

Counter-attack! **ARRAS**

CREDITS

DESIGNER

Michael Rinella

DEVELOPER & GRAPHICS

Olivier Revenu

EDITING & PROOFREADING

Eric Grenier

PLAYTESTING

Alexandre Adelet, Guillaume Adelet,
Eneko Echegarrai

© Battles Magazine

ABBREVIATIONS :

AT: Attack Total

DT: Defense Total

AV: Attack Value

DV: Defense Value

dr (die roll): A roll of one die.

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

drm (die roll modifier): A number added to an original die roll to produce a final result.

DRM (Dice Roll Modifier): A number added to an original dice roll to produce a final result.

Rules of Play

1.0 INTRODUCTION

Counter-Attack: Arras is a two player game simulating the British and French attack on mobile German forces near Arras, France, on May 21, 1940. One player controls the British and French side, referred to as the Allied forces. The other player controls the German forces. Either player can win by fulfilling the conditions for an Automatic Victory. If neither player wins an Automatic Victory by the end of the final Game Turn the Allied player wins if they Control sufficient Victory Point areas on the map, and the German player wins by avoiding the Allied Victory Conditions.

2.0 COMPONENTS

Should you have any difficulty interpreting the rules, please send an email to: support@battles-magazine.com HYPERLINK "mailto:support@atomagazine.com". Additionally, check out the Battles Magazine and Counter-Attack: Arras discussion at www.consimworld.com.

2.1 THE MAP

The mapsheet depicts the portions of France where the Arras counter-attack occurred. The scale is approximately 2 cm per kilometre.

2.1.1 AREAS

The mapsheet is divided into 28 numbered areas and 6 external zones.

2.1.1.a AREA BOUNDARIES

The areas are separated by boundaries. These boundaries are represented by green double-lines or by rivers.

2.1.1.b ADJACENT AREAS

Areas are adjacent if they share a common boundary. Areas that share only a corner are not considered adjacent (for example areas 11 and 9 or areas 11 and 22 are not adjacent).

2.1.2 IDENTIFIER

Each Area or Zone contains an Identifier divided in two halves. The top half of the identifier in a Zone contains a letter (from A to F). The top half of the identifier in an Area contains a number (from 1 to 28). The bottom half of each Identifier

contains the Terrain Effects Modifier (TEM, from +1 to +3) that is used in resolving attacks against units in that area or zone. Areas with a square Identifier contain woods and/or rough terrain and/or elevated ridge line. All other areas contain a circular identifier.



2.1.3 ZONES

Zones are located around the edges of the map. Each Zone is connected to certain areas on the map by arrows. Important: All rules for areas apply equally to zones unless otherwise stated.

2.1.4 OPERATIONAL SECTORS

Areas initially under Allied control have blue identifiers. Areas initially under German control have black identifiers.

Exceptions: The identifiers of Areas 1 and 20 are half blue and half black. Area 1 begins the game under German control, and Area 20 begins the game under British and French control.

IMPORTANT NOTE: German units may only operate within areas with black or half black identifiers.

2.1.5 VICTORY CONDITIONS

An Area with an identifier surrounded by red plays a role in determining Automatic Victory (11.1).

2.2 GAME TURN TRACK

The Game Turn Track is printed in the north east corner of the map and is used to note the current game turn. At the end of each turn, advance the Turn marker one space to the next sequential chronological hour.

3.0 PLAYING PIECES

Included with the game are die-cut playing pieces called units representing the various military formations that fought the battle, as well as markers that assist in game play.

3.1 UNIT COLORING

British units are red. French units are blue. Wehrmacht units are dark green with a white

NATO symbol. SS units are dark green with a black NATO symbol



3.2 UNIT TYPE

There are six types of units: Infantry, Armor, Anti-Tank, Anti-Air, Artillery and Leader. Every unit has two printed sides. The front (fully colored) side represents a Fresh unit while the back (half colored) side represents a Spent unit.



3.2.1 INFANTRY: Infantry units comprise motorized infantry and motorcycle units.



3.2.2. ARMOR: Armored units comprise tank and armored car units. An Overrun (6.5) is only possible if an armored unit was the Point Unit in the attack.



