be the Phasing player for the current turn. For this, he withdraws a Brigade HQ "Advantage" counter from the map (and the game) and his first Activation must involve units belonging to that Parachute Brigade [5.4.1].

Designer's Note: This grasping the initiative represents the brigade's commander taking command and control of his units.

• **2.6.2.** If the German player eliminates a "Para Bde Advan-

tage" counter in combat [9.3.2], he automatically wins the Initiative for the next turn (and for the next turn after if he eliminates both "Para Bde Advantage" counters in the same turn). The German player places the "Para Bde Advantage" counter on the Game Turn Track as a reminder.

Designer's Note: The loss of command would disorganise the brigade's subordinate units.

- **2.6.3.** If 2.6.1 and 2.6.2 apply at the same time, then the initiative is determined as normal [5.2.1].
- **2.6.4.** A "Para Bde Advantage" counter may not move.
- **2.6.5.** A "Para Bde Advantage" counter may not be used to regroup/reinforce a Company.

2.7. "6TH AIRBORNE DIVISION HQ"

- **2.7.1.** After determining the Initiative on turn 3, the British player places his "6th AB HQ" counter in the DZH with a black on red parachute symbol of 5th Para Bde. If this hex is occupied by a German unit, the "6th AB HQ" counter is removed from play. Otherwise, the British player rolls a d6. If the result is greater than or equal to 6, the "6th AB HQ" counter is removed from play. A +1 modifier is applied for each adjacent hex occupied by a German unit.
- **2.7.2.** The "6th AB HQ" counter is treated like a "Para Bde Advantage" counter [2.6] except that the British player is free to choose which Parachute Brigade to activate first if he takes the Initiative automatically [2.6.1].



3. GERMAN UNITS

3.1. BASICS

- **3.1.1.** The German units present on the map represent forces varying from a platoon to a company. Exception: Patrol units [5.2.2]. Their description is identical to that of British Companies [2.2]. Certain units (including Patrol units) do not have a back (reduced) side: they are immediately eliminated in the event of losses [9.2.6].
- **3.1.2.** There are 3 units bearing the silhouette of an armoured vehicle. These are Companies reinforced by some tanks. They are identical in every respect to units bearing the silhouette of a soldier.
- **3.1.3.** The letter in the upper right corner indicates the entry hex for reinforcements [8.5.3].
- **3.1.4.** A German unit loses its 'Unknown'



marker as soon as it is involved in combat with a British Company (whether in attack or in defence). A German unit which attacks a Stick [9.3] does not lose its 'Unknown' marker. A Patrol unit does not receive an 'Unknown' marker when placed on map.

4. SETUP

4.1. INITIAL GERMAN PLACEMENT

- **4.1.1.** The German player places his Merville garrison unit on its full strength side in the Merville VP hex.
- **4.1.2.** The German player places his remaining units in an opaque container. Exception: Patrol units that enter play only via Initiative determination [5.2.2]. He selects one of his setup hexes (containing a white helmet symbol in a black circle), randomly draws a unit and places the unit in the hex on its full strength side and out of sight of the British player. He repeats the same procedure for every setup hex (total of 3). Once he has drawn these 3 initial units, he conceals them by placing an Unknown marker on them to hide them from the British player. The German player may check his concealed units at any moment.



4.2. INITIAL BRITISH PLACEMENT

The initial placement of British Sticks is carried out by following the procedure below, in the same sequence each time.

4.2.1. DEPLOYMENT IN THE DROP ZONE HEXES (DZH)

At the start of the game, the Sticks of the 5th Para Bde are placed on the table on their unknown side (back) and are shuffled like dominos. The British player then makes up stacks of 4 Sticks which he draws at random and places, still on their unknown side, in the DZHs of the 5th Para Bde (red parachute symbols). He repeats the operation with the unknown Sticks of the 3rd Para Bde colour-coded in green (green parachute symbols) and the unknown Sticks of the 3rd Para Bde colour-coded in blue (blue parachute symbols) this time making up stacks of 3 Sticks only.

Exception: The player places a stack of 4 Sticks on the DZH containing a black circled green parachute symbol.

Designer's Note: The main aim of this process is to place the British player in the most complete "fog" possible relating to the initial dispersion of his troops.

