

NIGHT DROP

A game by Laurent Closier
Graphics: Olivier Revenu

"...33 days of action without relief, without replacements. Every mission accomplished. No ground gained was ever relinquished." General Gavin

1. INTRODUCTION

This game simulates, at the tactical scale, the first hours of combat carried out by the airborne troops of the 82nd US Airborne Division at dawn on the 6th of June 1944. One of the players takes control of the American units and the other player takes control of the German units. One game turn represents one hour of real time. The map represents the region around Sainte Mère-Église at the scale of 400 meters per hexagon. The historical Drop Zones (DZs) (named 'N', 'O' and 'T') of each parachute infantry regiment (PIR) of the 82nd Airborne Division are represented by 7 Drop Zone Hexes (DZHs) in the regiment's identifying colours. Each player uses one or two d6, each of a different colour, to resolve different events in the game.

2. US UNITS

There are 2 categories of US Units in the game: Sticks and Companies, identified by their colour (blue for the 505th PIR, yellow for the 507th PIR and green for the 508th PIR).

2.1. STICKS

2.1.1. A Stick can belong to one of 4 possible types:

- a "Plt" Stick representing the equivalent of a platoon;
- a "Ldr" Stick (white star symbol) representing a platoon with a Company HQ;
- an "HQ" Stick (red star symbol) representing a platoon with a Battalion HQ;
- a "PIR Advantage" counter representing the Regiment HQ, which operates in a specific way [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 on its front side only when a Company is regrouped or is reinforced [2.4].



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 US 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 shows a reduced Company [9.2.5].



Designer's Note: It should be noted that the 82nd US Airborne's order of battle has not been represented in full. This is to represent troops landing outside the area covered by the map, troops unable to regroup during the game's timescale, and is also a physical constraint of the game's production (140 counters).

2.3. ORDER OF BATTLE

At the start of the game, each PIR is broken down as follows:

- 18 "Plt" Sticks (only 14 "Plt" Sticks for the 507th PIR)
- 6 Sticks "Ldr" (4 "Ldr" Sticks only for the 507th PIR)
- 3 "HQ" Sticks
- 1 "PIR Advantage" counter.

2.4. CONVERTING STICKS INTO COMPANIES

At the end of a US Activation [5.4.1], the US 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 from the same PIR, the US player proceeds as follows:

a) He turns the Sticks of that PIR over to their front side (if this has not already been done). Any Sticks belonging to a different PIR are not turned over.

b) The player may combine them as follows:

- 2 Sticks of which at least one is a "Ldr" or an "HQ" are replaced by a reduced Company of that PIR.
- 3 "Plt" Sticks are replaced by a reduced Company of that PIR.

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

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 from the same PIR as the Company, the US player proceeds as follows:

a) He turns the Sticks of that PIR over to their front side (if that has not already been done). Should there be any Sticks belonging to a different PIR they are not turned over.

b) One Stick of that PIR (player's choice) is withdrawn from the game and the reduced Company of that PIR is flipped to its full strength side.

Exception: "PIR Advantage" counter [2.6.5].

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

2.4.4. Conversion is never compulsory. If the US player declines the chance to regroup/reinforce a Company, the Sticks remain on their front side.

Designer's Note: The first decision for the US 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.

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).

2.5. CONSEQUENCE OF REGROUPING US COMPANIES

Each time that an "HQ" Stick is withdrawn from the game when a Company is reinforced or regrouped, the US player selects a VP hex and draws a VP marker at random which he places on its front side (i.e. concealed) in the hex. Only the US 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! As for the US player, he can try to bluff his opponent as to his priority objectives.



2.6. "PIR ADVANTAGE"

2.6.1. During the Initiative determination step, and before the players roll their d6, the US player may choose to take the Initiative automatically and to be the Phasing player for the current turn. For this, he withdraws a "PIR Advantage" counter from the map (and the game) and his first Activation must involve units belonging to that PIR [5.4.1].

Designer's Note: This grasping the initiative represents the regiments' commanders taking command and control of their units.

2.6.2. If the German player eliminates a "PIR Advantage" counter in combat [9.3.2], he automatically wins the Initiative for the next turn (and for the turn after that, if he eliminates 2 "PIR Advantage" counters in the same turn, etc.). The German player places the "PIR Advantage" counter on the Game Turn Track as a reminder.

Designer's Note: The loss of command would disorganise the regiment'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 "PIR Advantage" counter may not move.