3.2.3 ANTI-TANK: Anti-tank units comprise British 2-Pounder and German 37mm PAK equipped units.



3.2.4 FLAK: FLAK units comprise Anti-Aircraft units belonging to the German Luftwaffe equipped with either 20mm or 88mm guns.



3.2.5 ARTILLERY: Artillery units comprise British 25-Pounder and German 105mm equipped units.



3.2.6 LEADER: Leader units represent the leader of the British attack, General Martel, and the leaders of the German defense, General Rommel, General Eiche and General Rothenburg. These units have no attack factors. Their contribution to combat is incorporated into the Attack Value (6.2) and Defense Value (6.3) rules.



3.3 UNIT INFORMATION

All units have information printed on them to identify the unit, indicate its strength, as well as its movement capability.

3.3.1 STRENGTH/MOVEMENT FACTORS: Each unit has three numbers below its symbol. The first is the unit's Attack Factor, followed by the Defense Factor, and the Movement Factor (MF). Units who have their Attack Factor italicized are eligible to overrun (they are Armor, anti-tank and recon units).



3.3.2 SETUP INDICATION: Each unit has a colored letter in a white circle on its right side. This letter indicates the group to which it belongs as described in 4.2

Some units have a white R on their left side. They are **reorganized** units and do not begin the game on the map.



3.4 MARKERS

Markers represent non-combat units and/or record various game information.

3.4.1 AIR SUPPORT: The Air Support markers represents sorties by the Luftwaffe and the RAF



3.4.2 CONTROL: Control markers are placed in areas within the German Operational Sectors to indicate Allied control. Areas in the German Operational Sectors without a control marker are under German control.



3.4.3 TURN: The Turn marker indicates the current Turn on the Turn Track.



4.0 SEQUENCE OF PLAY

4.1 DETERMINING INITIATIVE PHASE

Players determine which player has the initiative in the current Game Turn. The player with the initiative is considered the Attacker; the player without the initiative is considered the Defender.

- On Game Turns 1-2 the Allied player automatically begins the turn possessing the initiative.
- On Turns 3-5 the Initiative is determined by having each player makes a DR. Each initiative DR may be modified. The areas 9 (Wally) and 5 (Beurains) are marked with a white star. For each of these areas that the Allied side currently controls add a +1 DRM to the Allied initiative DR. The area 20 (Frevin) is marked with a black star. If this area is German controlled there is a -1 DRM to the Allied initiative DR.

• On Game Turns 6-7 the German player automatically begins the Turn possessing the initiative.

4.2 CHECKING AIR SUPPORT

Both players check their air support allowance. (see 8.3.2)

4.3 COMBAT PHASE

The player currently holding the Initiative selects areas one at a time, in any order he chooses, for movements/assaults. This Area is considered the Active Area. The player with the Initiative may continue to select areas to be the Active Area until one of the following occurs:

- He declares a Pass.
- He has no Fresh units remaining on the map.
- He performs an assault or a bombardment that is a Failure.

If any of (A), (B), or (C) occurs the Initiative immediately switches to the opposing player. The opposing player then holds the Initiative until one of (A), (B), or (C) occurs, at which time the Initiative again switches back to the first player.

This process continues, back and forth, until both players declare a Pass in consecutive impulses, or both players have no Fresh units remaining on the map. When either of these occur the Combat Phase ends.

4.4 REORGANIZATION PHASE

The Allied player reorganizes his eliminated units and then the German player reorganizes his eliminated units.

4.5 END PHASE

Determine if either player has won an Automatic Victory (11.1). Flip all Spent units to their Fresh side. Advance the Game Turn marker to the next space on the Game Turn Track. If neither player has won an Automatic Victory at the end of the final Game Turn a final Victory Check (11.2) is made by counting Victory Points (11.3).

5.0 MOVEMENT

During the combat phase the player currently holding the Initiative activates areas one at a time. An Area must contain at least one Fresh unit in order to activate. The player may activate any number of Fresh units in the activated area.

5.1 PROCEDURE

Units move from Area to adjacent Area. After moving a Fresh unit is flipped to its Spent side.

5.1.1 TERRAIN: Terrain on the map has no effect on movement.

5.1.2 OPERATIONAL SECTORS: German units may enter any space on the map with a black or half-black identifier. Allied units may enter any space on the map.