4.2.2. SCATTERED STICKS

- For each Stick in a DZH, the British player makes a scatter die roll with 2d6, the first d6 (white) indicating the direction in which he must move the Stick (see the diagram on the

map) and the second d6 (coloured) indicating the number of hexes the Stick must move in order to be placed in its Landing Hex (LH).

- If the number rolled on the coloured die indicates an LH off the map, place the Stick concerned on the edge of the map, next to the hex where it would have "left" the map. The Stick will enter the game on Turn 2, on that hex.

- If at the end of the Dispersal Roll, more than three Sticks are stacked in the same hex, the German player moves each surplus Stick (the fourth, the fifth etc.) into an adjacent hex of his choice up to a limit of 3 stacks per hex.

• 4.2.3. LANDING STICKS - ATTRITION

The British player rolls 2D6 on the **Landing Results Table**. The result gives the number of eliminated Sticks for each battalion. The GERMAN player eliminates the indicated number of Sticks according to the following priorities:

- first of all, Sticks on hexes occupied by a German unit.
- then Sticks in a village or forest hex.
- then Sticks in a marsh hex.
- finally Sticks in a clear terrain hex.

Designer's Note: *A Stick eliminated in this way represents soldiers killed or wounded on landing, soldiers who were captured upon landing, or who were simply lost on the 6th of June.*

The players may not examine the nature of the eliminated Sticks (i.e. look at their front side).

If, after this process, there are still Sticks stacked on a German unit these Sticks are also eliminated.

In addition, the Landing Results Table also indicates the

number of Victory Points the British player must add or subtract from his Victory Points total at the end of the game [10.1.4].

- 4.2.4. The British player places his Howard-1 unit on its full strength side in the Bénouville Bridge VP hex (H1), and the Howard-2 unit in the Bénouville Village VP hex (H2), both with a Control marker.

4.3. VICTORY POINTS MARKERS (VP)

- 4.3.1. All the 'VP' markers are placed in an opaque container. The British player selects a VP hex with a black star (i.e. the bridge hexes on the east side of the map) and draws a 'VP' marker at random which he places face down (i.e. concealed) in the hex. Only the British player may know the value on the back of this VP marker (**Exception:** 5.3.2).



Then, the German player selects a different VP hex with a black star and draws a 'VP' marker at random which he places face down (i.e. concealed) in the hex. Only the German player may know the value on the back of this VP marker until the end of the game [10.1].

Designer's Note: *In this way each side possesses 'secret' information about the importance – or not – of certain bridges over the Dives, and can consequently organise its actions accordingly.*

- 4.3.2. The remaining 'VP' markers are drawn at random and are placed on the map by the British player according to 2.5 and by the German player according to 5.3.

LANDING RESULTS TABLE:

	5th Para Bde (RED)	9th & 1st Para Bns (GREEN)	8th Para Bn (BLUE)	Total	VPs adjustments
2	4	2	2	8	-2VPs for the British player
3	3	3	2	8	-2VPs for the British player
4	4	3	2	9	-1VP for the British player
5	5	2	2	9	-1VP for the British player
6	5	3	2	10	
7	5	2	3	10	
8	6	2	2	10	
9	5	4	2	11	+1VP for the British player
10	6	3	2	11	+1VP for the British player
11	6	4	2	12	+2VP for the British player
12	6	3	3	12	+2VP for the British player

5. GAME SEQUENCE

Each game turn is broken down into a number of phases that must be carried out in the following order:

1. Determining the Initiative
2. Discovering the British Objectives (from turn 5 to end of the game)
3. First Activation of the Phasing player
4. First Activation of the non-Phasing player
5. Second Activation of the Phasing player
6. Second Activation of the non-Phasing player

5.1. NIGHT TURNS

Turns 1 to 4 are night turns. This affects German Activations [5.4.2], Zones of Control [6.2], Movement [8.2], German Reinforcements [8.5.3] and Combat [9.1.1].

5.2. DETERMINING THE INITIATIVE

• **5.2.1.** Each player rolls 1d6. The one with the higher score wins the Initiative for the current turn: he is the Phasing player. Flip the turn marker accordingly. On turn 1, the British player is automatically the Phasing player (he has the Initiative).

• **5.2.2.** In the event of a draw, the player with the Initiative in the previous turn retains the Initiative but the other player benefits from some unexpected event depending on which side he is playing:

- German player: He may place one Patrol unit in any VP hex devoid of a printed VP value, or 'Destroyed' marker, or British control marker, or in any village hex containing no British unit.

