

Standard Combat Series:

Rock of the Marne

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Standard Combat Series

Rock of the Marne #5-12

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Introduction

Rock of the Marne is a **Standard Combat Series (SCS)** game on the final German attack in July 1918 and the Allied counteroffensive ending in the *Second Battle of the Marne*. Ludendorff believed the Germans could launch an offensive on both sides of Reims to pinch out the Allied salient and possibly produce a breakout across the Marne toward Paris. But even though they *did* achieve their bridgehead, the Germans did not expect the fierce resistance offered by the Allies. They were shocked when the Allies came at them with crushing power from a wholly unforeseen direction three days later. Refusing at first to relinquish the initiative, the Germans exacted a fearsome toll in casualties from the attackers. Finally, as the weight of numbers began to tell, the Germans pulled back to the positions they had occupied in May of that year, sealing their fate. The German Army would never again resume offensive operations in World War One.

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General Information Scale

Each turn is a half-day in the early phases of the battle; but later turns represent one day each. Each hex is 1.25 miles. Infantry units are regiments, brigades, or divisions. German “Stormtrooper” units are regiment-sized assault groups. German Machine-gun “companies” are mobile machine-gun crews. Each airplane step is approximately 50 machines.

Counter Ownership

The Allied player controls the French (light blue), American (olive green), Italian (blue-green), British (maroon), and Polish (dark red) counters. The German player controls the German (light gray) counters.

Stacking

Each unit has a Stacking Point value according to its size. Stacking Point values never change because of losses or other issues.

Division:

3 Stacking Points

American Infantry Brigade:

1.5 Stacking Points

All other Combat units or HQs:

1 Stacking Point

Game markers:

0 Stacking Points

The **Stacking Limit is 4 Stacking Points** per hex. Enforce the Stacking Limit at the **end** of the Movement, Combat and Exploitation Phases and at the moment of an overrun. Eliminate the owning player’s choice of excess found at those times. Temporary overstacking is allowed at other times.

Sequence of Play

German Player Turn

Replacement and Reinforcement

Refit Replenish Depleted HQs, repair tanks, bring airplanes in from CAP, and attempt refit.

Movement Breakdown or reassemble divisional units and move units

Combat

Exploitation & CAP Placement

Supply

Allied Player Turn

The Allied player follows the same turn sequence as the German player.

Multiple Terrain Types in a Hex

If a hex has more than one terrain-type, all are cumulative for defense. For movement (except when moving along a road) pick the single terrain type with the highest MP cost.



See also SCS rules, page 2.

Regular Combat Unit

Replenished Corps HQ Unit

Depleted HQ

2-Step Airplane

Legend:

- Infantry
- Cavalry (Dismounted)
- Stormtrooper
- Machinegun
- Tank
- Broken Down Tank
- Marine

Out of Supply Marker

Turn Marker

Assault Bridge Marker

Destroyed Bridge Marker

Unit Symbol Key

1.0 General Special Rules

1.1 Headquarters (HQs)

1.1a There are two kinds of HQ units: **Corps HQs** (marked with a color bar) and **Army HQs**.

—Corps HQs provide Attack and Trace Supply and combat shifts.

—Army HQs provide only Trace Supply and combat shifts (but not Attack Supply).

HQ units have no attack strength and a defense strength of 1. The HQ Supply Range is given in **hexes**, not MPs.

1.1b An HQ's front side indicates a "Replenished HQ" (it has good ammunition stocks), and the reversed side shows a "Depleted HQ" (without them).

1.1c An HQ can take a step loss only if all other units in its hex have already taken a step loss in that combat.

1.1d HQs are never actually destroyed. Remove a Corps HQ taking a step loss and place it on the Turn Record

Track **two** turns in the future. It returns that turn as a reinforcement. HQs that go to the Turn Record Track **automatically** return Replenished. Displace Army HQs subject to a step loss to the nearest friendly unit; they do not get sent to the Turn Record Track.

***Example:** During Turn 4, the Germans destroy a French Corps HQ. The HQ is removed and placed on the Turn Record Track on Turn 6. In the Allied Replacement and Reinforcement Phase of Turn 6, the HQ returns as a reinforcement.*

1.1e HQs returning from the Turn Record Track arrive in any hex...

... in trace supply

... that contains a friendly controlled village (or city), **OR** a unit of **that** HQ's command, **and**

... contains no EZOC.

If more than one hex can be used, the owning player chooses. HQs are not required to return—they can remain on the Turn Record Track if the player desires.

If there are no hexes which satisfy the criteria, then the HQ **must** remain on the Turn Record Track until one becomes available.

1.1f Permanent Assignment (PA). During this battle, both sides shifted some divisions around to different commands, but this flexibility was limited and many divisions remained assigned to only one corps. Units that have a color inside their symbol are **Permanently Assigned (PA)** to the HQs whose number is indicated on the counter. PA units can use any HQ for trace supply but *can only use their own HQ for Attack Supply*.

1.2 HQ Replenishment

1.2a HQs become Depleted when they provide Attack Supply (regardless of the number of attacks or units involved in that same phase). Flip the HQ to its Depleted side at the end of the Combat Phase. Depleted HQs **cannot** provide Attack Supply or a combat shift. Each Depleted HQ can become Replenished during the *HQ Replenishment Phase (Refit Phase)*.

Procedure: To become Replenished (and flipped back to that side), roll one die for each HQ. Compare the roll to that nation's Replenishment Number for turn on the Turn Record Track. If the roll is greater than the Replenishment Number, the HQ is Replenished. If the die roll is equal to or less than the Replenishment Number, the HQ remains Depleted. Make only one attempt per HQ each turn.

1.2b Out of Supply HQs cannot Replenish.

1.2c Army HQs never become Depleted and therefore never need Replenishment.

1.3 Supply

During the player's Supply Phase, all HQs must trace a supply line (of unlimited length and free of EZOCs, see also 1.3g) to an Supply Source. HQs able to do so can give trace supply to any friendly unit within its Supply Range. Friendly units negate EZOCs for tracing both back from the HQ and forward to units.

1.3a Mark any HQ or unit unable to receive trace supply "Out of Supply." Remove this marker if found to be in trace supply in a later friendly Supply Phase.

1.3b Supply Sources.

—**Germans:** any North map edge hex.

—**Allies:** any West or South map edge hex.

1.3c New reinforcements are "in supply", but must move to be within trace supply to stay that way. Units that set-up out of trace **start** Out of Supply.

Design Note: *The idea here is to model the fact that the reinforcing divisions were basically flung into battle without adequate staff preparation, or integration into an existing command structure. The Out of Supply mechanic is a good representation of the effects of hasty deployment.*

1.3d Any number of units can trace supply to a single HQ. Allied units can trace to any Allied HQ regardless of nationality.

1.3e Depleted HQs can provide trace supply, but they cannot provide Attack Supply.

1.3f Out of Supply Effects. Out of Supply units move normally, but **cannot** attack and they defend x 1/2. They retain their ZOC, but lose their exploitation capabilities. Depleted HQs that are Out of Supply cannot replenish.

1.3g German HQs south of the Marne must trace supply across a bridge hexside (printed or "assault bridge"). **Each bridge allows the trace for only one HQ.**

1.4 Attack Supply

A unit without Attack Supply cannot attack.

1.4a When a player announces an attack in his Combat Phase, he must identify which HQ(s) will provide Attack Supply. To be in Attack Supply, combat units that are PA (1.1f) must be at or within **their** own HQ's Supply Range (non-PA units can use any HQ). An HQ can provide Attack Supply to any number of units or attacks—the *HQ is not Depleted until the end of the Combat Phase*. Also, given the PA requirements, more than one HQ might be needed to give Attack Supply to one attack.

At the end of the Combat Phase, flip all HQs that provided Attack Supply to their Depleted sides.

Defending units do not require Attack Supply and defending never causes an HQ to become Deplete.

1.4b PA units whose HQ is not in play or out of range will not have Attack Supply and cannot attack.

1.4c If all the PA units belonging to an HQ are destroyed during the time that HQ is on the Turn Record Track, the HQ returns to the map and still provides Trace Supply and combat shifts to any other unit(s). Similarly, the destruction of all its PA units does not result in the removal of the HQ.

1.4d An Out of Supply **Replenished** HQ can still provide Attack Supply "one last time". It just will be unable to replenish until it is no longer Out of Supply.

Design Note: *This enables an HQ stacked with units that have been cut off to provide Attack Supply for an attempt to get back to friendly lines. If the attempt fails, then the HQ will be an Out of Supply Depleted HQ, and thus unable to replenish.*

1.4e HQs that provide Attack Supply can also provide combat shifts (see 1.9) in the same Combat Phase.

1.4f Overrunning units **do not** deplete HQs, but they must be able to trace supply to a **Replenished** Corps HQ at the **moment** of the overrun.

1.4g Providing a combat shift never depletes any HQ (HQs only become Depleted when they provide Attack Supply).

1.5 Steps and Step Losses

Divisions, US and British brigades, airplanes, French infantry regiments, and Stormtroopers have **two** steps.

Tank units, and HQs have **one** step.

Destroyed regiments and Stormtroopers do not go to the dead pile, but instead are freed to go back into the player's pool of available regiments or Stormtroopers.

1.6 Airplanes

Airplanes in the Ready Box can conduct **one** mission per Game Turn. Airplanes currently in the Flown Box have no function other than to await refit.

1.6a Ground Support. The attacking player can contribute **one** airplane from the Ready Box to support the attack. If the airplane is not successfully intercepted, it shifts the combat odds favorably a number of columns equal to the Combat Shift on the airplane. Commit the airplane before the odds are calculated. Combat Table results never apply to airplanes. Upon completion of the attack, place the airplane in the Flown Box.

1.6b Bombing Bridges. In his Combat Phase, the **Allied** player can use one airplane from the Ready Box to attack any hexside containing a German-placed bridge. If this airplane is not successfully intercepted, the Allied player can attempt to destroy the bridge using the Bridge Bombing Table. Roll two dice and implement the result. Results are either "Bridge Destroyed" (flip the bridge counter to its destroyed side) or "No Effect". Regardless of the result, place the used airplane into the Flown Box.