5.1.3 STACKING: No more than 10 units of each side (20 units total) may occupy an area at any time. These restrictions apply at all times, including during movement. **Exceptions:**

- No more than 5 units of each side (10 units total) may occupy area 25 (Arras) at any time
- the Leader units stack for free.

5.1.4 CONTROL: Each Area is controlled by either the Allies or the Germans. Control changes only when a side has a unit in a Vacant Area previously Controlled by the enemy. Control can be gained during movement without stopping to end an Impulse in an Area. Control is shown by placing/removing an Allied Control marker in that Area.

5.1.4a CONTESTED: An Area is Contested if it contains units of both sides. Contesting an Area does not alter Control of that Area.

5.1.4b VACANT: An Area is Vacant if it contains no enemy units, regardless of the presence of friendly units or who currently Controls it.

5.1.4c FREE

An Area is Free if it is vacant and under friendly Control. Artillery units may only enter Free Areas.

5.2 MOVEMENT COSTS

Units may move any number of areas up to their current movement allowance. The cost of movement is determined by the presence and status of enemy units. Only Fresh units may move. Movement Factor (MF) costs are as follows:

- A. Enter an Area that contains no enemy units and is not adjacent to an Area containing Fresh enemy units = 1 MF
- B. Enter an Area that contains no enemy units but which is adjacent to an uncontested area containing a Fresh enemy unit = 2 MF. If the adjacent Area contains a Fresh enemy unit but is already contested = 1 MF.
- C. Enter an Area that contains only Spent enemy units = 3 MF
- D. Enter an Area that contains at least one Fresh enemy unit = 4 MF
- E. Exit an Area containing at least one Fresh enemy unit = All MF
- F. Exit an Area containing only Spent enemy unit = 3 MF

For E and F: Armor units may exit an Area containing enemy units into any Area, regardless of whether or not it contains enemy units. Other units may only exit an area containing enemy units by moving to an Area which contains no enemy units.

These movement costs are not cumulative. Take into account only the highest cost.

5.2.1 MOVEMENT AND ASSAULT: Units that move into an Area containing enemy units must assault. This is mandatory and there are no exceptions. Units that begin an Impulse within a contested Area may assault the enemy units present in their Area. This costs all of the unit's current Movement Factors. Units entering an Area may never combine with friendly units already in the area. They must assault separately. A single Area may be assaulted any number of times during a single turn.

5.2.2 POINT UNITS: A Point Unit is a Fresh unit that enters a non-Contested, enemy-Controlled Area. Only the following unit types may act as a Point Unit: Infantry, Armor, Anti-Tank, and FLAK. Only Point Units may enter an Uncontested, Enemy-Controlled Area (whether Vacant or not).

Artillery units (see 3.2.5) may never enter an Area containing enemy units, and thus may never

move and assault. Artillery units may remain in an Area in which enemy units enter, and may take part in an assault or defense as supporting units (only).

Leader units (see 3.2.6) lack an Attack Value, so they may not be the first unit to enter an Area containing enemy units. They may follow other friendly units into an Area containing enemy units. Leader units defend normally.

6.0 ASSAULT COMBAT

Units may attack (assault) enemy units. Only Fresh units may assault. All units in the defending Area must be assaulted.

6.1 ASSAULT RESOLUTION

Assaults are resolved by comparing the Attack Value of the attacking unit(s) plus a DR (the attack total; AT) against the defense value of the defending unit(s) plus a DR (the defense total; DT). In an assault, the attacker selects the Point Unit and all assaulting units, and then the defender selects the Forward Unit.

6.1.1 DICE When resolving combat, each player simultaneously rolls two dice (a Dice Roll; hereafter simply DR).

6.2 ATTACK VALUE (AV)

The AV is equal to the sum of:

- A. The Attack Factor of the Point Unit,
- B. +1 for each additional unit participating in the assault,
- E. -1 French and British units, and Wehrmacht and SS units, participating in the same assault.
- F. -1 if the attacking unit(s) cross a river to attack the assaulted area.

6.3 DEFENSE VALUE (DV)

The DV is equal to the sum of:

- A. The Defense Factor of any one defending unit (the Forward Unit) of the defender's choice in the area being attacked,
- B. +1 for each additional Fresh defending unit other than the Forward Unit,
- C. +1 to +3 Terrain Effects Modifier (TEM) of the area being assaulted,
- E. +2 Rommel Leader unit is present in the defending area.