- British player: He may place a Confusion marker on any one German unit ('Unknown' or not). This unit has its Movement Capacity (8.2; 8.3) halved for its next Activation, after which the "Confusion" marker is removed. The Confusion marker is not removed until the unit is activated.

Designer's Note: As a result, a German unit may retain the Confusion marker over several turns, until it is activated

• **5.2.3.** In certain cases, one of the players is automatically given the Initiative [2.6.1; 2.6.2]. In this event the players still roll a 1d6 each, and if they both roll the same, the player without the initiative benefits from one of the events outlined in 5.2.2



5.3. DISCOVERING THE BRITISH OBJECTIVES

• **5.3.1.** During the daylight turns only (from turn 5 to end of the game), the German player tries to discover the British player's real objectives.

Designer's Note: After the initial surprise of the British parachute landings and with the arrival of daylight, the German forces began to gain a clearer view of the British objectives.

• **5.3.2.** The German player may carry out one of the following two actions:

- Turn face up a 'VP' marker, which had previously been placed face down (i.e. concealed) on the map by the British player [2.5];

- Designate a VP hex which does not contain a 'VP' marker or a printed VP value and draw a 'VP' marker at random which he places face up in the hex.

5.4. ACTIVATIONS

Each player carries out 2 alternating Activations starting with the Phasing player.

5.4.1. BRITISH ACTIVATIONS

- During his Activation, the British player chooses 1 action from the 2 available to him:

(B1) activate the units of the 5th Para Bde (red colour-coded ID);

(B2) activate the units of the 3rd Para Bde (green/blue colour-coded ID).

- Each Activation B1 and B2 can only be carried out once per turn. If the British player has gained the Initiative according to 2.6.1, his first Activation is predetermined. During an Activation, the units involved may (in the following order):

- move, then
- attack, then
- regroup/reinforce a Company

Important Game Note: Note that the move/fight sequence is not executed individually for each unit: all units must move before any unit can fight. The same applies in 5.4.2 (German Activations).

- The Howard units can be activated once per turn, during a B1 or B2 activation.

- The Lovat units can be activated once per turn, during a B1 or B2 activation [11.2].

5.4.2. GERMAN ACTIVATIONS

- During his Activation, the German player chooses 1 action

from the 3 available to him:

(G1) 2d6 movements of unknown Sticks (i.e. back side) of the 5th Para Bde (red colour-coded ID);

(G2) 2d6 movements of unknown Sticks of the 3rd Para Bde (green/blue colour-coded ID);

(G3) activate 1d6 German units, with a minimum activation equal to the number of the current game turn divided by 2 (rounded down).

Exception: German units with no Attack value (i.e., the Patrol units and the Merville garrison unit) cannot be selected for Activation.

- Each **G1** or **G2** Activation only allows the movement of unknown British Sticks. These Activations may only be carried out **once per turn**, and then only during night turns [5.1].

Each British Stick moved [8.2.1] counts as one movement. A single Stick can be moved up to 3 times in the same Activation (making a total movement of 3 hexes), each movement being deducted from the permitted total.

Example: Following a 2d6 roll of 6 for a G1 Activation, the German player can move a maximum of 6 unknown Sticks belonging to the 5th Para Bde. He can therefore move 6 Sticks 1 hex OR 2 Sticks 3 hexes OR 3 Sticks 2 hexes OR 1 Stick 3 hexes and 3 Sticks 1 hex - or any other combination within the 6 movements permitted.

- Activation **G3** may be carried out **several times a turn**. A unit may be activated only once during a G3 Activation, but it may be activated several times in the same turn, each time there is a G3 Activation. During a G3 Activation, the units involved may (in the following order):

- be placed on the map as a reinforcement [8.5.1], then
- move, then
- attack.

Designer's Note: In the first 4 turns, the German player will have to choose between hunting down British Sticks by activating his units, or spreading disorder through moving the Sticks. From turn 5 onwards, the German player can only choose Activation G3 at each of his Activations. Note that the German player cannot move Sticks that have been revealed (i.e. which are on their front side).