A given bridge can be subjected to only one Bridge Bombing attempt per turn.

Only bridges **created** by the Germans can be bombed, not preexisting map-printed bridges.

1.6c Combat Air Patrol (CAP). CAP allows airplanes to intercept enemy airplanes when they try to support enemy attacks or bomb bridges.

A player can place a CAP from his available Ready Box airplanes at the **end** of his Exploitation Phase. Place the desired CAP airplanes in any hex within the range of a friendly HQ (regardless of the HQ's status). Only one airplane can ever be on CAP in a single hex.

1.6d Interception. Interception occurs when a phasing airplane attempts either a Ground Support or Bombing mission and is challenged by a CAP airplane.

Announce an interception at the moment enemy airplane use is announced, but before calculating odds in the case of a Ground Support. The CAP can intercept any hex within their range (measure from the CAP hex to the defender's or target hex). Only one CAP airplane can intercept a given enemy mission. No airplane is ever forced to intercept, even if its hex is the one the enemy is attacking. Interceptions cannot be intercepted.

Resolve this using the Interception Table. The Intercepting player rolls two dice. Either the Interception or the Mission will receive a result to execute.

If the mission airplane is driven off, the Intercepting player can *choose* to use its Combat Shift to shift the odds in favor of the defender. If the Intercepting player applies its shift, it returns to the Flown Box after that combat. If the Intercepting player **does not** use its shift, it remains in its original hex and can intercept again and again.

1.6e CAP Recovery and Refit. In his Refit Phase, the player removes all his airplanes on CAP and puts them into the Flown Box. Then he can attempt to refit all his Flown airplanes.

Refit is conducted like HQ replenishment. For each airplane, roll two dice and compare the roll to the player's Replenishment Number for that turn. If the result is greater than or equal to that number, move the airplane to the Ready Box. If the result is less than the value, the airplane remains in the Flown Box to await the next Refit Phase.

Example of Ground Support and Interception.

A player announces a combat in which he will use a two-step airplane for Ground Support. The defending hex is within range of a 1-step CAP airplane, so that player announces an interception attempt. He rolls two dice and gets a "12", which is reduced to a "11" as a result of his inferior numbers. The result "M-1" means that the 2-step mission airplane must lose one step and immediately return to the Flown Box, leaving the CAP behind. The intercepting player decides to use the airplane to help the defense, by giving a one column shift to the left. Once the attack is finished, the airplane is placed into the Flown Box.

1.7 Replacements

Replacement Points are used to rebuild damaged or dead units.

1.7a Replacement Points are given in the Phasing player's Replacement and Reinforcement Phase. Consult the Turn Record Track to see how many Replacement Points are available that turn. Any combat unit (except Stormtroopers or French Regiments) can absorb a Replacement Point. No unit can absorb more than one Replacement Point per turn and a Replacement Point rebuilds only one step. Units in EZOC hexes and Out of Supply units can absorb a Replacement Point.

1.7b Replacement Priority. Units in the dead pile have the first priority for replacement and the dead pile includes units that were broken down. If there are **no** units in the dead pile, then a reduced two-step unit on the map (or airplanes in the Flown or Ready Boxes) can get the Replacement Point.

1.7c. For a unit in the dead pile, the replaced unit comes back onto the map (at reduced strength for a two-step unit) stacked with any friendly Corps HQ. For a reduced unit on the map, flip the unit back to its full strength side.

1.7d Replacement Points must be used in the turn they are awarded. If there are more Replacement Points available than a player can use, ignore the excess.

1.8 Tanks

1.8a Tanks are **one-step units** even though there is printing on both sides of the counter. The front is the Functional side; the reverse are the tanks when Broken Down. While both have a combat strength they can use, Functional tanks also are Exploit-Capable and give a shift to combat odds.

1.8b Up to **two** Functional tanks in an attack or overrun produce can give a positive combat shift of the odds column for the attacker, according to the counter's Combat Shift (if there are more than two the remainder provide combat strength, but not shifts). Broken Down tanks add their combat strength to an attack, but they do not produce a positive odds shift. Tanks can only shift odds in attacks (regular or overrun); they can apply their combat strength to a defense but never shift the odds in the favor of a defense.

Example: The Allies conduct an attack by two infantry divisions in different hexes. Each infantry division is stacked with a tank. The Allies add both tanks in their attack strength. In addition, the combat odds are shifted to the right four columns (two for each tank, according to the values on their counters).

1.8c Tanks rapidly broke down mechanically, limiting their effectiveness. Any Functional tank that participates in a Combat Phase attack is automatically flipped to its Broken Down side afterward. Tanks that participate in an Overrun **do not** suffer this automatic break down.

1.8d Broken Down tanks have a reduced strength, lack their Exploit capability, and are unable to provide a positive odds shift, but they move and fight normally according to the values on the counter. In other words, the name "Broken Down" does not mean they cannot move.

1.8e Fixing Broken Down Tanks.

Flip any Broken Down tank that begins a Replacement Phase stacked with a Supplied HQ (whether Depleted or Replenished) back to its Functional tank side. This is the only method of repairing them. A tank's supply status and the presence of EZOCs have no effect on tank repair. A specific tank can break down and be repaired repeatedly.

1.8f Functional tanks **must** always be the top unit in their stack. Broken Down tanks can occupy any position in a stack.

1.9 Combat Shifts

1.9a HQs, Airplanes, Tanks, and MGs have a Combat Shift on the counter giving the odds column shift that unit provides. HQs and Tanks only shift to the right for attacks. MG units only shift to the left for defense. Airplanes can shift for either attackers or defenders (depending on the situation).

1.9b Shifts are cumulative and cancel each other out. A given counter's shift can be used only once in any one phase.

1.9c Replenished HQs can shift **any** combat *within its supply range*. Tanks and MGs can shift a combat only if their hex is involved in the combat (any attacking stack or the defending stack).

1.9d The correct sequence for an attack is the following:

- The attacker announces the attacking units, the number of shifts applied, and if an airplane is being used.
- Then, the defended decides if any CAP airplane on CAP will attempt Interception. If the Interception is successful, the defender announces if the airplane will support the defense or not.
- Total **all** shifts (including those for terrain), to arrive at a net positive or negative shift number.
- Compute the basic odds of the combat, and then apply the **final** shift number.
- If, after the shifts, the odds column needed is higher or lower than the

number available on the Combat Table, resolve the combat on the last available column.

1.9e Combat shifts are restricted as follows:

- a) No more than **two** tank units can apply to one combat.
- b) Only **one** HQ can apply to one combat.
- c) A given HQ can shift only one attack per turn.
- d) Only Tank and MGs can apply in Overruns.
- e) MGs can only shift a defense.
- f) HQs and Tanks can only shift attacks.
- g) Airplanes can shift either attack or defense (but cannot affect an overrun combat), given the rules governing the use of airplanes.

2.0 Allied Special Rules

2.1. American Divisional Integrity

If both brigades of an American division are in the same hex, add “2” to the attack and defense strength of the resulting stack.

***Example.** both brigades of a US Division are in one hex. Each brigade is a 5-4-4, then the division functions as a 12-10-4. American Divisional Integrity still applies if either (or both) of the brigades have lost a step, but never if a brigade has been destroyed*

2.2 French Breakdown Regiments

2.2a In his Movement Phase before a division moves, the Allied player can turn any of his **French** infantry (or dismounted cavalry) divisions into Breakdown Regiments. The total attack strength of the Breakdown Regiments must be equal to (or less than) the division’s current attack strength.

***Example:** A 6-9-4 Division can create three 2-3-6s or four 1-2-6s. A reduced-strength 3-6-4 Division can create three 1-2-6s or a 2-3-6 and 1-2-6. Any other combination permitted by the counter mix will work provided the unmodified attack strength is not exceeded.*

Place the regiments in the division’s hex and put the division into the dead pile. Once created, the Breakdown Regiments move normally in that same phase.

2.2b Breakdown Regiments are normal infantry units; they **do not** get the benefits that German Stormtroopers do.

2.2c Breakdown Regiments reassemble into divisions during the Movement Phase. The regiments can use their full movement allowance to reach a common hex. The total *attack* strength of the Breakdown Regiments must equal or exceed that of the chosen division. Pull the regiments off the map and place them back into the available pool. Put the desired division into the hex the Breakdown Regiments came from. The division **cannot** move further that Movement Phase (it can attack in the upcoming Combat Phase normally).

2.2d Out of Supply divisions can breakdown, but the resulting Breakdown Regiments are marked Out of Supply. Out of Supply Breakdown Regiments that combine remain Out of Supply as well. EZOC’s have no effect on Breakdown and reassembly.

2.2e The number of Breakdown Regiments in the pool restricts the number of divisions that can be broken down. Destroyed Breakdown Regiments return to the pool instantly. A given Breakdown Regiment can enter and be removed any number of times.

3.0 German Special Rules

3.1 Stormtroopers

Stormtrooper counters represent regimental-sized assault units. They have the following special features:

- Stormtroopers pay only +1 MP (not +2) to enter an EZOC.
- Stormtroopers can overrun **without** paying the normal overrun MP cost. Otherwise, Stormtroopers follow the same rules as Breakdown Regiments, see 2.2.

3.2 Bridges

The Germans erected assault bridges for traffic and supply across the Marne to support their offensive. The player has a number of these bridges to use. They can only be used on the Marne itself.

3.2a Although movement and combat is prohibited through non-bridged Marne hexsides, German units can attack across such hexsides at half strength, if at least one Stormtrooper is involved.

3.2b These attacks can also be made against empty hexes (these still require a Stormtrooper). These “attacks” are always successful. Roll one die and if the roll of 1 or 2 kill one step from the German attackers (German player’s choice in this case). If the roll is 3 to 6, no step loss occurs. Do this only when attacking empty hexes across the Marne River.

3.2c After a successful attack across such a hexside, the German player can advance into the vacated hex, and elect to produce an “assault bridge” across that hexside. Place the “assault bridge” immediately onto the hexside crossed (German player’s choice if more than one in a given combat).