6.4 COMPUTING RESULTS

The result of the assault depends on the difference between the attack total (AT) and the defense total (DT).

6.4.1 FAILURE

If the AT < DT, or if the AT = DT, the attacker has failed and there is no effect on the defender's units. The Point Unit is eliminated. The remaining attacking units become Spent. If the attacking

units moved before combat resolution they must return to the Area they occupied just prior to entering the assaulted Area. Armor units that moved from an Area containing enemy units into another Area containing enemy units are eliminated instead. The Initiative is lost and passed to the other player after combat is resolved.

6.4.2 SUCCESS: If the AT > DT the attacking units are Spent and the defender must absorb Casualty Points (CP) equal to the difference between the AT and the DT. Partial losses must be taken, even if that means taking more CP than actually required by the combat result.

6.4.2a CASUALTY POINTS: In order to satisfy losses, the defender removes CP from his units in the defending Area. CP may be taken in any combination, except that the Forward Unit must suffer the first CP loss and that exact losses must be applied whenever possible. The defender removes CP from an assault as follows:

- A. Each Fresh unit eliminated: 5 CP
- B. Each Fresh unit that flips Spent: 2 CP
- C. Each Spent unit eliminated: 2 CP
- D. Each Spent unit that retreats: 2 CP

A unit may not retreat and then be eliminated. Perform all eliminations before any retreats.

If a stack must take more CPs than it can possibly absorb, all defending units are eliminated.

6.5 OVERRUN

In any attack in which an armor unit was the Point Unit, and all defending units are eliminated (not retreated) for any reason, an Overrun has taken place. Any unit which has its Attack Factor printed in italics may now use any remaining movement points to continue moving, paying the normal movement cost, OR moving and assaulting one adjacent area containing enemy units.

6.5.1 OVERRUN RESTRICTIONS: If the attacking and defending units began the Impulse in the same Area an Overrun may not occur.

If the attacking units moved into and assaulted an Area with a square identifier an overrun may not occur.

6.6 RETREATS

The attacker or defender may be called upon to retreat as a result of combat. Attacking units which fail to inflict CP on the defender must retreat into the Area from which they assaulted. **Exception:** tank units which assaulted from an enemy occupied Area are eliminated if forced to retreat. Defending units may retreat to absorb CP.

6.6.1 RETREAT PROCEDURE: Units must retreat one unit 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 attackers and defenders must follow the retreat priorities to determine the second (or more) Area to which

they must retreat. A unit unable to retreat is eliminated instead.

6.6.2 RETREAT PRIORITIES: If there is more than one Area to which units may retreat, the units must retreat based on the following 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.

Retreat priorities apply at all times. Units cannot retreat to the area the attacker came from.

6.6.3 VOLUNTARY RETREAT: Some or all of the defenders in an area being assaulted may voluntarily retreat after the assault is resolved, even if the attacker loses. Units that voluntarily retreat become Spent. The Forward Unit does not have to be among the units that retreat.

7.0 BOMBARDMENT COMBAT

The player with the Initiative may declare he is conducting a Bombardment.

A Bombardment replaces a normal movement/assault Impulse. No more than two Artillery units from the same Area may bombard in the same Impulse and they must each choose a different Target Area – they may not bombard the same Area in one Impulse nor may they combine to bombard the same Area.

7.1.1 RANGE: German Artillery units may bombard any Area south of the Scarpe River. Allied Artillery units may initially bombard any Area north of, or adjacent to, the Scarpe River. An Allied Artillery unit that has moved south of the Scarpe River may bombard any Area on the map. Zones may not be bombarded.

7.1.2 BOMBARDMENT RESOLUTION:

The attacker designates the Area he is attacking, makes a DR, and adds the printed Attack Factor of the bombarding Artillery unit. There are no modifiers to the Attack Factor other than the DR. The TEM and a DR are added to the Defense Factor of the strongest defending unit in the attacked Area. Attacking Artillery units become Spent after bombardment resolution.

7.1.3 BOMBARDMENT CASUALTIES

See 6.4.2a

8.0 COMBAT SUPPORT

Before an assault resolution, both players can decide to use Combat Support. Using Combat Support means rolling three dice instead of two dice to determine the Attack Total or the Defense Total (6.1).