6. ZONES OF CONTROL

6.1. BASICS

• **6.1.1.** All units exert a Zone of Control (ZOC) into the 6 hexes that surround them. Exception: Sticks and Patrol units do not exert a ZOC. The effects of a ZOC depend on the nature

of the hex into which the ZOC is exerted and on the type of turn (night or daylight).

• **6.1.2.** The effects of the ZOCs exerted by several enemy units into the same hex are not cumulative. Similarly, the effects of ZOCs exerted by friendly and enemy units into the same hex do not cancel each other out.

6.2. INFLUENCE ON MOVEMENT DURING NIGHT TURNS (1 TO 4)

• **6.2.1.** There are no ZOCs in village/woods hexes. ZOCs exist in other terrain type hexes.

• **6.2.2.** A unit which enters/leaves an enemy ZOC (EZOC) must pay an additional cost in MPs depending on the nature of the enemy unit (see below) and for each hex of EZOC traversed:

- full strength British Company or German unit: +1 MP

- reduced British Company or German unit: +1/2 MP

The higher penalty is applied if several EZOCs extend into the same hex. If the moving unit does not have enough MPs to pay the additional cost, it may not enter or leave the EZOC.

Designer's Note: The low troop density of the units involved does not justify blocking ZOCs at night in obstructed terrains.

• **6.2.3.** A unit may move directly from EZOC to EZOC if it can pay the additional cost in MPs to leave the first EZOC and enter the second EZOC.

6.3. INFLUENCE ON MOVEMENT DURING DAY-LIGHT TURNS (5 TO END OF GAME)

• **6.3.1.** The effects of ZOCs are different in village/woods hexes compared to other terrain type hexes.

• **6.3.2.** A unit which enters/leaves an enemy ZOC (EZOC) in a village/woods hex must pay an additional cost in MPs depending on the nature of the enemy unit (see below) and for each hex of EZOC traversed:

- full strength British Company or German unit: +1 MP

- reduced British Company or German unit: +1/2 MP

The higher penalty is applied if several EZOCs extend into the same hex.

If the moving unit does not have enough MPs to pay the additional cost, it may not enter or leave the EZOC.

• **6.3.3.** A unit which enters/leaves an EZOC in a hex other than a village/woods hex must pay an additional cost of +1 MP, no matter the state (full strength or reduced) of the enemy unit. In addition, a unit that enters an EZOC in a hex other than a village/woods hex must stop and ends its movement in this hex.

• **6.3.4.** A unit may not move directly from EZOC to EZOC. It

EZOC EFFECTS SUMMARY

NIGHT TURNS

EZOC in a village/woods hex	EZOC in other terrain
No EZOC	Full unit: +1 MP Reduced unit: + 1/2 MP
EZOC to EZOC movement allowed	

DAYLIGHT TURNS

EZOC in a village/woods hex	EZOC in other terrain
Full unit: +1 MP Reduced unit: + 1/2 MP	Full/Reduced unit: +1 MP Entry: end movement
EZOC to EZOC movement not allowed	

must first enter a non-EZOC hex before entering a new EZOC during its movement.

6.4. INFLUENCE ON COMBAT (ALL TURNS)

A unit that retreats into an EZOC suffers a Step Loss [9.4.3].

7. STACKING LIMITS

The Stacking Limit in a hex is 3 units. Stacking is checked after the movement and combat of each Activation has been completed. In the event of the limit being exceeded, the surplus units are eliminated by the owning player.

Game Note: Remember that a Stick or a Company (full strength or reduced) counts as one unit. The same applies to German Patrol units.

8. MOVEMENT

8.1. BASICS

• **8.1.1.** units move on the map from hex to adjacent hex, by spending a certain number of Movement Points (MPs) depending on the nature of each hex entered and hexside crossed (see the Terrain Effects Table), up to the limit of their Movement Capacity (MC).

Game Note: The reduced cost for entering a Road/Railroad/Bridge hex is used only if the moving unit follows the Road/Railroad depiction.

• **8.1.2.** Units with no Attack value (i.e., the Merville garrison unit and Patrol units) have no MC: they cannot move and they never retreat after combat [9.4.4].

8.2. MOVEMENT CAPACITY (MC)

DURING NIGHT TURNS (1 TO 4)

• **8.2.1.** A Stick (unknown or revealed) moves only one hex each time it is activated. **Exception:** "Para Bde Advantage" and "6th AB HQ" counters may not move [2.6.4; 2.7.2].