2.6.5. A "PIR Advantage" counter may not be used to regroup/reinforce a Company.

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. Their description is identical to that of US Companies [2.2]. Certain Units do not have a back side: they are immediately eliminated in the event of losses [9.2.5].

3.1.2. There are 2 Units bearing the silhouette of an armoured vehicle. These are Companies reinforced by a captured vehicle of French origin (light tank or armoured car). They are identical in every re-



spect to Units bearing the silhouette of a soldier, with the exception of movement (see Terrain Effects Table).

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 US Company (whether in attack or in defence). A German Unit which attacks a Stick [9.3] does not lose its 'Unknown' marker.

4. SETUP

4.1. INITIAL GERMAN PLACEMENT

At the start of the game, the German player places his Units in an opaque container. He selects one of his setup hexes (containing a white helmet symbol in a black circle) and randomly draws a Unit which he places in it, on its full strength side and out of sight of the US player. He repeats the same procedure for every setup hex (total of 5). Once he has drawn these 5 initial Units, he conceals them by placing an 'Unknown' marker on them to hide them from the US player. The German player may check his concealed Units at any moment.



4.2. INITIAL US PLACEMENT

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

4.2.1. Deployment in the Drop Zone Hexe (DZH)

At the start of the game, the Sticks of the 505th PIR are placed on the table on their unknown side (back) and are shuffled like dominos. The US 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 505th PIR (blue parachute symbols). He repeats the operation with the Sticks of the 508th PIR (green parachute symbols). For the Sticks of the 507th PIR, the US player makes up stacks of 3 Sticks which he places in the DZHs of the PIR (yellow parachute symbols). **Exception:** The player places a stack of 4 Sticks on the DZH containing a black circled yellow parachute symbol.

Designer's Note: The main aim of this process is to place the US 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 US player makes a Random Selection DR with 2d6, the first d6 (white) indicating the direction in which he must move the Stick (see the player aid on the map) and the second d6 (coloured) indicating the number of hexes the Stick must move in order to reach its Landing

Hex (LH). If a Stick exits the map, it is eliminated (it does not return to the game).

4.2.3. Landing sticks

For each Stick in its LH, the US player rolls a d6. If the result is greater than or equal to 6, the Stick is eliminated. A +1 modifier is applied if the LH is a Marsh hex and +2 if the LH is a Village. If the LH is a Marshy Stream (including hexes with a Bridge) or if it contains a German Unit, the Stick is eliminated. No matter the result, the players may not examine the nature of the eliminated Sticks (i.e. look at their front side).

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

Game Note: To speed the game's setup, the US player may combine the scattering and the landing of his Sticks by rolling 3d6 simultaneously: one white d6 and one black d6 to determine the scattering and a red d6 for the landing. In this way, if the result of the red d6 is equal to 6, there is no need to calculate the scatter effect because the Stick has been eliminated.

4.3. VICTORY POINTS MARKERS (VP)

All the 'VP' markers are placed in an opaque container. They are drawn at random and are placed on the map by the US player according to 2.5 and by the German player according to 5.3.

5. GAME SEQUENCE

Each of the 9 game turns is broken down into a number of steps which must be carried out in the following order.

- 1 - Determining the Initiative
- 2 - Discovering the US Objectives (turns 5 to 9 only)
- 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
- 7 - Third Activation of the Phasing player

5.1. NIGHT TURNS

Turns 1 to 4 are night turns. This affects German Activations [5.4.2], Zones of Control [6.1], 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. In the event of a draw, the player with the Initiative in the previous turn retains the Initiative. Flip the turn marker accordingly.

5.2.2. On turn 1, the US player is automatically the Phasing player (he has the Initiative).

5.2.3. In certain cases, one of the players is automatically given the Initiative [2.6.1; 2.6.2].

5.3. DISCOVERING THE US OBJECTIVES

5.3.1. During the daylight turns only (turns 5 to 9), the German player tries to discover the US player's real objectives.

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

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

- Turn on its back (i.e. visible) a 'VP' marker which had previously been placed on its front side on the map by the US player [2.5];

- Designate a VP hex which does not contain a 'VP' marker and draw a 'VP' marker at random which he places on its back side (i.e. visible) in the hex.

5.4. ACTIVATIONS

Each player carries out several alternating Activations (3 for the Phasing player, 2 for his opponent) starting with the Phasing player.