3.2d If the Allies successfully bomb a bridge (and destroy it), the marker becomes available to the German player to be used elsewhere (if the German player wants to reuse the bridge elsewhere, pull the destroyed bridge marker off the map and place it back into the pool of available bridges). The German player can also attempt to repair it, in this case, leave the destroyed bridge marker in place and follow the procedure in 3.2e.

3.2e To repair a destroyed bridge, a Stormtrooper must be present at the end of the Exploitation Phase adjacent to the destroyed bridge’s hexside. No Allied unit or EZOC can be present in either hex the bridge spans. The German player rolls one die. If the roll is 3 or more, the bridge is repaired (flip the bridge back to its intact side). Any other roll and the bridge remains destroyed. Make only one repair roll per destroyed bridge per Exploitation Phase.

3.2f The German player may remove an intact assault bridge at any point in his turn. Bridges removed in this way cannot be “put back” by repair, they must rebuild from scratch.

3.2g The Allies **cannot** attack across an unbridged Marne River hexside.

3.3 Machine Guns (MGs)

MGs add their defensive value (1) **and each** defending MG adds its Combat Shift.

4.0 Optional Rules

These optional rules can be used to change the game’s balance as desired. 4.0a can be applied to one side **or** both. 4.0b can only be used by the Germans.

4.0a HQs can provide Attack Supply to **any** unit (ignore PA).

4.0b The German player receives the “Ersatz” Corps HQ as a reinforcement. The Ersatz Corps has no PA units, but it can provide Attack Supply to **any** unit (regardless of PA or not). This Ersatz Corps is not a historical headquarters, it is merely a representation of ‘extra’ capability.

5.0 Basic Scenario Rules

5.0a The German player Turn is first.

5.0b The Allied player sets up first.

5.0c The notation "(r)" means the unit sets up reduced. An HQ with the notation "(d)" means that the HQ is set up on its Depleted side.

5.0d The Turn Record Track indicates for each turn the number of Replacement Points for each of the belligerents (German flag for Germans, French flag for all Allied), and the die roll range required to replenish HQs and refit airplanes. Use these values unless specified otherwise in the scenario itself.

5.0e In the Campaign Scenario, the Germans and the Allies always have their full number of Stormtrooper (30) or Breakdown Regiments (18) available. The "Battle" scenarios will give a specific number for that scenario.

5.0f If a combat unit has a PA to a Corps, the Corps number is shown in parentheses along with the combat unit's identity.

5.0g The German Corps commanders' names are shown in parentheses after the Corps they designate (for historical color only).

6.0 Campaign Scenario

6.1 Second Battle of the Marne

This scenario depicts the decisive phase of the campaign that came to be called The Second Battle of the Marne, from its opening on July 15 with a furious German assault east and west of Reims through the Allied counterattack and advance beginning on July 18 that signaled the beginning of the end of World War 1.

General Information:

First Turn: 1 (AM July 15, 1918)

Last Turn: 15 (July 25, 1918)

Scenario Length: 15 turns

Map Area: All

German Information

German Set Up:

3.34: 7-7-6 Inf Div (53 Res/39 Res)

3.32: 7-7-6 Inf Div (241/39 Res)

3.31: 8-8-6 Inf Div (11 Bav/39 Res)
(6)-1-3 Corps HQ (39 Res) (d) (Stabbs)

3.29: 7-7-6 Inf Div (42/13)

3.21: 8-8-6 Inf Div (40/25 Res)

3.20: 8-8-6 Inf Div (10 Bav/25 Res)
(6)-1-3 Corps HQ (25 Res) (d) (Winckler)

3.18: 7-7-6 Inf Div (78 Res/25 Res)

4.26: 8-8-6 Inf Div (14 Res/13)
(6)-1-3 Corps HQ (13) (d) (Watters)

8.30: (10)-1-2 Army HQ (9)

5.25: 7-7-6 Inf Div (115/13)

5.21: 7-7-6 Inf Div (45 Res)

10.24: 7-7-6 Inf Div (3 Res)

5.16: 7-7-6 Inf Div (4 Ers/8)

8.14: 7-7-6 Inf Div (87/8)
(6)-1-3 Corps HQ (8) (d) (Schoeler)

9.12: 7-7-6 Inf Div (201/8)

11.16: 7-7-6 Inf Div (5 Gd)

12.12: 7-7-6 Inf Div (10 Ld/23 Res)

16.13: 7-7-6 Inf Div (36/23 Res)

14.13: 9-9-6 Inf Div (10)
(6)-1-3 Corps HQ (23 Res) (Etzels)

15.16: 7-7-6 Inf Div (51 Res)

19.14: 7-7-6 Inf Div (200/8 Res)
(6)-1-3 Corps HQ (8 Res) (Wichura)

17.15: 7-7-6 Inf Div (6 BavR/8 Res)

19.13: 8-8-6 Inf Div (23/8 Res)

20.14: 9-9-6 Inf Div (1 Gd/8 Res)

21.20: (10)-1-2- Army HQ (7)

19.16: 9-9-6 Inf Div (33)

22.15: 9-9-6 Inf Div (37/4 Res)

23.16: 8-8-6 Inf Div (113/4 Res)

24.16: 8-8-6 Inf Div (10 Res/4 Res)
(6)-1-3 Corps HQ (4 Res) (Conta)

26.16: 9-9-6 Inf Div (2 Gd/4 Res)

24.17: 8-8-6 Inf Div (28 Res)

27.17: 8-8-6 Inf Div (195/GKdo 65)

28.17: 7-7-6 Inf Div (22/GKdo 65)

29.20: 7-7-6 Inf Div (12 Bav)

30.18: 7-7-6 Inf Div (123/GKdo 65)

27.19: 8-8-6 Inf Div (103)
(6)-1-3 Corps HQ (GKdo 65) (Schmettow)

33.22: 7-7-6 Inf Div (86/6 Res)

(6)-1-3 Corps HQ (6 Res) (Borne)

35.24: 7-7-6 Inf Div (213/15)

38.25: 7-7-6 Inf Div (214/15)
(6)-1-3 Corps HQ (15) (Ilse)

40.24: 7-7-6 Inf Div (238/7 Res)

42.23: 7-7-6 Inf Div (203/7 Res)

43.22: 7-7-6 Inf Div (15 Bav/7 Res)

42.25: 8-8-6 Inf Div (8 BavR)
(6)-1-3 Corps HQ (7 Res) (Lindquist)

43.27: 7-7-6 Inf Div (19 Ers)

41.28: (10)-1-2 Army HQ (1) (Von Mudra)

45.22: 9-9-6 Inf Div (3 Gd/14)
(6)-1-3 Corps HQ (14) (Gontard)

46.24: 9-9-6 Inf Div (9)

44.23: 7-7-6 Inf Div (80 Res)

50.26: 7-7-6 Inf Div (19 Res)
(6)-1-3 Corps HQ (24 Res) (Langer)

49.25: 8-8-6 Inf Div (199/24 Res)

52.23: 7-7-6 Inf Div (239/24 Res)

52.28: (10)-1-2 Army HQ (3) (Von Einem)

54.22: 7-7-6 Cav Div (1Gd/12)
(6)-1-3 Corps HQ (12) (Py)

54.23: 7-7-6 Inf Div (7 Res)

54.26: 9-9-6 Inf Div (20)

59.22: 8-8-6 Inf Div (30/1 Bav)
(6)-1-3 Corps HQ (1 Bav) (Endres)

56.22: 9-9-6 Inf Div (2 Bav/1 Bav)

62.22: 7-7-6 Inf Div (240/1 Bav)

53.25: 3-2-4 Tank Bn

Ready Box: 4 Airplanes (2 steps each)

German Reinforcements:

German reinforcements may enter on any road hex leading off the North edge of the map.

Turn	Unit
1 (AM July 15):	0-1-6 MG Unit
2 (PM July 15):	0-1-6 MG Unit
3 (AM July 16):	0-1-6 MG Unit
4 (PM July 16):	0-1-6 MG Unit
5 (AM July 17):	0-1-6 MG Unit
6 (PM July 17):	0-1-6 MG Unit
7 (AM July 18):	(Optional Reinforcement, see 4.2): (6)-1-3 Corps HQ (Ersatz)
10 (July 20):	7-7-6 Inf Div (46 Res) Ready Box: 1 Airplane (2 steps)
11 (July 21):	9-9-6 Inf Div (50 Res) 7-7-6 Inf Div (222) 7-7-6 Inf Div (24 Res) 7-7-6 Inf Div (Gd Ers) 9-9-6 Inf Div (1) 9-9-6 Inf Div (26)
12 (July 22):	9-9-6 Inf Div (4 Gd) 9-9-6 Inf Div (1 Bav) 8-8-6 Inf Div (18) 8-8-6 Inf Div (Jager)
15 (July 25):	7-7-6 Inf Div (Bav Ers) 8-8-6 Inf Div (24)

Allied Information:

French Set Up:

2.34:	6-9-4 Inf Div (55/1)
2.33:	6-9-4 Inf Div (162/1) (6)-1-3 Corps HQ (1) (d)
2.30:	7-8-4 Inf Div (Mor/20) (6)-1-3 Corps HQ (20) (d)
3.26:	6-9-4 Inf Div (128/11) (6)-1-3 Corps HQ (11) (d)
2.21:	6-9-4 Inf Div (33/2) (6)-1-3 Corps HQ (2) (d)
2.19:	6-9-4 Inf Div (2/2)
3.17:	6-9-4 Inf Div (47/7)
4.15:	6-9-4 Inf Div (164/7) (6)-1-3 Corps HQ (7) (d)
7.12:	6-9-4 Inf Div (167/1 US)
11.11:	6-9-4 Inf Div (39/38) (6)-1-3 Corps HQ (38)
12.05:	(10)-1-2 Army HQ (6)
20.12:	6-9-4 Inf Div (125/3) (6)-1-3 Corps HQ (3)
22.14:	6-9-4 Inf Div (51/3)
20.10:	6-9-4 Inf Div (73)
34.14:	(10)-1-2 Army HQ (5)
26.15:	6-9-4 Inf Div (8/5) (6)-1-3 Corps HQ (5)
29.17:	6-9-4 Inf Div (40/5)
30.15:	6-9-4 Inf Div (10 Col)
34.18:	6-9-4 Inf Div (7)
32.16:	6-9-4 Inf Div (120)
34.22:	6-9-4 Inf Div (2 Col/1 Col)
35.11:	6-9-4 Inf Div (9)
37.24:	6-9-4 Inf Div (134/1 Col)
39.24:	6-9-4 Inf Div (45)
36.21:	6-9-4 Inf Div (10) (6)-1-3 Corps HQ (1 Col)
53.18:	(10)-1-2 Army HQ (4)
41.22:	6-9-4 Inf Div (163/4)

