FIRE & MOVEMENT FOLIO GAME EXCLUSIVE RULES

MEUSE ARGONNE: THE FINAL OFFENSIVE
26 SEPTEMBER - 11 NOVEMBER 1918

ERRATA AS OF 27 OCTOBER 2015

Change 11.2 to:

11.2 Allied Initial Deployment

The Allied player sets up his non-reinforcement divisions (per 19.2) on the map before the game begins, in any hexes south of the "Stellung" hex line printed on the map.

Change 11.4 to:

11.4 Allied Reinforcements ⌐SEP⌐SEP⌐ Allied reinforcements arrive on the map during specifically indicated game turns per 19.3.

Change 11.5 to:

11.5 German Initial Deployment

The German player sets up his non-reinforcement divisions (per 19.4 and 19.5) on the map after the Allied player has completed his set-up, in or north of the "Stellung" line.

Change 11.7 to:

German reinforcements arrive on the map during specifically indicated game turns per 19.6.

EXCLUSIVE RULES

10.0 INTRODUCTION
11.0 SET UP
12.0 VICTORY CONDITIONS
13.0 UNITS
14.0 TERRAIN
15.0 TURN SEQUENCE
16.0 STANDARD RULES
     MODIFICATIONS
17.0 ARTILLERY BOMBARDMENT
18.0 SPECIAL RULES
19.0 ORDERS OF BATTLE

10.0 INTRODUCTION
10.1 Historical Background
As the Allies returned to the offensive in 1918, the Supreme Commander Marshal Foch ordered a new offensive astride the Meuse River, into the tangled Argonne Forest. The objective was nothing less than the encirclement of the entire German Army. The US First Army commenced the assault on

26 September but almost immediately bogged down in the formidable German defenses. A reinforced drive a week later began to make progress, but slowly. A month of hard fighting brought the Allies within striking distance of the critical rail junction of Sedan, but the war ended before the grand goal was achieved.

10.2 Special Rules
Rules 13.0 through 18.0 here modify or add to the *Fire & Movement* standard rules to simulate the nuances of warfare during the First World War. Except as noted in those sections, all standard rules otherwise apply.

10.3 Game Scale
Each hex represents 2 miles (3.2 kilometers) from side to side. Each turn represents two days. Units of both sides are all non-mobile ("leg") infantry types representing specific historic divisions.

11.0 SET UP
11.1 Set up Sequence
Place the Turn marker in the "Sep 26/27" box of the turn track (which will also be used to indicate the current turn on the artillery track. The Allied player must set up all of his units first, and the German player must set up all of his units second.

Place all 12 bombardment markers on the Artillery Track; these will be utilized by both sides, apportioned as indicated to each side each turn (as indicated on the Artillery Track). Place the US aircraft markers in the Air box, which may be utilized by the Allied player during his own movement phase to aid bombardments (see 17.3).

The remaining cases of this section explain the reinforcements available to each side.

11.2 Allied Initial Deployment
The Allied player sets up his non-reinforcement divisions (per 21.1) on the map before the game begins, in any hexes south of the "Stellung" hex line printed on the map.

11.3 Allied Replacements
During each of his own movement phases, the Allied player automatically receives one replacement, which may be used to bring any eliminated unit onto the map (as full strength), or rebuild any two depleted units already on the map (even if within an enemy ZOC) if not presently occupying any forest hex. Replacements must be deployed immediately; they may not be accumulated for a later turn. If no counter is available for a replacement, the eligible replacement is lost. Each Allied replacement unit received must arrive on any map-edge hex south and/or west of the southernmost "Stellung" hex line printed on the map.

Exception: The Allied player may not ever receive brigade chits as replacements.

A three-step divisional unit (the US 4th, 32nd, 33rd, and 79th division) that has been eliminated is replaced exactly as if any other division, requiring one replacement to bring it back onto the map as a depleted division, and another replacement to restore it to full-strength. A three-step division does not ever require the inherent brigade (see 13.1) to be replaced.

11.4 Allied Reinforcements
Allied reinforcements (see 21.2) arrive on the map during specifically indicated game turns, arriving on any map-edge hex south of the "Stellung" hex line printed on the map.

11.5 German Initial Deployment
The German player sets up his non-reinforcement divisions (per 21.3) on the map after the Allied player has completed his set-up, in or north of the "Stellung" line.

11.6 German Replacements
Once per game, during his own movement phase, the German player automatically receives one replacement, which may be used to bring any eliminated unit onto the map (as depleted), or rebuild

any depleted unit already on the map (even if within an enemy ZOC) if not presently occupying any forest hex. The German player is not required to utilize his eligible replacement during any particular game turn, but once he does so, no further replacements are afforded to the German player throughout the remainder of the game. An arriving German replacement must arrive on any northern or eastern map-edge hex that is not presently occupied by any Allied unit or within any Allied unit's ZOC.