5.4.1. US ACTIVATIONS

During his Activation, the US player chooses 1 action from the 3 available to him:

- (U1) activate the Units of the 505th PIR (in blue);
- (U2) activate the Units of the 507th PIR (in yellow);
- (U3) activate the Units of the 508th PIR (in green).

Each Activation U1, U2 and U3 can only be carried out once per turn. If the US 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
- fight, then
- regroup/reinforce a Company.

Game Note: If the US player has the Initiative, he will be able to activate all 3 PIRs during the turn.

5.4.2. GERMAN ACTIVATIONS

During his Activation, the German player chooses 1 action from the 4 available to him:



- (G1) 2d6 movements of unknown Sticks (i.e. back side) of the 505th PIR.

- (G2) 2d6 movements of unknown Sticks of the 507th PIR.

- (G3) 2d6 movements of unknown Sticks of the 508th PIR.

- (G4) activate 1d6 German Units, with a minimum activation equal to the number of the current game turn divided by 2 (rounded down).

Each G1, G2 or G3 Activation only allows the movement of unknown US Sticks. These Activations may only be carried out once per turn, and then only during night turns [5.1]. Each US Stick moved (cf. 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 505th PIR. 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 G4 may be carried out several times a turn. A Unit may only be activated once during a G4 Activation, but it may be activated several times in the same turn, each time there is a G4 Activation. During a G4 Activation, the Units involved may (in the following order):

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

Designer's Note: In the first 4 turns, the German player will have to choose between hunting down US Sticks by activating his Units or spreading disorder by moving the Sticks. From turn 5 onwards, the German player will automatically choose Activation G4 at each of his Activations. Note that the German player cannot move Sticks which have been revealed (i.e. which are on their front side).

6. ZONES OF CONTROL (ZOC)

6.1. BASICS

6.1.1. All Units exert a Zone of Control (ZOC) into the 6 hexes which surround them.

Exceptions: there are no ZOCs during night turns [5.1] and Sticks do not exert a ZOC.

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.

Example: The 2 opposing Units both exert a ZOC into hexes A and B



6.2. INFLUENCE ON MOVEMENT

6.2.1. 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 US Company or German Unit: +1 MP
- reduced US 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 compartmentalised nature of the Normandy bocage, combined with the low troop density of the Units involved does not justify blocking ZOCs.

6.2.2. 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.

Example: the US Unit must spend 1 MP to enter hex B (bocage) +1 MP to leave the EZOC in A +1 MP to enter the EZOC in B, making a total of 3 MP. The same would apply if hex C was occupied by a German Unit [6.1.2].



6.3. INFLUENCE ON COMBAT

A Unit may not Retreat into an EZOC [9.4].

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 a Unit. Stacking Limits are not checked once the initial setup has been completed.

8. MOVEMENT

8.1. BASICS

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 Main Road/Railroad/Bridge hex is used only if the moving Unit follows the Main Road/Railroad depiction.

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: "PIR Advantage" counters may not move [2.6.4].*

8.2.2. The MC of German Units and US Companies is determined by the nature of the hex they occupy at the start of their movement:

- Village/Main 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 9)

8.3.1. German Units have a MC of 4 MP.

8.3.2. US Companies have a MC of 6 MP. Sticks have a MC of 4 MP. *Exception: "PIR Advantage" counters may not move [2.6.4].*

Designer's Note: The higher MC of US Companies is justified by their superior training and discipline compared to that of the German troops they were facing. This also compensates in part for the multiple G4 Activations of the German player.

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 which make up the stack.

Example: A stack of US 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 which leaves the map is eliminated and may not return to the game. If the Unit is an unknown Stick (see 5.4.2), neither player may know what kind it was (i.e. inspect its front side).

8.5. REINFORCEMENTS

8.5.1. During a G4 Activation [5.4.2], the German player may enter (at no cost in MP) 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 its entry hex [8.5.3] concealed from the US 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 is placed in the hex indicated on the counter [3.1.3] and by a red arrow on the map. If the hex is occupied by a US Unit, the German Unit is placed in the nearest map edge hex which is free of any US Unit (in the event of two similar hexes, the German player may choose which one to use). During a daylight turn (turns 5 to 9), the German player chooses the entry hex (hexes A to D) 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.

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.

Exception: During night turns, only one hex of attacking Units may take part in a combat. All the attacking Units must be adjacent to the defending hex, and they must also occupy hexes adjacent to each other. All the Units in the defending hex must be attacked together.