43.21:	2-3-6 Inf Rgt (from 124 Inf Div/4) (broken down)
44.20:	2-3-6 Inf Rgt (from 124 Inf Div/4) (broken down)
46.21:	2-3-6 Inf Rgt (from 124 Inf Div/4) (broken down)
47.22:	on CAP: French Airplane (2 steps)
47.23:	2-3-6 Inf Rgt (from 132 Inf Div/4) (broken down)
49.24:	2-3-6 Inf Rgt (from 132 Inf Div/4) (broken down)
51.23:	2-3-6 Inf Rgt (from 132 Inf Div/4) (broken down)
42.19:	6-9-4 Inf Div (71) (6)-1-3 Corps HQ (4)
49.20:	6-9-4 Inf Div (27)
52.07:	6-9-4 Inf Div (14)
52.21:	6-9-4 Inf Div (170/21)
53.21:	on CAP: French Airplane (2 steps)
56.21:	6-9-4 Inf Div (13/21)
60.21:	6-9-4 Inf Div (43/21)
60.19:	6-9-4 Inf Div (46)
55.19:	(6)-1-3 Corps HQ (21)
62.10:	6-9-4 Inf Div (52)

American Set Up:

8.11:	5-4-4 Inf Bde (51/26/1 US) 5-4-4 Inf Bde (52/26/1 US) (6)-1-3 Corps HQ (1 US) (d)
6.14:	5-4-4 Inf Bde (7/4) 5-4-4 Inf Bde (8/4)
17.13:	5-4-4 Inf Bde (5/3) 5-4-4 Inf Bde (6/3)
10.09:	5-4-4 Inf Bde (56/28)
21.11:	5-4-4 Inf Bde (55/28)
53.19:	5-4-4 Inf Bde (83/42)
55.19:	5-4-4 Inf Bde (84/42)

Italian Set Up:

31.18:	5-8-4 Inf Div (8/2 It)
33.20:	5-8-4 Inf Div (3/2 It)
32.16:	(6)-1-3 Corps HQ (2 It)

Polish Set Up:

55.20:	2-3-6 Cav Bde (Chas)
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Allied Reinforcements:

(All Allied reinforcements are French unless otherwise noted). If a reinforcement entry hex is blocked by the presence of an enemy unit, then the reinforcements may enter on the nearest unblocked road hex to the East or to the South of the blocked road hex)

Turn	Hex	Units
3 (AM July 16)	17.01	6-9-4 Inf Div (4) (10)-1-2 Army HQ (9)
	62.15	(6)-1-3 Corps HQ (8)
5 (AM July 17)	17.01	6-9-4 Inf Div (18)
	62.15	6-9-4 Inf Div (16/8)
7 (AM July 18)	Ready Box	3 Airplanes (2 steps each)
	1.33	(10)-1-2 Army HQ (10)
		6-9-4 Inf Div (72/1)
		6-9-4 Inf Div (11)
		6-9-4 Inf Div (69)
		6-9-4 Inf Div (153)
	1.30	6-3-4 Tank Rgt (3)
		American: 5-4-4 Inf Bde
(1/1/20 French)		American: 5-4-4 Inf Bde
(2/1/20 French)		American: 5-4-4 Inf Bde
(3/2/20 French)		American: 5-4-4 Inf Bde
(Mar/2/20 French)		6-3-4 Tank Rgt (1)
		6-3-4 Tank Rgt (12)
		6-3-4 Tank Rgt (11)
		6-3-4 Tank Rgt (4)
		6-9-4 Inf Div (58)
		6-9-4 Inf Div (87)
	1.27	6-9-4 Inf Div (48/30)
		6-9-4 Inf Div (38/30)
		6-9-4 Inf Div (19)
		6-9-4 Inf Div (1)
		(6)-1-3 Corps HQ (30)
		6-3-4 Tank Rgt (10)
	1.24	6-9-4 Inf Div (5/11)
		6-9-4 Inf Div (41/11)
		3-2-4 Tank Bn (1)
		3-2-4 Tank Bn (2)
		3-2-4 Tank Bn (3)
	62.15	161 Inf Div
9 (July 19)	36.00	British: 3-3-4 Inf Bde (152/51/22 Br)
		British: 3-3-4 Inf Bde (153/51/22 Br)
		British: 3-3-4 Inf Bde (154/51/22 Br)
		British: 3-3-4 Inf Bde (185/62/22 Br)
		British: 3-3-4 Inf Bde (186/62/22 Br)
		British: 3-3-4 Inf Bde (187/62/22 Br)
		British: (6)-1-3 Corps HQ (22 Br)

	1.27	British: 3-3-4 Inf Bde (44/15)
		British: 3-3-4 Inf Bde (45/15)
		British: 3-3-4 Inf Bde (46/15)
		British: 3-3-4 Inf Bde (101/34)
		British: 3-3-4 Inf Bde (102/34)
		British: 3-3-4 Inf Bde (103/34)
		6-9-4 Inf Div (63)
10 (July 20)	11.00	6-9-4 Inf Div (20/1 Cav)
	36.00	6-9-4 Inf Div (77/1 Cav)
		6-9-4 Inf Div (131/1Cav)
		6-9-4 Inf Div (168/1 Cav),
		(6)-1-3 Corps HQ (1 Cav)
11 (July 21)	26.00	6-9-4 Inf Div (166)
12 (July 22)	7.01	5-8-4 Cav Div (6)
14 (July 24)	11.01	American: 5-4-4 Inf Bde (63/32)
		American: 5-4-4 Inf Bde (64/32)
15 (July 25)	Deactivate	(10)-1-2 Army HQ (9) (remove HQ from map at the beginning of Allied player turn).

Notes:

1. The French 124 Inf Div and 132 Inf Div begin play as Breakdowns. Their counters are placed in the dead pile.
2. On the first game turn (July 15, AM) the following German HQs **cannot** provide positive combat shifts: 1 Army, 3 Army, 15, 7 Res, 14, 24 Res, 12, and 1 Bav. On turn 2, (July 15, PM) the German 1 Army HQ and 3 Army HQ **cannot** provide any positive combat shifts (but the others from turn 1 can do so).

Design Note: *In the days before the attack the French learned, from prisoners, the exact hour of the upcoming German assault, but could they trust this intelligence? The commander of the French Fourth Army, Gen. Gouraud took a chance, and ordered a counterBnery barrage to begin one hour before the German attack was to start. In addition, he ordered certain sectors of the front to be only lightly held. Thus, not only were the German Bneries taken by surprise, which compromised their ability to lay down the attack's covering barrage, they also barraged mostly empty trenches on the first day of the attack on the Fourth Army front.*

3. All Corps (German or Allied) HQs that set up on or west of hexrow 11.xx. are Depleted until the appropriate phase of the AM July 18 turn. If a Replenished Corps HQ begins its Movement Phase east of hexrow 11.xx and moves west of hexrow 11.xx, it becomes Depleted immediately. No ground units are permitted to enter unoccupied enemy trench hexes west of the hexrow 11.xx. Beginning with turn 8 (PM July 18), these provisions are no longer in effect.

Design Note: *Basically the idea of (3) is to remove any attack notions in this sector from the German player's mind until the Allies get their attack going on July 18. Wargamers, being the clever guys they are, may still figure out how to break the game by finding a way to get Attack Supply to German units by HQs that are east of hexrow 11.xx. It's your game and we can't stop you from playing it anyway you want, but historically, the Germans had no idea that the French 10th Army was about to launch a massive counterattack on July 18.*

4. All Allied HQs west of hexrow 11.xx are automatically

replenished at the beginning of turn 7 (AM July 18) to facilitate the attack of General Mangin's 10th Army. All other Allied HQs and all German HQs must roll for replenishment in the usual way.

5. German Abbreviations: "Bav" Bavarian, "Bav Ers" Bavarian Ersatz, "Bav R" Bavarian Reserve, "Ers" Ersatz, "Gd" Guard "Gd Ers" Guard Ersatz, "GKdo 65" General Kommando 65, "Jager" Jaeger, "Ld" Landwehr, "Res" Reserve.
6. Allied Abbreviations: French: "Col" Colonial, "Mor" Moroccan; Polish: "Chas" Chasseurs; American: "Mar" Marine Brigade.
7. Common abbreviations: "Bde" Brigade, "Rgt" Regiment, "Bn" Battalion.
8. The French Tank Battalions are distinguished from the regimental-sized tank unit that the French referred to as a "groupement".

Victory Conditions:

Victory Points are earned by controlling VP hexes at the conclusion of the scenario. The points earned are indicated in a colored bracket (Blue for the Allies, Black for the Germans) in or adjacent to the hex. "Control" is defined as having a combat unit (in or out of supply) physically occupy the hex. At the end of the campaign, add up each side's points. Whichever side has more points wins.

7.0 Battle Scenarios

These Battle scenarios look at a portion of the overall campaign game, reducing its scope in either the number of turns, or limitations in the area of play, or both.