8.1.1 The player who does NOT own the Advantage Marker chooses first if he will use or not use Combat Support.

8.1.2 Combat Support is provided by Air support counters or by a Fresh Artillery unit.

8.1.3 Only one combat support per side can be used for an assault resolution.

8.2 ARTILLERY SUPPORT

Artillery in a contested Area may only support an assault in its own Area. Artillery in a free area may support any assault up to two Areas away. Artillery that provide support become Spent. If the assault is a Failure the supporting Artillery do not retreat.

Wehrmacht artillery can only support assaults in which at least one Wehrmacht unit is involved. SS artillery can only support assaults in which at least one SS unit is involved. British artillery can only support assaults in which at least one British unit is involved.

If an area with one or more artillery units is attacked, one of the artilleries in the area can provide defensive support. In this case, the supporting artillery unit is spent before the defense value is calculated.

8.3 AIR SUPPORT

Air Support has no range restriction. Allied Air Support can only support assaults in which British units are involved.

8.3.1 AIR SUPPORT COUNTERS: Both players get Air Support counters, depending on the turn.

8.3.2 GERMAN AIR SUPPORT

The German player gets:

- 1 Air support counter on turn 3
- 2 Air support counters on turn 4 and 5
- 3 Air Support counters on turn 6
- 4 Air Support counters on turn 7

8.3.4 ALLIED AIR SUPPORT

- 2 Air support counters on every turn

8.3.5 USING AIR SUPPORT: Each time one player decides to use an Air Support, he discards one Air Support counter from his hand.

Any air support counters left unused at the end of a turn are lost. They cannot be accumulated from turn to turn.

9.0 THE ADVANTAGE

The Advantage is an abstract reflection of an edge that one side will temporarily possess due to factors such as morale, position, surprise, leadership, intelligence, or fate. The player who owns the advantage marker is the only one who can use it. Whenever a player uses the Advantage he must give the advantage Marker to his opponent.

The Allied player starts the game with the Advantage.



9.1 COMBAT

The player controlling the Advantage can use it to force a reroll of any one attack (both players would have to make a new DR) provided he does so before any other subsequent action takes place. Although the player using the Advantage can force a new DR, he cannot guarantee that the subsequent reroll will generate a more favorable result.

9.2 PROLONGING THE TURN

The player with the Advantage may use it to “reset” the Combat Phase. Both players flip any currently Spent units to their Fresh sides (eliminated units are still eliminated and may not Reorganize. Air support counters cannot be reused). The Combat Phase then proceeds normally.

9.3 REFRESHING UNITS

The player with the Advantage may use it to flip 1D6's worth of spent units to their fresh side in one area.

9.4 OTHER USES

The Advantage can also be used to force a reroll of the Initiative DR. Such use forfeits possession of the Advantage. It may also be used to reroll the release of the French Cavalry Corps (12.1), the German 25th Panzer Regiment (12.2), elements of the German 5th Panzer Division (12.4), and the Gort Decision die roll (13.3).

9.5 LIMITS

The Advantage may be used only once per Turn and per player. Obviously, if the Allied player never uses the Advantage he will retain it throughout the game.

10.0 REORGANIZATION

During the Reorganization Phase the Allied player, followed by the German player, may reorganize eliminated units.

10.1 NON-ARMOR UNITS

To Reorganize previously eliminated non-armor units the player should do the following:

- select any one eliminated friendly unit. Place that unit on its Spent side in any Area that is Friendly-Controlled, uncontested, and contains at least one other friendly unit.
- The player must then immediately remove from play another unit of the same type (infantry, anti-tank, or artillery) and having at least the same printed Defense Value on its Spent side. The removed unit is permanently eliminated and may not return to play for any reason, nor may it be used to reorganize any other unit.

10.2 ARMOR UNITS

To Reorganize previously eliminated armor units the player should find the reduced value

counter with the matching identification. Place that unit on its Spent side in any Area that is Friendly-Controlled, uncontested, and contains at least one other friendly unit. The original unit is permanently eliminated and may not return to play for any reason, nor may it be used to reorganize any other unit.

10.3 LEADER UNITS

Leader units if eliminated may not return to play and may not be used to return other units to play.