9.1.2. A Unit may only attack or be attacked once per Activation.

Example: During a U2 Activation in turn 3 (night), the US

player may only attack out of one hex (the one containing the full strength Company, or the one containing the two reduced Companies). If the same situation were to arise from turn 5 onwards (daylight), the same situation would apply, because the US Units are not themselves in adjacent hexes. One of the reduced US Companies would have to move into hex A to allow the US player to engage all three Units in the attack.



9.1.3. Combat is never compulsory.

9.2. PROCEDURE

9.2.1. The attacker (i.e. the Phasing player) designates the Activated Units which are to take part in the combat.

Game Note: Only activated Units may attack, which means for the US player that he cannot have units from different PIRs 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 G4 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. 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. 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/hexside may also modify the DF (see the Terrain Effect Table on the map; apply any cumulative hexside modifier only if adjacent to both Point Units).

- If the attacker's final score is double that of the defender, or greater, the defender's Point Unit suffers a Step Loss and all defending Units must Retreat [9.4].

- If the attacker's score is higher than, but not double, that

of the defender then the defender's Point Unit suffers a Step Loss. **Exception:** During a night turn, all defending Units may choose to Retreat [9.4], if this is permissible, rather than suffer a Step Loss.

- If the scores are equal, there is no effect.
- If the attacker's final score is lower than, but not half, that of the defender, the attacker's Point Unit suffers a Step Loss.
- If the attacker's final score is half that of the defender, or less, the attacker's Point Unit suffers a Step Loss and all attacking Units must Retreat [9.4].

9.2.5. A full strength Unit which suffers a Step Loss is flipped to its reduced strength side (reverse side).

Exception: Certain German Units 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).

Example: A full strength German unit with an armored car (Point Unit; AV=4) supported by an adjacent unit (AF =5) attacks a reduced Company of the 505th PIR (DV=3; DF=3 +2 [village hex] +1 [bridge hexside]=6) during a daylight turn. The German player rolls 1d6 for a 3, giving a final score of 8; the US player rolls 1d6 for a 3, giving a final score of 9. The US player inflicts a Step Loss on the German Point Unit which is reduced. If the German Point Unit was the 2-2 infantry, the bridge hexside modifier would not apply to the DF (AF=3; DF=5).

9.3. STICKS IN COMBAT

9.3.1. A Stick may never attack.

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, 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 any EZOC [6.3] carried out by all the Units involved (in attack or defence).

9.4.2. Units stacked together must Retreat into the same hex.

9.4.3. If a Unit (or stack) cannot Retreat, the Unit (or a Unit selected by the owning player, in the case of a stack) suffers 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. 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

10.1. After the 9 game turns, the players determine the level of victory for each side by totalling the number of Victory Points (VP) accumulated by the US player. To do this, all the 'VP' markers are turned over and their total is arrived at.

10.2. The US player wins the number of VPs indicated on the marker if he controls the hex concerned. He wins control of a VP hex 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 as soon as a German Unit enters the hex (the control marker is removed).

10.3. If a VP hex controlled by the US player does not have a 'VP' marker in it at the end of the game, the US player draws a 'VP' marker to find out the value of the VP hex.

10.4. Level of Victory

16 and +	Strategic US Victory
12 – 15	Operational US Victory
9 – 11	Tactical US Victory
6 – 8	Tactical German Victory
3 – 5	Operational German Victory
2 and -	Strategic German Victory

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The 2nd Battle For Fallujah

This solitaire game simulates, at tactical scale, the combat waged by US forces during the month of November 2004 to secure the city of Fallujah and crush insurgent resistance. The player controls USMC troops while the system handles the insurgents. This design is based mainly on the article "Infantry Squad Tactics: Some of the lessons learned during MOUT (military operations in urbanized terrain) in the battle for Fallujah", published in the September 2005 issue of the *Marine Corps Gazette*.

The map includes a part of the Jolan District, divided into 61 zones of approximately 50x50 meters and sections of road of equal size. Each zone is made-up of several locations (open ground, courtyard, first storey, second storey, rooftop) represented by boxes that are used to manage movement. Tracks and charts are also on the map edges.

The troops of each side are represented by 'unit' counters, each corresponding to one Marine squad (six to 12 men) or a group of insurgents (about six men each). The total strength of USMC forces is about that of a reinforced company.



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