7.1 General Gouraud Defeats the Stormtroopers!

By July 1918 the Germans, using their so-called "Hutier tactics", had conducted several successful offensives, and so had good reason to believe that they could breach any trench system. But on the French Fourth Army front, east of Reims, they found out otherwise. The French commander, General Gouraud, determined that a defense in depth, focusing on the second of four actual trench lines, (the Intermediate position) would let the expected German barrage fall on the mostly empty trenches of the expected main line of resistance (the Second position in French doctrine of the period). General Gouraud also gathered intelligence assiduously. A deep raid on the night of July 14 brought in 27 prisoners who confirmed exact time of the barrage and assault that were scheduled to begin on July 15. This intelligence posed a dilemma: If the information was accurate, Gouraud could launch a preemptory strike on the suspected German Battery positions and assembly points, but if the information was not accurate, his strike would reveal the location of his own artillery, thus exposing them to the possibility of a crippling counterbattery attack by the Germans. Gouraud took the chance and opened up his barrage one hour before the Germans were scheduled to begin theirs. Gouraud's planning and inspired leadership worked: Of all the major assaults launched by the Germans in the Spring and Summer of 1918, east of Reims was the only complete failure.

General Information:

First Turn: 1 (AM July 15, 1918)

Last Turn: 6 (PM July 27, 1918)

Scenario Length: 6 turns

Map Area: The area east of hex 40.xx (inclusive) is in play.

German Information:

German Set Up:

- 40.24:** 7-7-6 Inf Div (238/7 Res)
- 42.23:** 7-7-6 Inf Div (203/7 Res)
- 42.25:** 8-8-6 Inf Div (8 Bav R)
(6)-1-3 Corps HQ (7 Res)
- 41.28:** (10)-1-2 Army HQ (1)
- 43.27:** 7-7-6 Inf Div (19 Ers)
- 43.22:** 7-7-6 Inf Div (15 Bav/7 Res)
- 44.23:** 7-7-6 Inf Div (80 Res)
- 45.22:** 9-9-6 Inf Div (3 Gd/14)
(6)-1-3 Corps HQ (14)
- 46.24:** 9-9-6 Inf Div (9)
- 49.25:** 8-8-6 Inf Div (199/24 Res)
- 50.26:** 7-7-6 Inf Div (19 Res)
(6)-1-3 Corps HQ (24 Res)
- 52.23:** 7-7-6 Inf Div (239/24 Res)
- 52.28:** (10)-1-2 Army HQ (3)
- 53.25:** 3-2-4 Tank Bn
- 54.22:** 7-7-6 Cav Div (1Gd/12)
(6)-1-3 Corps HQ (12)
- 54.23:** 7-7-6 Inf Div (7 Res)
- 54.26:** 9-9-6 Inf Div (20)
- 56.22:** 9-9-6 Inf Div (2 Bav/1 Bav)
- 59.22:** 8-8-6 Inf Div (30/1 Bav)
(6)-1-3 Corps HQ (1 Bav)
- 62.22:** 7-7-6 Inf Div (240/1 Bav)

German Stormtroopers available: 9x 3-3-6

Ready Box: 2 Airplanes (2 steps each)

German Reinforcements: None available

German Replacements: One (1) step per turn.

Allied Information:

Allied Set Up:

(All units are French unless otherwise indicated.)

- 41.22:** 6-9-4 Inf Div (163/4 Corps)
- 42.19:** 6-9-4 Inf Div (71)
(6)-1-3 Corps HQ (4)
- 43.21:** 2-3-6 Inf Regt (from 124 Inf Div/4) (broken down)
- 44.20:** 2-3-6 Inf Regt (from 124 Inf Div/4) (broken down)
- 46.21:** 2-3-6 Inf Regt (from 124 Inf Div/4) (broken down)
- 47.22:** On CAP: French Airplane (2 steps)
- 47.23:** 2-3-6 Inf Regt (from 132 Inf Div/4) (broken down)
- 49.24:** 2-3-6 Inf Regt (from 132 Inf Div/4) (broken down)
- 51.23:** 2-3-6 Inf Regt (from 132 Inf Div/4) (broken down)
- 53.18:** (10)-1-2 Army HQ (4)
- 53.19:** American: 5-4-4 Inf Bde (83/42)
- 53.21:** On CAP: 1 French Airplane (2 steps)
- 52.07:** 6-9-4 Inf Div (14)
- 62.10:** 6-9-4 Inf Div (52)
- 55.19:** American: 5-4-4 Inf Bde (84/42)
(6)-1-3 Corps HQ (21)
- 55.20:** Polish: 2-3-6 Cav Bde (Chas)
- 52.21:** 6-9-4 Inf Div (170/21)
- 56.21:** 6-9-4 Inf Div (13/21)
- 60.19:** 6-9-4 Inf Div (46)
- 60.21:** 6-9-4 Inf Div (43/21)

French regimental breakdown counters available: Limited only by the counters in the countermix.

Allied Reinforcements:

(All reinforcing units are French.)

Turn	Hex	Units
3 (AM July 16)	62.15	(6)-1-3 Corps HQ (8)
5 (AM July 17)	62.15	6-9-4 Inf Div (16/8)
6 (PM July 17)	62.15	6-9-4 Inf Div (161/8)

Replacements Available: One (1) step per turn.

Notes:

1. On the first game turn (July 15, AM) the following German HQs **cannot** provide positive combat shifts: 1 Army, 3 Army, 15, 7 Res, 14, 24 Res, 12, and 1 Bav. On turn 2, (July 15, PM) the German 1 Army HQ and 3 Army HQ **cannot** provide any positive combat shifts (but the others from turn 1 can do so).
2. The French 124 Inf Div and 132 Inf Div begin play as Breakdowns. Their counters are placed in the dead pile.

Victory Conditions:

The German player is awarded 5 VPs for controlling each of the following locations: Beaumont sur Vesle (44.18), and Fort St. Hillaire (53.18). In addition, the German player is awarded 10 VPs for controlling each hex of Chalon sur Marne (52.06, 52.07, 51.07). The German player also earns 1 VP for each French trench hex that he controls. Award these points at the end of the scenario. "Control" is defined as having a combat unit (in or out of supply) physically occupy the hex. The Germans win if they score at least 7 VPs otherwise, the Allies win.

7.2 Rock of the Marne

This scenario shows how the American 3 Inf Div won its name, "Rock of the Marne", by virtue of its tenacious defense of the Marne River line against concerted stormtrooper attacks on the morning of July 15, 1918. Although the Americans were eventually forced to yield ground to conform with the line established by the French forces in the vicinity, they continued to relentlessly counterattack over the next few days, making sure the Germans earned no respite in their bridgehead.

General Information:

First Turn: 1 (AM July 15, 1918)

Last Turn: 10 (July 20, 1918)

Scenario Length: 10 turns

Map Area: The area bounded by hexes 11.01, 11.20, 3501, and 35.20 (inclusive) is in play.

German Information:

German Set Up

11.16:	7-7-6 Inf Div (5 Gd)
12.12:	7-7-6 Inf Div (10 Ld/23 Res)
14.13:	9-9-6 Inf Div (10) (6)-1-3 Corps HQ (23 Res)
15.16:	7-7-6 Inf Div (51 Res)
16.13:	7-7-6 Inf Div (36/23 Res)
17.15:	7-7-6 Inf Div (6 Bav R/8 Res)
19.13:	8-8-6 Inf Div (23/8 Res)

19.14:	7-7-6 Inf Div (200/8 Res) (6)-1-3 Corps HQ (8 Res)
19.16:	9-9-6 Inf Div (33)
20.14:	9-9-6 Inf Div (1 Gd/8 Res)
21.20:	(10)-1-2 Army HQ (7)
22.15:	9-9-6 Inf Div (37/4 Res)
23.16:	8-8-6 Inf Div (113/4 Res)
24.16:	8-8-6 Inf Div (10 Res/4 Res) [6]-1-3 Corps HQ (4 Res)
26.16:	9-9-6 Inf Div (2 Gd/4 Res)
27.17:	8-8-6 Inf Div (195/GKdo 65)
27.19:	8-8-6 Inf Div (103) (6)-1-3 Corps HQ (GKdo 65)
28.17:	7-7-6 Inf Div (22/GKdo 65)
29.20:	7-7-6 Inf Div (12 Bav)
30.18:	7-7-6 Inf Div (123/GKdo 65)

German Stormtroopers Available: 15x 3-3-6

Ready Box: 3 Airplanes (2 steps each)

German Reinforcements:

Turn	Hex	Units
1 (AM July 15)	21.20	0-1-6 MG Unit
2 (PM July 15)	21.20	0-1-6 MG Unit
3 (AM July 16)	21.20	0-1-6 MG Unit

Allied Information:

Allied Set Up

(All units are French unless otherwise indicated.)

13.06:	(10)-1-2 Army HQ (6)
11.11:	6-9-4 Inf Div (39/38) (6)-1-3 Corps HQ (38)
17.13:	American: 5-4-4 Inf Bde (5/3) American: 5-4-4 Inf Bde (6/3)
20.10:	6-9-4 Inf Div (73)
20.12:	6-9-4 Inf Div (125/3) (6)-1-3 Corps HQ (3)
21.11:	American: 5-4-4 Inf Bde (55/28)
22.14:	6-9-4 Inf Div (51/3)
26.13:	2-3-6 Inf Regt (from 8 Inf Div/5) (broken down) (6)-1-3 Corps HQ (5)
29.14:	2x 2-3-6 Inf Regt (from 8 Inf Div/5) (broken down)
30.15:	6-9-4 Inf Div (10 Col)
29.17:	6-9-4 Inf Div (40/5)
31.18:	Italian: 5-8-4 Inf Div (8/2 It)
32.16:	6-9-4 Inf Div (120) Italian: (6)-1-3 Corp HQ (2 It)
34.14:	(10)-1-2 Army HQ (5)
34.18:	6-9-4 Inf Div (7)
35.11:	6-9-4 Inf Div (9)

French Regimental Breakdowns Available: 15x 2-3-6 (including three used in the At Start Set Up)

Ready Box: 2 Airplanes (2 steps each)

Allied Reinforcements:

(Reinforcing units are French unless otherwise noted)

Turn	Hex	Units
1 (AM July 15)	33.20	Italian: 5-8-4 Inf Div (3/2 It)
	11.10	American: 5-4-4 Inf Bde (56/28)
3 (AM July 16)	17.01	6-9-4 Inf Div (4) (10)-1-2 Army HQ (9)
5 (AM July 17)	17.01	6-9-4 Inf Div (18)
9 (July 19)	36.00	British: 3-3-4 Inf Bde (152/51/22 Br) British: 3-3-4 Inf Bde (153/51/22 Br) British: 3-3-4 Inf Bde (154/51/22 Br) British: 3-3-4 Inf Bde (185/62/22 Br) British: 3-3-4 Inf Bde (186/62/22 Br) British: 3-3-4 Inf Bde (187/62/22 Br) British: (6)-1-3 Corps HQ (22 Br)
10 (20 July)	36.00	6-9-4 Inf Div (20/1 Cav) 6-9-4 Inf Div (77/1 Cav) 6-9-4 Inf Div (131/1 Cav) 6-9-4 Inf Div (168/1 Cav) (6)-1-3 Corps HQ (1 Cav)

Note:

The French 8 Inf Div begins as Breakdowns. The French 8 Inf Div counter is placed in the dead pile.