11.0 VICTORY CONDITIONS

To win the game each player must destroy the opponent's units, drive them from the field, or place them in an untenable situation.

11.1 AUTOMATIC VICTORY

If the Allied player simultaneously controls any three of Areas 2, 4, 6, and 7 at the end of any Turn, they win an Automatic Victory. If the Allied player controls either Zone A or Zone B (or both) at the end of any Turn, they win an Automatic Victory. If the Allied player has less than one Victory Point at the end of any Turn, the German player wins an Automatic Victory.

11.2 VICTORY POINTS

The German player does not receive victory points. Victory depends solely on the Allied Victory Point total unless an Automatic Victory was achieved.

The Allied player receives one Victory Point for each Allied Control marker in an initial German Area (All the black areas and area 1). He does not receive a victory point for controlling any Allied Area (blue areas and area 20). Each Area with a Control marker must be able to trace a path of friendly-controlled areas to an Allied-controlled (blue) Zone, regardless of the presence of German units contesting an Area to count as a victory point. The Allied player receives one additional Victory Point if the Rommel unit was eliminated. The Allied player receives one additional Victory point if he controls at least two areas where the identifier is surrounded in red.

The Victory Points marker is moved along the Victory Point Track at the end of every turn.

11.3 VICTORY CHECK

If the Allied player does not get an Automatic Victory at the end of turn 7, he wins by having ten (10) or more VPs at the end of the 21:00 turn. The German player wins by preventing the British player from fulfilling his victory conditions.

12.0 PREPARE FOR PLAY

12.1 MARKER PLACEMENT

Place the Game Turn marker in the “15:00” space of the Turn Track. Give the Advantage marker to the Allied player. Put aside the reorganized units (marked with a white R on their left side).

12.2. UNIT SETUP

Each player refers to the colored letter in the white circle on the left of the counter to determine his starting groups. All units begin play on their Fresh (face-up) sides. Each player places one “group” of units of his choice and then his opponent must place one of “group” of units of his choice. The German player places first, followed by the Allied player. Placement of groups of units should continue in this alternating fashion until both players have run out of units to set up. Only one group per area is allowed. Players who wish to use the historical setup should consult the Optional Rules (14).

12.2.1 ALLIED SET UP: Allied groups may be placed in Areas 20 through 28, and Zones D, E, and/or F.

There are the following set-up restrictions:

- No more than one group may be placed in any single Area or Zone.

Group B:
7 Royal Tank A
7 Royal Tank B
7 Royal Tank C
8 Durham Lt. 1
8 Durham Lt. 2
8 Durham Lt. 3
8 Durham Lt. 4
4 RN Fusiliers
260/65th AT

Group C:
4 Royal Tank A
4 Royal Tank B
6 Durham Lt. 1
6 Durham Lt. 2
6 Durham Lt. 3
6 Durham Lt. 4
4 RN Fusiliers 2
206/52nd AT
Martel

Group D:
4 Gr. Howard 1
4 Gr. Howard 2
4 Gr. Howard 3
4 Gr. Howard 4

Group E:
5 Gr. Howard 1
5 Gr. Howard 2
5 Gr. Howard 3
5 Gr. Howard 4

Group F: 4 E. Yorkshire 1
4 E. Yorkshire 2
4 E. Yorkshire 3
4 E. Yorkshire 4

Group G: 2 Cameronians A
2 Cameronians B
2 Cameronians C
2 Cameronians D

Group H: 2 Wiltshire A
2 Wiltshire B
2 Wiltshire C
2 Wiltshire D

Group I: 2 Royal IF-A
2 Royal IF-B
2 Royal IF-C
2 Royal IF-D

Group A and J are not placed on the map at the beginning of the game (see 13.0)

Group A: 13e BCC-1
13e BCC-2
13e BCC-3
3e DLM
11e RDP - 1
11e RDP - 2

Group J: 365/92nd RA
368/92nd RA
9 Durham Lt. 1
9 Durham Lt. 2
9 Durham Lt. 3
9 Durham Lt. 4

12.2.2 GERMAN SET UP: German groups may be placed in the following Areas: 1 through 19, and the following Zones: A, B, and/or C.

There are the following set-up restrictions:

- Group M (13.4) must be placed in Zone A (Cambrai).