• **8.2.2.** The MC of German units and British Companies is determined by the nature of the hex they occupy at the start

of their movement:

- Village/Road/Railroad hex: 3 MP
- Any other kind of hex: 2 MP

Designer's Note: It is easier to move from one location to another when you have a topographical reference point – i.e. you know where you are!

8.3. MOVEMENT CAPACITY (MC)

DURING DAYLIGHT TURNS (5 TO END OF GAME)

- **8.3.1.** German units have a MC of 4 MP.
- **8.3.2.** British Companies have a MC of 6 MP. Sticks have a MC of 4 MP. Exception: "Para Bde Advantage" and "6th AB HQ" counters may not move [2.6.4; 2.7.2].

Designer's Note: The higher MC of British Companies is justified by their superior training and discipline compared to that of the German troops they were facing.

8.4. PROCEDURE

• **8.4.1.** Units move individually. They may move in a stack if they remain grouped for the totality of their movement, but the grouping uses the lowest MC of the units that make up the stack.

Example: A stack of British units made up of a Company and 2 Sticks may only move one hex during a night time turn.

- **8.4.2.** Any MPs not used are lost. A unit may always move a minimum of 1 hex no matter its MC (but it may still not enter impassable hexes).
- **8.4.3.** A friendly unit may not enter a hex occupied by an enemy unit.
- **8.4.5.** A unit that leaves the map is eliminated and may not return to the game. Exception: If the unit is an unknown Stick (see 4.2.2).

8.5. GERMAN REINFORCEMENTS

• **8.5.1.** During a G3 Activation [5.4.2], the German player may enter one or more units as reinforcements. To do this, he draws a unit at random, places it face up (i.e. on its full strength side) in front of its entry hex [8.5.3; 8.5.4]

concealed from the British player's view, then places an 'Unknown' marker on it. It may subsequently move and fight as part of the same Activation.

- **8.5.2.** Each reinforcement unit counts as an activated unit. The number of available German reinforcement units is limited by the number of units in the draw.

- **8.5.3.** During a night turn (turns 1 to 4), a reinforcement unit enters by the hex indicated on the counter [3.1.3] and by a letter on the map. If the hex is occupied by a British unit, the German unit enters by the nearest map edge hex which is free of any British unit (in the event of two similar hexes, the German player may choose which one to use).

- **8.5.4.** During a daylight turn (from turn 5 to end of game), the German player chooses the entry hex of his unit.

Designer's Note: *After the initial surprise and the subsequent improvisation, and with the arrival of daylight, the German forces were able to organise their defence in a more cohesive manner.*

8.6. OFF-MAP MOVEMENT

German units may leave the map at H and re-enter the map at A, and vice versa. When a unit leaves the map at A or H (cost: 1 MP), it is placed on the appropriate space on the Off-Map Movement track. At each G3 Activation, the German player can activate the unit and advance it one space towards its destination. If at the start of a G3 Activation the unit is on the last space of the track, it can re-enter the map as explained in [8.5.1]. Stacking Limit on the track is 3 units per box.

9. COMBAT

9.1. BASICS

- **9.1.1.** Combat is resolved between one or more hexes of attacking units and one hex of defending units. All the attacking units must be adjacent to the defending hex, and, during night turns (only) they must also occupy hexes adjacent to one other. All the units in the defending hex must be attacked together.

- **9.1.2.** Some units have a Defence Value of zero (DV=0), which is a valid value. Some other units have no Attack Value (AV='-') meaning that they cannot participate in combat as an attacker. Combat is never compulsory.

- **9.1.3.** The Bénouville/Ranville bridges (hex H1) cannot be attacked through the two dashed hex sides. By the same token, attacks out of H1 cannot be made through the two dashed hex sides either.

9.2. PROCEDURE

- **9.2.1.** The attacker (i.e. the Phasing player) designates the Activated units that are to take part in the combat.

Game Note: *Only activated units may attack, which means for the British player that he cannot have units from different brigades taking part in the same combat, even if they are all adjacent to the defending hex. For the German player, this means that only units activated by a G3 Activation may take part in the same combat.*

- **9.2.2.** The attacker designates his Point unit. This unit supplies its Attack Value (AV) for the combat. Each extra attacking unit supplies a bonus of +1 to this AV.