Victory Conditions:

For each German infantry division or equivalent thereof in supply south of the Marne at the end of the scenario, the German player receives 1 VP. The German player then compares this to the following.

Victory Points	Determination
0	Allied Victory
1	A mere technical German victory; the Allies would snuff this out in another turn.
4-4	This represents a very gutty defense by the German player that may soften the effect of Mangin's counteroffensive.
5 or more	Although clearly pushed onto the defensive by the Allied attack, with this number of divisions across the Marne, the Germans could relaunch their attack. This outcome represents a major victory.

Historically, the Germans had zero victory points in this scenario.

7.3 The 10th Army Attacks!

Although his generals put pressure on him to postpone his offensive, the Allied commander, General Foch, relented only by putting his long-planned attack off by one day, until July 18. When it struck, the Germans were taken completely by surprise by the combination of the ferocity of the barrage, and by the number of tanks and infantry used in the initial assault. Mass surrenders by German units ensued, at least initially. But as they retreated, the German veterans began to take a heavy toll of the attackers, with the Americans suffering particularly heavy losses. Showing little regard for casualties, the American 1st and 2nd Infantry divisions pushed forward on either side of the Moroccan division as part of the French 20 Corps. But it would only be a few days until each division had sustained close to 40% casualties, requiring their relief. As the Germans had already learned in their breakthrough attempts of the Spring and Summer, and as the Allies were about to discover, it was a supreme challenge to sustain a rapid pace of operations against a determined foe.

First Turn: 7 (AM July 18)

Last Turn: 15 (July 25)

Scenario Length: 9 turns

Map Area: The map area west of hexrow 27.xx (inclusive) is in play

German Information:

German Set Up:

- 3.34:** 7-7-6 Inf Div (53 Res/39 Res)
- 3.32:** 7-7-6 Inf Div (241/39 Res)
0-1-6 MG Unit
- 3.31:** 8-8-6 Inf Div (11 Bav/39 Res)
(6)-1-3 Corps HQ (39 Res) (d)
- 8.30:** (10)-1-2 Army HQ (9)
- 3.29:** 7-7-6 Inf Div (42/13)
0-1-6 MG Unit
- 4.26:** 8-8-6 Inf Div (14 Res/13)
0-1-6 MG Unit
(6)-1-3 Corps HQ (13) (d)
- 5.25:** 7-7-6 Inf Div (115/13)
- 10.24:** 7-7-6 Inf Div (3 Res)
- 3.21:** 8-8-6 Inf Div (40/25 Res)
- 3.20:** 8-8-6 Inf Div (10 Bav/25 Res)
(6)-1-3 Corps HQ (25 Res) (d)
- 5.21:** 7-7-6 Inf Div (45 Res)
- 3.18:** 7-7-6 Inf Div (78 Res/25 Res)
- 5.16:** 7-7-6 Inf Div (4 Ers/8)
- 8.14:** 7-7-6 Inf Div (87/8)
(6)-1-3 Corps HQ (8) (d)
- 8.12:** 7-7-6 Inf Div (201/8)
- 11.16:** 7-7-6 Inv Div (5 Gd)
- 11.11:** 4-4-6 Inf Div (r) (10 Ld/23 Res)
- 12.13:** 7-7-6 Inf Div (36/23 Res)
(6)-1-3 Corps HQ (23 Res) (d)
- 14.11:** 6-6-6 Inf Div (r) (10)
- 17.11:** 4-4-6 Inf Div (r) (200/8 Res)
0-1-6 MG Unit
- 18.14:** 7-7-6 Inf Div (51 Res)
- 19.11:** 8-8-6 Inf Div (23/8 Res)
0-1-6 MG Unit
- 19.12-19.13:** Bridge
- 19.13:** 7-7-6 Inf Div (6 Bav R/8 Res)
(6)-13 Corps HQ (8 Res) (d)
- 21.11:** 6-6-6 Inf Div (r) (1 Gd/8 Res)
- 21.20:** (10)-1-2 Army HQ (7)
- 23.11:** 9-9-6 Inf Div (37/4 Res)
0-1-6 MG Unit
- 23.15:** 9-9-6 Inf Div (33)
- 24.13-24.14:** Bridge
- 24.14:** 8-8-6 Inf Div (10 Res/4 Res)
(6)-1-3 Corps HQ (4 Res) (d)
- 25.12:** 8-8-6 Inf Div (113/4 Res)
- 27.13:** 9-9-6 Inf Div (2 Gd/4 Res)

German Stormtroopers available: 21x 3-3-6

Ready Box: 4 Airplanes (2 steps each)

Replacements Available: 1 step per turn

German Reinforcements:

Turn	Hex	Units
10 (July 20)	15.25	7-7-6 Inf Div (46 Res)
	Ready Box	1 Airplane (2 steps)
11 (July 21)	15.35	9-9-6 Inf Div (50 Res)
		7-7-6 Inf Div (222)
		7-7-6 Inf Div (24 Res)
		7-7-6 Inf Div (Gd Ers)
		9-9-6 Inf Div (1)
		9-9-6 Inf Div (26)
12 (July 22)	15.35	9-9-6 Inf Div (4 Gd)
		9-9-6 Inf Div (1 Bav)
		8-8-6 Inf Div (18)
		8-8-6 Inf Div (Jager)
13 (July 23)	27.30	9-9-6 Inf Div (2 Bav/1 Bav)
		8-8-6 Inf Div (30/1 Bav)
		7-7-6 Inf Div (240/1 Bav)
		(6)-1-3 Corps HQ (1 Bav)
15 (July 25)	15.35	8-8-6 Inf Div (24)
		7-7-6 Inf Div (Bav Ers)

Allied Information:

Allied Set Up:

(All units are French unless otherwise noted)

2.34:	6-9-4 Inf Div (55/1)
2.33:	6-9-4 Inf Div (162/1 Corps)
	(6)-1-3 Corps HQ (1) (d)
2.30:	6-9-4 Inf Div (Mor/20)
	(6)-1-3 Corps HQ (20) (d)
3.26:	6-8-4 Inf Div (128/11)
	(6)-1-3 Corps HQ (11) (d)
2.21:	6-9-4 Inf Div (33/2)
	(6)-1-3 Corps HQ (2) (d)
2.19:	6-9-4 Inf Div (2/2)
3.17:	6-9-4 Inf Div (47/7)
4.15:	6-9-4 Inf Div (164/7)
	(6-1-3) Corps HQ (7) (d)
6.14:	American: 5-4-4 Inf Bde (7/4)
	American: 5-4-4 Inf Bde (8/4)
5.12:	(10)-1-2 Army HQ (6)
7.13:	6-9-4 Inf Div (167/1 American)
8.11:	American: 5-4-4 Inf Bde (51/26/1 US)
	American: 5-4-4 Inf Bde (52/26/1 US)
	(6)-1-3 Corps HQ (1 US) (d)
11.10:	3-6-4 Inf Div (r) (39/38)
	(6)-1-3 Corps HQ (38) (d)
13.08:	(10)-1-2 Army HQ (9)
14.09:	American: 5-4-4 Inf Bde (6/3)
	American: 5-4-4 Inf Bde (5/3)
16.09:	3-6-4 Inf Div (r) (125/3)
17.10:	3-6-4 Inf Div (r) (73)
	(6)-1-3 Corps HQ (3) (d)
19.10:	6-9-4 Inf Div (4)
19.08:	6-9-4 Inf Div (51/3)
23.10:	6-9-4 Inf Div (20/1 Cav)
24.10:	3-6-4 Inf Div (r) (18)
25.09:	6-9-4 Inf Div (168/1 Cav)
	(6)-1-3 Corps HQ (1 Cav)
25.07:	(10)-1-2 Army HQ (5)
26.10:	6-9-4 Inf Div (77/1 Cav)
27.12:	6-9-4 Inf Div (131/1 Cav)

French Regimental Breakdowns Available: 18x 2-3-6

Ready Box: 5 Airplanes (2 steps each)

Replacements Available: 1 step per turn

Allied Reinforcements:

(All units are French unless otherwise noted)

Turn	Hex	Units
7 (AM July 18)	1.33	6-9-4 Inf Div (72/1)
		6-9-4 Inf Div (11)
		6-3-4 Tank Rgt (3)
		HQ 10 Army
	1.30	American: 5-4-4 Inf Bde
		(3/2/20 French)
		American: 5-4-4 Inf Bde
		(Mar/2/20 French)
		American: 5-4-4 Inf Bde
		(1/1/20 French)
		American: 5-4-4 Inf Bde
		(2/1/20 French)
		6-3-4 Tank Rgt (1)
		6-3-4 Tank Rgt (4)
		6-3-4 Tank Rgt (11)
		6-3-4 Tank Rgt (12)
	1.27	6-9-4 Inf Div (38/30)
		6-9-4 Inf Div (48/30)
		6-3-4 Tank Rgt (10)
		(6)-1-3 Corps HQ (30)
	1.24	6-9-4 Inf Div (5/11)
		6-9-4 Inf Div (41/11)
	17.01	3-2-4 Tank Bn (1)
		3-2-4 Tank Bn (2)
		3-2-4 Tank Bn (3)
9 (July 19)	1.11	British: 3-3-4 Inf Bde (44/15)
		British: 3-3-4 Inf Bde (45/15)
		British: 3-3-4 Inf Bde (46/15)
		British: 3-3-4 Inf Bde (101/34)
		British: 3-3-4 Inf Bde (102/34)
		British: 3-3-4 Inf Bde (103/34)
	11.00	6-9-4 Inf Div (63)
10 (July 20)	26.00	American: 2-2-4 Inf Bde (r) (83/42)
		American, 2-2-4 Inf Bde (r) (84/42)
11 (July 21)	1.33	6-9-4 Inf Div (69)
	1.30	6-9-4 Inf Div (58)
	1.27	6-9-4 Inf Div (1)
	26.00	6-9-4 Inf Div (166)
12 (July 22)	7.01	5-8-4 Cav Div (6)
	1.33	6-9-4 Inf Div (153)
	1.30	6-9-4 Inf Div (87)
	1.27	6-9-4 Inf Div (19)
13 (July 23)	1.11	6-9-4 Inf Div (16/8)
		6-9-4 Inf Div (161/8)
		(6)-1-3 Corps HQ (8)
14 (July 24)	17.01	American: 5-4-4 Inf Bde (63/32)
		American: 5-4-4 Inf Bde (64/32)

Notes:

1. All Allied HQs west of hexrow 11.xx are automatically replenished at the beginning of turn 7 (AM July 18) to facilitate the attack of General Mangin's 10 Army. All other Allied HQs and all German HQs must roll for replenishment in the usual way.