11.7 German Reinforcements
Allied reinforcements (see 21.2) arrive on the map during specifically indicated game turns, arriving on any map-edge hex south of the "Stellung" hex line printed on the map.

12.0 VICTORY CONDITIONS
12.1 Allied Victory
The Allied player wins instantly as of the moment that any Allied unit enters the Sedan city hex, even if only temporarily before that last game turn is completed (the Armistice). Any other result is a German victory.

13.0 UNITS
13.1 Divisions
All units in the game are considered "divisions" (though some divisions on the German side represent far fewer soldiers, but are considered divisions nonetheless), and each division is a two-sided unit (a full-strength front side, and a depleted back side). When any division is depleted, it is flipped to its back side, which features lower ratings. A depleted unit functions identically (except for its lower ratings).

However, four specific US divisions (the 4th, 32nd, 33rd and 79th) are considered to be three-step units. If a depleted 4th, 32nd 33rd, and/or 79th divisional unit is depleted again, it is removed from the map normally, but is then replaced by a single brigade unit. In other words, the full strength side of a three-step divisional counter represents three sides (three steps), and the reverse (depleted) side represents the two sides (two steps). Thus, to portray the last side (the third step) after that division has been eliminated, remove the divisional counter normally and replace it with a US brigade chit. As such, if the US 4th, 33nd or and/or 79th division becomes eliminated during the normal course of the game (from any combat result), it is simply replaced with a single US brigade unit (which is placed in the same hex where that division had been eliminated).
> **Note:** A "De" result that has been inflicted upon a three-step division (whether it is full-strength or depleted) only eliminates the divisional chit, but never the third (brigade) step, which is then placed into that same hex immediately following the elimination.

A brigade functions like a normal unit in every respect, although when any brigade is reduced, it is not flipped. Instead, it is eliminated (removed from the map), and no other brigade is placed onto the map to replace it.

13.2 Voluntary Brigade Breakdown
A US three-step division (the 4th, 32nd, 33rd, and/or 79th) may be voluntarily broken down into three brigades at the beginning of any US movement phase (including the phase of arrival). To do so, remove the divisional counter (placing it off of the map, out of play), and replace it (in the same hex) with two or three brigade chits depending on the division's current disposition when it is removed (i.e., if a full-strength division, replace it with three brigade chits, if a depleted division, replace it with two brigade chits).
> **Note:** This is the only instance in the game when two or more units may be stacked together in the same hex. Two or three brigade units may stack together (though not with any other division, and never in excess of three brigades in any case), but while stacked together they are considered to function as if a single divisional unit in all other respects while stacked. It is permissible for brigades to separate during movement and then reenter the same hex and stack together, within the limits of their movement allowance, throughout the game.

If there are not enough brigade units in the counter mix, only as many brigade units as are available may be placed on the map, even if the division being broken down can only be replaced with

insufficient brigade chits as a result. This limitation applies even if any brigade chit becomes subsequently available; They may not be placed on the map where a division had been broken down during the preceding movement phase.

   Note: *Only three-step divisions may ever be broken down into brigades.*

Once *voluntarily* broken down, a division may not be reformed from brigades on the map, but the eliminated divisional unit (the 4th, 32nd, 33rd, 79th) may be brought back into play as a replacement normally within the Allied player's available replacement allowance, but only if there are at least three available brigade chits that are off the map (not yet in play) per each such division.

   Note: *This stricture does not apply to any other divisions, however (other than the 4th, 32nd, 33rd and 79th); All other divisions may be brought back into play as replacements normally, regardless of how many brigade chits are in play.*

13.3 German Units
German (and German-allied) units are identified by division. The division identification is important for set up and reinforcement purposes only.

No German division may be voluntarily broken down (there are no three-step German or German-allied units). The counters all are two-step units and may operate independently for all purposes.

14.0 TERRAIN
14.1 Rises
The hilly terrain printed on the map represents slight elevation changes in an otherwise flat battlefield, known as a rise. Any attack occurring against a rise type of terrain must simply be conducted via the "Rise" terrain line on the Combat Results Table.

Rises do not aid in observation in any way.