- No more than one group may be placed in any single Area or Zone.

Group A: 7th Pz. 37 Recce.
7th Pz. 7 MC

Group B: 7th Pz. Art. 1/78
7th Pz. Art. 2/78

Group C: 7th Pz. 1/7 RR

Group D: 7th Pz. 2/6 RR
7th Pz. 6 AT
7th Pz. 1/42 AT
7th Pz. 2/42 AT

Group E: 23 FLAK HB2

Group F: 7th Pz. 2/7 RR
SS Artillerie 1
2/86 FLAK

Group G: SS Totenkopf 3/3

Group H: 7th Pz. 7 AT
23 FLAK HB1
23 FLAK LB1
3/59 FLAK
Rommel

Group I: 7th Pz. 1/6 RR

Group J: Eiche
SS Totenkopf 2/3
SS Totenkopf HC

Group K: SS Totenkopf 1/3

Group L is not placed on the map at the beginning of the game (see 13.0)

Group L: 7th Pz. 1/25
7th Pz. 2/25
7th Pz. 1/66
Rothenburg

13.0 SPECIAL RULES

13.1 FRENCH RELEASE

The six units of the French Cavalry Corps (Allied Group A) do not begin the game on the map. At the start of the 16:00 Game Turn (Turn 2), before doing anything else, the Allied player makes a dr. On a roll of 4, 5 or 6 the Cavalry Corps is released and is eligible to move and attack that Game Turn. On any other result the units are released before Initiative is determined during the 17:00 Game Turn. The French Cavalry Corps enters the map in areas 20 or 21

13.2 PANZER RELEASE

The four units of the 25th and 66th Panzer Regiments (German group L) do not begin the game on the map. At the start of the 18:00 Game Turn (Turn 3), before determining the Initiative, the German player makes a dr. On a roll of 4, 5 or 6 the Panzer Bataillons are released and are eligible to move and attack that Game Turn. On any other result the units are automatically released before Initiative is determined during the 19:00 Game Turn. The Panzer Bataillon enter the map by Zone D (**this is an exception to 2.1.4**) or by areas 17, 15 or 14.

13.3 BRITISH RESERVES

At the start of any Game Turn in which there is a British unit in Ficheux (Area 7), Mercatel (Area 6), Wancourt (Area 2) or Neuvile (Area 4) the 9th Light Durham Battalion (Allied group J) is released and is eligible to move and attack that Game Turn. It enters the map by zone D, E or F.

13.4 GERMAN 5TH PANZER DIVISION

The three units that represent elements of the 5th Panzer Division (Group M) must be placed in Cambrai (Zone A). At the start of the 20:00 Game Turn (turn 6), before determining the Initiative, the German player makes a dr. On a roll of 5 or 6 the elements of the 5th Panzer Division are released and are eligible to move and attack that Game Turn. On any other result the units may not move that Game Turn. At the start of the 21:00 Game Turn the German player may roll again, and if the dr is a 4, 5 or a 6 then the elements of the 5th Panzer Division are released. Otherwise they must remain in Cambrai (Zone A) until the end of the game.

13.5 GORT DECIDES

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

Each End Phase beginning with the 18:00 turn (turn 4) the British player must make a dr. The dr is modified as follows:

- +1 British contest Tilloy (Area 3)
- +2 British control Tilloy (Area 3)
- +1 British contest Beaurains (Area 5)
- +2 British control Beaurains (Area 5)
- +1 British contest Ficheux (Area 7)
- +2 British control Ficheux (Area 7)

If the modified dr is 7 or more play proceeds to the next game turn. If the dr is 6 or less the game is over and a final victory check is made.

13.6 ROMMEL TURNS NORTH

On the 18:00 Game turn (turn 4) before determining Initiative, the German player must make a dr. The dr is modified as follows:

- + 1 if at least 1 Allied unit exits area 26 or 28 to enter area 1 or 3
- + 2 if at least 10 Allied units exit area 26 or 28 to enter area 1 or 3 (not cumulative)

If the modified dr is 6 or more, ignore the restrictions on German movement in rule 5.1.2. If the modified dr is 5 or less, continue to apply the restrictions on German movement, and reroll a dr at each subsequent turn before determining the Initiative until it succeeds.