- Historically, the French 8th Corps was pulled out of line just to the east of the map area, where it had been part of the French 4th Army, and was sent to the French 6th Army sector to aid in the counteroffensive, after it became clear that the Germans would no longer threaten the French 4th Army sector. The American 42nd Inf Div was also relocated to the French 6th Army front after having fought in the 4th Army sector when the Germans launched their offensive east of Reims. In the campaign game, we have the French 8th Corps helping out in the area east of Reims, and in this scenario, we have the French 8th Corps playing their historical role.

Victory Conditions:

Whoever controls each of the following five hexes: Soissons (08.30, 09.31), Buzancy (09.27), Fere-en-Tardenois (16.20), and the Foret de Ris (20.16) is awarded 1 VP for each hex. Whoever holds more points is the winner of this scenario. Historically, the Germans held all of these locations on July 25.

7.4 The British in the Ardre Valley

During the first of the German offensives (Operation Michael), General Ferdinand Foch had been appointed overall commander of the Allied Forces on the Western Front. Although this obligated the commander of the British forces, General Douglas Haig, to support the strategic directions of Foch, he did so only reluctantly for much of the remainder of the war. When the Germans launched their fifth, and as it turned out, final, offensive of the war on July 15, 1918, Haig was convinced that it was merely a diversion, prior to the Germans' launching an even bigger offensive against the British front in Flanders. He was correct, at least in the sense that the German commander, Ludendorff, had indeed planned such an offensive. And so, when Foch asked for British units to be released to support the beleaguered French forces, Haig grudgingly complied, fearing that he would be too weak to withstand the final German attack. For the four British divisions of the 22nd Corps that made their way to this front, it would be as hard a fight as any they had experienced. Two divisions, the 62nd and famed 51st, would relieve the Italian 2nd Corps. The British official history describes the onset of this sharp fight:

The British 62nd and 51st Divisions certainly found the fighting severe, and the conditions different from those to which they had been accustomed, owing to the woods and the almost total absence of trenches... (Edmonds, 1939, p. 244).

Unfortunately, communication difficulties with both the French and Italian allies, on whose guns the British would rely for support, doomed their battle almost from the outset. Again the official history describes their struggle:

The four French and British divisions of the Fifth Army went forward as in open warfare against a series of defended localities, just as the Germans in October 1914, during the Race to the Sea, had attempted to dislodge the French from the fortified villages of the Arras front, and similarly failed. The present difficulties were greater, for the enemy's front, a line of resistance covered by outposts which, where not overcome by the barrage, withdrew as the Allies approached, bristled with machine guns and presented a far greater volume of fire and fewer targets than in 1914. The barrage had gone on, there was no plan to deal with each locality by concentrated artillery fire, no

plan to gas the woods, and ten minutes after zero enemy artillery fire fell and continued to fall on all the avenues of approach. (Edmonds, 1939, p. 246).

This small scenario focuses on this British engagement, which became another piece in what was to be the mosaic of the British experience on the Western Front.

First Turn: 9 (July 19)

Last Turn: 14 (July 24)

Scenario Length: 6 turns

Map Area: The area bounded by hexes 34.15, 29.18, 29.23, and 34.20 (inclusive).

German Information:

German Set Up:

32.20: 1x 3-3-6 Stormtrooper

1x 0-1-6 MG Unit

32.19: 1x 3-3-6 Stormtrooper

1x 2-2-6 Stormtrooper

1x 0-1-6 MG Unit

32.17: 2x 2-2-6 Stormtrooper

1x 0-1-6 MG Unit

32.16: 1x 3-3-6 Stormtrooper

31.20: On CAP: 1 Airplane (2 steps)

(6)-1-3 Corps HQ (6 Res)

31.18: (6)-1-3 Corps HQ (GKdo 65)

31.19: 1x 3-3-6 Stormtrooper

2x 2-2-6 Stormtrooper

Reinforcements:

Turn	Hex	Unit
11 (July 21)	29.21	3x 3-3-6 Stormtrooper

Replacements: 1 step per turn

Note: To maximize their counterattack capabilities, and also to help mask the movement and location of the MG companies, we have shown all the German units as Stormtroopers. For those with historical interests, the Stormtroopers in hexes 32.19 and 32.20 represent the 103rd Inf Div. Those in 32.17 and 32.17 represent the 123rd Inf Div. The Stormtroopers in 31.19 are the 86th Inf Div. Finally, the three reinforcing Stormtroopers are the 50th Res Inf Div.

Allied Information:

Allied Set Up: (All units are British unless indicated otherwise):

33.20: 3-3-4 Inf Bde (186/62/22 Br)

3-3-4 Inf Bde (187/62/22 Br)

33.19: 3-3-4 Inf Bde (185/62/22 Br)

(6)-1-3 Corps HQ (22 Br)

33.18: 3-3-4 Inf Bde 152/51/22 Br)

3-3-4 Inf Bde (153/51/22 Br)

3-3-4 Inf Bde (154/51/22 Br)

33.17: French: 3x 2-3-6 Inf Regt

34.20: French: 3x 2-3-6 Inf Regt

34.19: Italian: 2-5-4 Inf Div (r) (8/2 It)

Italian: (6)-1-3 Corps HQ (2 It)

34.18: Italian: 2-5-4 Inf Div (r) (3/2 It)

Reinforcements: (All units are French unless indicated otherwise.)

Turn	Hex	Unit
13 (July 23)	Ready Box	1 Airplane (1 step)
14 (July 24)	34.17	1x Tank Bn

Replacements: 1 step per turn

Note:

The three Breakdown regiments in 33.17 are the crack French 9th Inf Div under the command of General Gamelin. The three Breakdown regiments in 34.20 are the 2nd Col Inf Div. **Neither of these divisions are available for reassembly.**

Victory Conditions:

The player who occupies (or was the last to occupy) hex 30.29 wins.

Designer's Notes

I was unfamiliar with this campaign until the Summer of 2002, when I read Paul Greenwood's detailed and thorough book. The level of detail in his narrative got me to thinking that it might not be that hard to design a game based on this battle, especially since I had already designed another game dealing with the German offensives of 1918. That game, *Operation Michael*, depicted the opening German offensive of 1918, and I was taken with the idea that this battle, the final, somewhat abortive, German offensive of the war would provide a kind of "bookend" to my earlier game. Plus, I was influenced by the idea that, at that time, the Second Battle of the Marne was one of the relatively few major battles of either of the World Wars that had not had a game devoted to it. Finally, I was interested in designing a game that showed the full spectrum of the Allied war effort: Here were units from France, Great Britain, Italy, Poland and the US fighting side by side in a large and desperate struggle. However, as time went by I found myself enmeshed in other projects, and I simply filed those thoughts away. About a year and a half later (around December 2003 or January 2004), Dean and I were discussing upcoming projects and their usefulness, and he happened to make the comment, "I need more one-map, one-counter-sheet games". And that proved to be the impetus for me to see if I could design a game under those parameters on the Second Battle of the Marne. As it turned out, I had grossly underestimated the difficulty in designing the game, or at least, designing it within those constraints.

For example, in *Operation Michael*, I had more latitude regarding the number of counters, and so I was able to include artillery counters. For *Rock of the Marne*, when I actually sat down and took a hard look at the number of divisions engaged in the battle, I realized that, with only 280 counters available to me, I would not be able to show the artillery units directly while still showing the infantry units at the divisional or sub-divisional level. Still, the effects of the artillery had to be shown somehow. I tried a number of alternatives, including providing each side with a number of off-board generic "artillery points", but all proved less than satisfactory. For example, my problem with off-board artillery points was that they were available in equal numbers anywhere on the map. In reality, although artillery could be concentrated in relatively small locales, the artillery nevertheless had to physically move to achieve concentration, and even this ability to concentrate was always limited by other factors, such as supply systems. I don't know when I came up with the "shift-box" idea for artillery. Actually, I'm pretty sure that the "shift-box" mechanism to show artillery fire has been used in games before, (although I can't actually recall seeing it used). In any case, it was my best solution to the artillery problem in the context of 280 counters. And, as a bonus, I think the idea of the shift-box allowed me to show the multiplicative

effect of tanks and airplanes as well.

A second issue concerned the transfer of units among HQs and the shifting of major commands (such as Corps-level commands) among armies of the front. Both sides did this fairly often during the battle, although probably the Germans did so with a little more flexibility than did the Allies. In game terms, my solution was to dedicate some divisions to particular Corps HQs. Thus, only the French 20 Corps HQ can provide attack supply to the 1st and 2nd American divisions. That would ensure that these divisions, and others, would fulfill their historical role. By dedicating some divisions to their historical Corps HQs, there would also be less chance of players forming an ahistorical "super Corps" consisting of 20 divisions.