14.2 German Stellungs, 2nd Tier Trenches, Fortifications
The various zigzag hexside features wending across the map represents various levels of German trenches, each with different effects and defensive levels on the Combat Results Table. Their defensive benefits apply to any ground attack directed against the German (or German-allied) unit in such a hex, even if the attack occurs from another Stellung, 2nd Tier Trench and/or Fortifications hex or from 'behind' the targeted hex (this represents secondary and tertiary trench lines that were typical of World War One trench works). Furthermore, Allied units can never benefit from any Stellung, 2nd Tier Trench or Fortifications hex, even after capturing the hex itself.

Exception: A Stellung, 2nd Tier Trench or Fortificaitons hex that has been "breached" by a bombardment (see 17.6) provides no defensive benefit from any direction.

A Stellung, 2nd Tier Trench or Fortifications hex has the effect of inhibiting any Allied (only) Zone of Control into that hex (unless it had been breached per 17.6). When any Allied attack is directed on a non-breached Stellung, 2nd Tier Trench or Fortifications hex, even if not across a depicted hexside, the attack must be resolved via the appropriate terrain line on the Combat Results Table. The three types are identified on the map as Stellungs (the southernmost trench line), 2nd Tier Trenches, and Fortifications (which are different from fortresses), all of which function the same (except for the MP cost; see 14.3 below), but are distinctly different rows on the Combat Results Table.
If an Allied unit is attacked while occupying any such hex, even if not breached, and regardless of the direction of the German attack, use the terrain line on the Combat Results Table corresponding to the *other* terrain in its hex.

   Note: *Fortress hexes (such as Sedan) cannot be breached.*

14.3 Fortification Movement Effects
It is assumed that German machinegun outposts are manning every Fortification hex, even if any particular hex is not actually occupied by any German unit. Therefore, Allied (only) movement into any Fortification hex must expend +1 movement points (in addition to the cost of other terrain in the hex). This rule does not apply to 2nd Tier or Stellung hexsides.

15.0 TURN SEQUENCE
15.1 First Player
The Allied player is the first player.

15.2 H-Hour
The game begins with the Allied combat phase of the Sep 26/27 game turn.

16.0 STANDARD RULES MODIFICATIONS
The following standard rules are modified as indicated below.

7.7.1 Bombardment Retreat. Defenders may not retreat from a bombardment; they must take the step loss instead.

17.0 ARTILLERY BOMBARDMENT
17.1 Artillery Bombardment Limitations
Artillery bombardment is somewhat different than the normal bombardment rule printed in the standard rules, representing how artillery was used (at this scale) during the First World War.

Each player is provided with an allotment of "bombardment" markers each game turn (which function differently than the support fire markers, and hence the reason they are allotted per a different track); the exact number of bombardment markers each side (Allied and German) receives each turn is printed as a number on the Artillery Track (printed below the Turn Track). The Artillery Track exists specifically to indicate the quantity of bombardment markers provided to the Allied and German side each turn, which will vary later in the game. For example, on the first game turn, the Artillery Track is printed with the listing "8/4", which indicates that the Allied player will receive eight bombardment markers at the beginning of that game turn (to be used by the Allied player during his turn only), and also indicates that the German player will receive four bombardment markers at the beginning of that same game turn (to be used by the German player during his turn only). The allotment of bombardment markers is renewed each turn, but not always in the same quantities.
   Note: Only units that can be observed (see 17.3 below) can be bombarded.

17.2 Utilizing Bombardment Markers
The current player (the player whose turn it is) may place any quantity of his bombardment markers on any enemy units (if observed; see 17.3) during his own turn only, but no more than two bombardment markers per enemy unit; those enemy units will therefore become bombarded by each placed marker, one at a time, immediately after all desired markers have been played. A player is not required to place all (or any) of his allotted markers, if he prefers, but any bombardment markers that are not played at this time may not be saved to be added to the bombardment marker allotment of a later game turn.

Unlike normal support fire, bombardment is never used in support of any attack by any land unit, and thus the enemy player cannot place his own bombardment marker during the other player's bombardment in response. Bombardment can only ever occur at the end of a player's movement phase, before his combat phase begins. Only observed enemy units can ever be bombarded (see 17.3 below), and is resolved per the bombardment table (see 17.4).

17.3 Observation
An enemy unit is only observed if it is adjacent to an observing unit of the other (opponent's) side.
   Note: At this game's scale, there is no LOS observation as does exist in other games using this same system. Only units adjacent to enemy units can observe for bombardment.

Allied aircraft counters may be used for the observation of enemy units that are not adjacent to any Allied unit, though only in observation of enemy units that are no more than three hexes from any Allied unit (not counting the Allied unit's hex, but counting the targeted enemy unit's hex). An aircraft marker may be placed at any time during a player's own movement phase anywhere on the map. Thus, the placement hex and all adjacent hexes are considered "observed" regardless of terrain (if within three hexes of any Allied unit).