For each blue area that the German player controls, place a German control marker in the area, and subtract one VP on the Victory Points Track.

14.0 OPTIONAL RULES

14.1 SIDE DETERMINATION

This rule is used to determine which side each player shall command and gives vent to any player's preferences regarding the relative chances of each side. This rule is suggested only if both

players desire to play the same side, or for tournament purposes.

14.1.1 BIDS

Both players simultaneously present a written, secret bid for command of the Allied forces. The bid takes the form of a number of Victory Points conceded in exchange for command of the Allies. Such a bid may consist of one (1) or more Victory Points. The player who has presented the highest bid gets command of the Allied forces. His opponent plays the Germans.

Example: Lucien and Marcel both wish to play the Allied forces. Lucien bids 5 and Marcel bids 7. Marcel is the high bid and becomes the Allied player, while Lucien is the low bid and becomes the German player. In order to win the game Marcel must control at least seven German (black) Areas at the end of the last Turn.

14.1.2 TIE BIDS

If the submitted written Victory Point bids are tied, side determination is made by a random die roll with the tied bid becoming the number of Victory Points conceded in exchange for command of the Allies.

14.2 HISTORICAL UNIT SETUP

Players wishing to depict the historical attack may use the following optional setup.

14.2.1 HISTORICAL ALLIED SETUP: British and French units are set up as directed in the following areas:

- Area 21 (Mont-St. Eloi): Group A
- Area 22 (Maroeuil): Group B
- Area 23 (Anzin): Group C
- Area 24 (St. Nicolas): Group E
- Area 25 (Arras): Group D
- Area 26 (St. Laurent): Group F
- Area 27 (Bailleul): Group I, Group H

Area 28 (Fampoux): Group G
Zone E (Lens): Group J

14.2.2 HISTORICAL GERMAN SET UP: German units are set up as directed in the following areas:

- Area 2 (Wancourt): Group A
- Area 3 (Tilloy): Group B
- Area 4 (Neuville): Group C
- Area 5 (Beaurains): Group D
- Area 6 (Mercatel): Group E
- Area 7 (Ficheux): Group F
- Area 8 (Bellacourt): Group G
- Area 9 (Wailly): Group H
- Area 10 (Agy): Group I
- Area 13 (Beaumont): Group J
- Area 14 (Simencourt): Group K
- Area 19 (Haute-Avesnes): Group L

14.2.3 SPECIAL RULES FOR THE HISTORICAL SETUP

14.2.3a FRENCH RELEASE

The six units of the French Cavalry Corps (Allied Group A) begin the game set up in Mont-St. Eloi (Area 21). Neither player may move units into Mont-St. Eloi, nor may the Allied player exit these six units out of Mont-St. Eloi, before the Cavalry Corps has been released. At the start of the 16:00 Game Turn, before doing anything else, the Allied player makes a dr. On a roll of 4, 5 or 6 the Cavalry Corps is released and is eligible to move and attack that Game Turn. On any other result the units are released before Initiative is determined during the 17:00 Game Turn.

14.2.3b PANZER RELEASE

The Panzer Regiments (German group L) begins the game set up in Haute-Avesnes (Area 19). Neither player may move units into Haute-Avesnes, nor may the German player exit these six

units out of Haute-Avesnes, until the Panzer Regiment has been released. At the start of the 18:00 Game Turn, before determining the Initiative, the German player makes a dr. On a roll of 4, 5 or 6 the Panzer Regiment is released and is eligible to move and attack that Game Turn. On any other result the units are automatically released before Initiative is determined during the 19:00 Game Turn.

14.2.3c GERMAN 5TH PANZER DIVISION

See 13.4

14.2.3d GORT DECIDES

See 13.5

14.2.3e ROMMEL TURNS NORTH

See 13.6

14.2.3f : BRITISH RESERVES

See 13.3

15.0 BALANCE OPTIONS

15.1 TO FAVOR THE ALLIED SIDE

- Subtract 1 Air support per turn from the German player.

OR

- Release the British reserve as soon as the Allied player reaches 8 VP.

15.2 TO FAVOR THE GERMAN SIDE

- Subtract 1 Air support per turn from the Allied player.

OR

- Add the 7/3/78 artillery unit to the German group B.

OR

- Add 1 Air support counter per turn from the German player.