Exception: *Sticks [9.3.1]. The final total corresponds to the Attack Factor (AF) of the combat.*

- **9.2.3.** The defender designates his Point unit. This unit supplies its Defence Value (DV) for the combat. Each extra defending unit supplies a bonus of +1 to this DV.

Exception: *Sticks [9.3.1]. The final total corresponds to the Defence Factor (DF) of the combat.*

- **9.2.4.** Each player rolls 1d6 and adds the result to his AF/DF. The nature of the defending hex may also modify the DF (see the Terrain Effects Table on the map). The higher score designates the winner of the combat and the difference between the two results is the number of Damage Points (DP) suffered by the loser. The loser has to apply one, or several, Combat Results (CR) to his units. The sum of the CR indexes (see [9.2.5] below) must equal the number of DPs. The Combat Results with the highest possible index must be used. In the event of a draw (0 DP), no Combat Results are applied.

Example 1: *The loser of a combat suffers 2 DPs. He has to apply CR index 2; he cannot choose to use CR index 1 twice. In other words, 2 DP = CR2.*

Example 2: *The loser of a combat suffers 3 DP. He has to apply CR index 3 he cannot choose to use CR index 2 plus CR index 1. In other words, 3 DP = CR3.*

Example 3: *The loser of a combat suffers 4 DP. He has to apply CR index 3 and CR index 1; he cannot choose to use CR index 2 twice. In other words, 4 DP = CR3 + CR1. (He applies the CR3 to his Point unit and the CR1 to any other losing unit. If there is no other losing unit, the CR1 is also applied to the Point unit.)*

- **9.2.5.** The Combat Results are indexed from 1 to 3. The first CR is applied to the Point unit, and then each additional CR is applied to another losing unit that took part in the combat (losing player's choice). Each unit involved must have suffered a CR before any unit can suffer a second CR. The Combat Results are laid out below in order of their indexes:

- **CR1:** 1 Step Loss OR a Retreat [9.4] (loser's choice).
- **CR2:** 1 Step Loss OR a Retreat [9.4] (winner's choice).
- **CR3:** 1 Step Loss AND a Retreat [9.4].

• **9.2.6.** A full strength unit which suffers a Step Loss is flipped to its reduced strength side (reverse side).

Exception: *Certain German units and the British Howard-2 unit at full strength are eliminated immediately they suffer one Step Loss [3.1.1].*

A reduced unit which suffers a Step Loss is eliminated (withdrawn from the game). If all losing units are eliminated, any remaining DPs/CRs are lost.

9.3. STICKS IN COMBAT

- **9.3.1.** A Stick may never participate in combat.
- **9.3.2.** One or more Sticks alone in a defending hex are automatically eliminated. Similarly, if all the Companies stacked with a Stick are eliminated or retreat, the Stick is also eliminated. Whatever the case, only the German player may know the nature of the unknown Sticks eliminated in this way (i.e. by looking at the front side of the counter).

9.4. RETREAT

- **9.4.1.** A Retreat is a movement of one hex away from the enemy Point unit (i.e., the unit that retreats cannot remain adjacent to that enemy Point unit).
- **9.4.2.** units stacked together must retreat into the same hex.
- **9.4.3.** If a unit (or stack) retreats into an EZOC [6.4], the unit (or a unit selected by the owning player, in the case of a stack) suffers a Step Loss. A unit that is unable to retreat (because of enemy units or terrain) suffers a Step Loss.
- **9.4.4.** Units with no MC [8.1.2] never retreat; i.e., the Retreat part of the Combat Result [9.2.5] is not applied. As a result, in the event of a CR1, the loser of the combat may choose to retreat – which is not applied in this case, and the combat therefore has no effect. The winner of the combat needs a result of CR2 or CR3 in order to impose a Step Loss.

9.5. ADVANCE AFTER COMBAT

- **9.5.1.** If at the end of combat the defending hex is clear of all enemy units, the attacking Point unit must advance into the hex. Exception: If the attacking Point unit is in a VP hex, it may choose to remain in its initial position. The other attacking units may do the same (without obligation).

Designer's Note: *The wish to engage in combat translates as the desire to advance on the enemy in order to occupy the ground he controls.*

- **9.5.2.** A defending unit may not advance into a hex abandoned by attacking units.