17.4 Bombardment Markers

Unlike the standard *Fire & Movement* support fire markers, the bombardment markers in this game have no printed strength value (although there are other normal support fire markers with printed strength values). Instead, one six-sided die is rolled per each assigned bombardment marker (per each targeted hex). Next, the bombardment die roll is modified by the type of terrain in the target hex (and sometimes modified by special rules, such as gas; see 17.5)

17.5 Bombardment Resolution

To resolve a bombardment, roll one die per the Bombardment Table, and applying any applicable modifiers per the Artillery Bombardment Modifiers chart. The net result on the Bombardment Table is the outcome of that bombardment. If the targeted enemy unit is "Hit" by that bombardment, it is then immediately depleted (or eliminated if it was already depleted). Any other result is no effect.

However, after any hit result, the targeted unit may opt to retreat one hex (only) instead (but only after all designated bombardments have been resolved versus that hex).

17.6 Breaching Trenches by Bombardment

If the target of any bombardment is an enemy unit in a Stellung, 2nd Tier Trench or Fortifications hex, the hex is considered breached if the bombardment result is a hit. However, no effect applies to any enemy unit in that hex in such a case (from that bombardment result). The artillery marker remains in that targeted hex as a reminder (players may use any convenient generic marker to place in that breached hex as a reminder). Thereafter, ignore the Stellung, 2nd Tier Trench or Fortification hexside of that hex during any ensuing bombardment or ground attack against such a hex throughout the remainder of the game; the normal terrain that exists in that hex therefore applies when consulting the Combat Results Table after any subsequent ground attack upon a breached hex.

   Note: *A German bombardment upon an Allied unit in such a hex can also cause a breach, if the result is hit.*

17.7 Gas

During the first game turn (only), the Allied player may choose to use gas warfare during his bombardments, which simply applies a -1 die roll bonus (cumulatively) to each bombardment marker's die roll occurring in each targeted hex.

   Note: *No friendly fire is possible at this scale, as can occur in other games of the system.*

18.0 SPECIAL RULES

18.1 The "Lost Battalion"

Once per the game, the German player may declare any single Allied ground attack that is occurring in any woods (only) hex to be penalized as the "Lost Battalion"; the German player may make the decision to do so at any time after any Allied ground attack into a woods hex has been declared (and after support fire, if any, has been allotted), but before the Allied player actually rolls his attack die. Once the Allied player has rolled his die (after the German player has declared the Lost Battalion penalty), the result must apply, and this rule may never be used again, regardless of the result. Both players may apply support fire normally, however, whether or not the German player has yet declared the Lost Battalion penalty (but only before the Allied player has rolled his attack die).

   Note: *The Allied player may not cancel his intended ground attack into a woods hex after the German player has declared the Lost Battalion penalty to be in effect.*

The effect of this rule is to simply force the Allied player to conduct his attack via the "Woods (Lost Battalion)" line of the Combat Results Table (instead of the normal "Woods" line), regardless of his combat differential.

18.2 German Combat Experience

Any "Retreat" result (D2 or D3) on the Combat Results Table that has been inflicted upon any German unit (including German allied units) anywhere on the map may be downgraded to a D1 result instead (requiring the afflicted German unit to retreat only one hex instead of two or three hexes). This downgrade is entirely optional to the German player, however, and thus he may choose to accept and implement a two or three hex retreat if he prefers (if a D2 or D3 result had been inflicted upon a particular unit, respectively). This rule remains in effect throughout the entire game.

Note: No German unit may combine this rule with Stiff Resistance (7.8); in other words, a German unit may not retreat only one hex and declare stiff resistance after a D2 or D3 combat result.

19.0 ORDERS OF BATTLE
19.1 First Player
The American player moves first and holds the initiative throughout.   The game is divided into 24 turns, each representing two days (excluding the last turn, which falls on November 11th).

19.2 Allied Starting Units
The Allied player must set up all of his units before the German player.

3rd Division, 4th Division, 5th Division, 28th Division, 32nd Division, 33rd Division (US), 35th Division, 37th Division, 77th Division, 78th Division, 80th Division
91st Division, 92nd Division, Belrupt Division (French)

19.3 Allied Reinforcements
US reinforcements may enter the game via any hex at the bottom (south edge) of the map.

Oct 2-3 Turn: 1st Division
Oct 4-5 Turn: 42nd Division
Oct 6-7 Turn: 29th Division (French), 33rd Division (French), 82nd Division
Oct 14-15 Turn: 26th Division
Oct 18-19 Turn: 89th Division
Oct 20-21 Turn: 79th Division, 90th Division
Nov 1-2 Turn: 81st Division, 2nd Division

19.4 German Stellung Set-up
Set-up the following divisions in any Stellung hexes (one per hex) of the German player's choice:

1st [A] Division (4-5-4), 1st [G] Division (8-9-4), 2nd [L] Division (4-6-4), 3rd [G] Division (10-6-4), 5th [BR] Division (7-6-4), 5th [G] Division (6-8-4)
5th [L] Division (2-6-4), 7th [R] Division (7-5-4) {Set-up depleted}, 8th [L] Division (4-4-4), 9th [L] Division (4-5-4), 13th [L] Division (2-3-4)
15th Division (7-8-4), 33rd Division, (7-9-3) {Set-up depleted}, 35th [A] Division (4-4-4)
37th Division (9-9-5), 76th [R] Division (6-8-4)
115th Division (5-6-4), 123rd Division (6-7-4)
255th Division (6-6-4), [AR] Division (4-4-4)

19.5 German Reserve Set-up
Set-up the following divisions in any hexes (one per hex) of the German player's choice (north of the Stellung hex line), but not adjacent to any other unit (of any nationality):

15th [A] Division (4-4-4), 106th [A] Division (4-4-4), 108th Division (6-5-4), 236th Division (6-6-4)

19.6 German Reinforcements
These units may arrive on the map via any town along the northern and/or eastern map edge, of the German player's choice.

Sep 28-29 Turn: 52nd [R] Division (11-11-4), 53rd [R] Division (4-5-2)
Oct 2-3 Turn: 28th [R] Division (10-10-5), 37th [A] Division (2-3-4)
Oct 4-5 Turn: 195th Division (9-9-4), 38th [A] Division (3-4-4)
Oct 6-7 Turn: 228th Division (5-6-4), 41st Division (6-8-4), 204th Division (3-5-4)
Oct 8-9 Turn: 45th [R] Division (6-5-3) {Arrives on map depleted}, 192nd Division (5-5-4), 32nd Division (4-5-3), 199th Division (8-8-4)
Oct 12-13 Turn: 107th Division (5-5-8)
Oct 14-15 Turn: 1st [L] Division (5-5-4)
Oct 20-21 Turn: 88th Division (6-6-4)
Oct 30-31 Turn: 31st Division (5-6-4)

INTEGRATED COMBAT RESULTS TABLE

TERRAIN TYPE	COMBAT DIFFERENTIAL (attacking strength minus defending strength)											
Fortress (Sedan, Verdun), Woods (Lost Battalion; see 18.1)	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
Fortification, Meuse River	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
Stellung, Town, Trench-Town, Woods, Trench-Woods	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
2nd Tier Trench, River, Rise	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
Clear, Bridge	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+
DIE ROLL												
1	(A)	A3	A2		Ex	Ex	D2	D2	D2	D3	**De**	**D**
2	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D2	D3	**D**
3	(A)	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D2	D
4	(A)	(A)	(A)	(A)	A3	A2		Ex	Ex	Ex	D2	D
5	Ae	(A)	(A)	(A)	(A)	A3	A2		Ex	Ex	Ex	D
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1		Ex	Ex	E

ARTILLERY BOMBARDMENT MODIFIERS
(applies to all bombardments occurring in a hex).

-1 =   Allied gas attack (cumulative with any of the other modifiers below).

-1 =   Allied aircraft added to bombardment hex (if no more than *three* hexes from any Allied unit). No more
         than one aircraft may be added to any single bombardment hex (cumulative with all other modifiers).

0 =   Clear terrain hex.

Note: Clear terrain hexes are defined as hexes with no other terrain feature *(other* than river hexsides) present in those hexes.

+1 = Any German bombardment (cumulative with any of the other modifiers below).

+1 = Woods and/or Rise terrain in hex (not cumulative with any other *terrain* in hex).

+1 = 2nd Tier Trench hex (not cumulative with any other *terrain*).

+2 = Town in hex (not cumulative with any other *terrain*).

+2 = Stellung hex (not cumulative with any other *terrain*).

+3 = Fortifications or Fortress hex (not cumulative with any other *terrain*).

Note: *If multiple types of terrain are present in the same hex, the terrain that imposes the highest modifier always applies. For example, if a target hex contains a town and woods, a +2 must apply to the bombarding player's die roll.*

WORLD WAR ONE BOMBARDMENT RESULTS TABLE

Die Roll	Result
1	Hit (depletion)
2	Hit (depletion)
3	Hit (depletion)
4	—
5	—
6	—