10. VICTORY CONDITIONS

At the end of the game, if the British player does not control hex H1 (the bridges of Ranville and Bénouville), this is a strategic German victory. If the British player controls the hex, then the players determine the level of victory for each side by totalling the number of Victory Points (VP) accumulated by the British player. To do this, all the 'VP' markers are turned over and their total is arrived at.

10.1. HEX CONTROL

- **10.1.1.** The British player wins the number of VPs indicated on the marker if he controls the hex concerned. He wins control of a VP hex with a red star as soon as one of his Companies enters the hex (it does not need to remain in the hex). He then places a control marker on the hex. He loses control of a VP hex with a red star as soon as a German unit enters the hex (the control marker is removed).
- **10.1.2.** In addition, the British player wins control of a VP hex with a black star if one of his Companies occupies the hex at the end of any game turn. He then places a 'Destroyed' marker on that hex. Such a VP hex with a 'Destroyed' marker is considered controlled by the British player until the end of the game. A bridge hex with a 'Destroyed' marker is treated as a marshy stream hex as soon as the British unit exits that hex.
- **10.1.3.** If a VP hex controlled by the British player does not have a 'VP' marker in it at the end of the game, the British player draws a 'VP' marker to find out the value of the VP hex. There can be only one 'VP' marker in a VP hex.
- **10.1.4.** The British player also adds or subtracts the number indicated on the table in 4.2.3

# of VPs	Level of Victory
19 and +	Strategic British Victory
16 – 18	Operational British Victory
13 – 15	Tactical British Victory
10 – 12	Tactical German Victory
7 – 9	Operational German Victory
5 and -	Strategic German Victory

Designer's note: *the historical result was around 15/16.*

11. SPECIAL RULES

11.1 GAME LENGTH

- **11.1.1.** At the end of turn 9, roll 1d6. If the result is 5 or 6, the game stops and the players check the victory conditions [10]. Otherwise the game continues for another turn.
- **11.1.2.** At the end of turn 10, roll 1d6. If the result is 4, 5 or 6, the game stops and the players check the victory conditions [10]. Otherwise the game continues for another turn.
- **11.1.3.** At the end of turn 11, the game ends and the players check the victory conditions [10].

11.2 LORD LOVAT

- **11.2.1.** At the start of turn 10, if it takes place, the British player rolls 1d6. On 1-4, nothing happens. On 5-6, the two Lovat-1 and Lovat-2 units enter the game. The British player places them (not stacked if possible) on one of the hexes marked L, and can activate them during a B1 or B2 Activation [5.4.1].
- **11.2.2.** At the start of turn 11, if it takes place and if Lord Lovat's units have not yet entered play, the British rolls 1d6. On 1-2, nothing happens. On 3-6, the two Lovat-1 and Lovat-2 units enter the game as explained above. If the Lovat units are on the map at the start of Turn 11, they can be activated during a B1 or B2 Activation. [5.4.1].

11.3 MERVILLE BATTERY

- **11.3.1.** The Merville Battery hex may only contain one unit.
- **11.3.2.** If the Merville Battery hex is occupied by a British unit at the start of a turn, the German player rolls 1D6. On a 6, the hex is shelled. To do this the German player rolls 2D6 and the British player rolls 1D6, to which he adds the hex's TM (+3, see TEC). Subtract the British player's roll from that of the German player. If the result is negative or zero, nothing happens. A positive result indicates the number of DPs that the British unit suffers [9.2.4].

Design note: *Once the Merville Battery had been occupied by the British it was shelled twice by the German batteries of Franceville Plage*

- **11.3.3.** If the Merville Battery hex is empty at the start of a turn, the German player rolls 1D6. On a 5 or 6, he replaces the Merville garrison unit counter (at full strength) on the hex and removes the Control marker.

Design note: *Historically, the elements of the 9th Battalion that captured the battery left the area around 05:00 hrs for their secondary objective, the village of Le Plein. Shortly afterwards, elements of the German 716th Static Infantry Division re-occupied the battery (which was only finally taken on the 7th of June by No. 3 Commando of 1st SSB).*

CREDITS

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In our next issue:

“A Sheer Butchery” Solferino 1859

A game by Luc Olivier

Graphics by Mike Siggins and Olivier Revu

OCTOBER 2018

(No kidding!)

Le 5^{ème} Régiment de Hussards
commandé par le Colonel de Montigny
contre l'Autriche à Solferino,
24 Juin 1859.