I borrowed many of the tank rules directly from *Operation Michael*. Giving the big tank units a two-column shift in attacking seems reasonable, if the accounts of their effects are accurate. However, it is also important to realize that these are anything but the tanks that WWII players may be familiar with. For example, it is astonishing to discover in after-action accounts how quickly the tanks took themselves out of the battle. It was not uncommon for half of the tanks allocated to a sector to fail to arrive at the start line of the attack.

Another important design element was the hex-scale. Basically I wanted to portray the whole front of the battle at the smallest hex-scale that I could. I was going for a couple of effects in doing so. First, I wanted to reduce stacking to manageable levels. Although there may be some stacks of four units, I don't think this will generally occur only in the areas that the Germans or Allies are making the focus of their attack. Second, and much more difficult to explain, I was interested in producing a kind of "fractal quality" in the game: Large scale effects being reproduced at progressively smaller scales. That is, I wanted to see if it was possible to show some of the elements of the big picture (the movement of whole corps and armies) and the smaller picture (the fights of individual divisions) at the same time. One way of showing that was to incorporate some units that might not typically be seen at a game of this scale. For example, at this scale, the "machine-gun companies" might not really be that salient in the order of battle. There are critics who would argue that putting low-level counters like that in a game of this level is just "design for effect" or that "things are happening at the wrong scale." My response is that I have tried to include in the design a mechanism that shows why certain things occurred. It is still up to the player to use the machine-gun companies in a way that produces the historical effects. Similarly, my response to the criticism of scale differences is that scale depends in part on the point of view adopted by the player. And I'm comfortable in saying that each player's point of view may shift up or down a couple of command levels as he plays the game.

Somewhat obviously, designing a wargame involves a number of activities. Some of these activities consist of "nuts and bolts" work such as finding and verifying Orders of Battle, checking terrain and road nets, assigning combat strengths, etc. But other design activities seem much deeper to me, and without success at that deeper level, the game will never develop no matter how much attention is devoted to the nuts and bolts. For me, one of the most important design activities has more to do with developing what I have come to call a "narrative" than it has to do with the nuts and bolts of the design. The narrative is sort of like the "main point" of the game, or the "lesson" of the game that seeks to explain the campaign's outcome. The narrative is the game's "story". The actual historical event is complex and supports a number of interpretations. The designer's task is to select from all of those elements the story that he wants to tell, and use the game as evidence for the validity of that interpretation. With that in mind, what's the story of this game? First, it's a story about the overall diminution of the German forces in the five months that they had been on the attack in 1918. Probably only the German armed forces could have been pushed so hard and maintained their integrity

as a fighting force. But try though they might, ultimate victory was probably beyond their grasp by the end of July 1918. It is also a story of the strategic vision of the Allies to maintain the integrity of their attack force in the face of yet another German breakout. And finally, it is a story of the German High Command's failure to realize that, as of July 18 or so, the war was over from a military standpoint.

Even though designing the game gave me fits from time to time, I am very satisfied with the final product, and similarly I hope it provides you with many hours of gaming fun.

Thank you for selecting a Gamers/MMP product!

—John Best

Player's Notes

I have addressed some comments to players of both sides, and these are followed by some comments more specific to one or the other player.

Both Sides

Think about each Corps level HQ as having a mission and use its attached divisions, and non-PA units to achieve it. You might want to think about "building" a mission-oriented Corps command around an HQ that has relatively few assets of its own. That will require shifting the non-PA divisions over to it. Mentally, you have to think of those divisions as "belonging to" that Corps HQ at least until their mission has been accomplished. On the other hand, if there are relatively few units PA to a Corps, then you are not losing much by not using that Corps in an assault role, and it might be better thought of as simply providing artillery and supply support for the HQ that is actually "in charge" of the assault.

You also need to remember that more combat power is delivered by the supports (tanks, artillery, air power) than it is by the infantry itself. Don't spend too much time focusing on how much attack strength you have in a particular attack (thanks to one of my all-time favorite rules, *Fog-of-War*, you won't be able to inspect the defender's stack anyway, so it doesn't really matter how much infantry strength you throw at a hex). But if it's crucial that you take a hex, such as in an assault across the Marne, you need to plan ahead for who will provide attack supply and how much artillery support will be required to have a good chance of success. Analyzing the defensive terrain is critical here. A defender will always try to take up a post in terrain that shifts the combat odds his way. You need to be mindful of that ahead of time and program enough artillery support into the attack via HQs or airplanes to neutralize the terrain advantages to the defender.

The air game is something of a game within a game. Historically, the Allies were relentless in

their attacks on the German bridges across the Marne. In playtesting, it never seemed as if there was enough airpower to devote an airplane to bridge destruction. However, this might be the right thing to do if you have an airplane that has been reduced to a single-step. One other thing tends to hold true for both sides: If you have a chance to engage a one-step airplane with your own two-step airplane, this almost always seems like a good opportunity for Interception.

German Player

When the game starts, you have the initiative. And when you break down your divisions into Stormtroopers and they begin to attack, you may think that you have a magnificent instrument that will be able to hold the initiative for the entire game. This is an illusion though. You have to realize that the German army at this point is not the same army that launched the first of the "Peace Offensives" in March 1918. They can neither deliver the same sort of punch in the attack, nor can they sustain their attack for the same length of time. If you study the replacement schedule, and examine the die rolls you need to make for HQ replenishment, you'll see that the game will begin to turn against you when the Allies launch their big counterattack. Keep that in mind, because you need to maximize your efforts while the game favors you.

Allied Player

Your problems are something like the inverse of the German's. You'll have a hard time hanging on for the first seven or eight turns, but a successful attack by Mangin's 10th Army on July 18 can change the entire complexion of the game.

Generally it is very costly to attack with assembled French divisions, because if one of them takes a hit, the chance that it will ever be restored to full-strength in the time parameters of the game is negligible. However, sometimes attacking with one might be the right thing to do. For example attacking with a full-strength infantry division can save the big tank units, because the infantry division can take the hit. This is one of the reasons why the Americans tend to lose their tank support rather quickly; when supported by the big tank units, the tank takes the hit and goes into the dead pile.

For the Allied player, deciding what to spend your Replacement Points on is important. Unlike the German player, you have more variety in your units, and so you need to think about what to pull out of the dead pile. For example, my personal

experience is that, even though the British divisions are the equivalent of the best German divisions in terms of steps, combat value, and staying power, it is generally not a good idea to use a Replacement Point on a British brigade; you can get better value for your Replacement Point by pulling back a reduced-strength French division. However, it may be a good idea to use a Replacement Point on a US brigade. As long as you have one US brigade from a division surviving, the replacement brigade adds more combat strength than it appears because of the US divisional integrity rule. Finally, I think it is almost always a good idea to pull back any of the regimental sized tank units in the dead pile. Each of the tank regiments generates two positive shifts in combat! These can be vital in keeping your offensive going.

Speaking of tanks, it's important to manage them. Here's what I mean: They are going to break down every time you use them, and they are next to worthless on their broken down side. But knowing they are going to break down lets you plan their use in advance. Don't use all of them up in one turn. Think about the HQ that is going to repair them, and in your Movement Phase, always spend some time deliberately focusing on getting the broken down tanks back to their rendezvous point with an HQ. Once the tank is repaired use its capabilities in the Exploitation Phase to get it back up to the frontline again as soon as possible. You might think about building a stack of tanks up and using them to overrun in the Exploitation Phase. But I wouldn't recommend that: Any German player worth his salt will produce a counterattack on the now vulnerable tanks and happily blow them to kingdom come. Keep the tanks in their historical role as infantry support vehicles and I think you'll be happier.

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Combat Table

2 Dice	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1
2	A4r3	A4r3	A4r2	A4r2	A3r2	A3r1D1	A2r1D1
3	A4r2	A3r2	A3r2	A3r1	A2r1	A2r1D1	A2D1
4	A3r2	A3r2	A3r1	A3r1	A2D1	A2D2	A1D2
5	A3r1D1	A3r1D1	A3r1D1	A3r1D1	A2D1	A1D2	A1D2
6	A3r1D1	A3D1	A3D1	A2D1	A2D2	A1D2	A1D3
7	A3D1	A3D1	A3D2	A2D2	A2D3	A1D3	A1D3
8	A3D1	A2D1	A2D2	A1D2	A1D3	A1D3	A1D3r1
9	A2D1	A2D1	A1D2	A1D3r1	A1D3r1	A1D3r1	A1D3r1
10	A2D1	A2D2	A1D2	D3r1	D3r1	D3r2	D3r2
11	A1D2	A1D2r1	D2r1	D3r1	D3r2	D3r2	D4r2
12	A1D2r1	A1D3r1	D3r2	D4r2	D4r2	D4r3	D4r3

A = Attacker Result
D = Defender Result
= Steps Lost
r# = Retreat Hexes

Retreat is halved, rounding down, if defender is in a Trench hex

Terrain Effects Chart

Terrain	Movement Cost	Combat
Clear	1	None
Rough	2	Left 1
Rough Woods	3	Left 2
Woods	2	Left 1
River	+1	Ax1/2
Marne River	Only at bridge	Ax1/2 (a)
Assault Bridge	Negates River	Ax1/2
Lakes	ot	Ax1/2
Point of Interest	ot	NE
Trench	1	Left 2
City	1/2	Left 2
Road	1/2	NE
Allied or German Hex	ot	NE
VPs	ot	NE

ot = Use other terrain in hex.
NE = No Effect

Note:

(a) Attack must include a Stormtrooper, see 3.2a.

Interception Table

2 Dice	Result
2 or less	Int-1
4-6	Int
7-9	M
10 or more	M-1

Results:

Int-1: Interceptor fails, loses one step, and goes to the Flown Box.
Int: Interceptor fails and goes to the Flown Box.
M: Mission airplane fails and goes to the Flown Box.
M-1: Mission airplane fails, loses one step, and goes to the Flown Box.

Modifiers:

+1 if interceptor has more steps than mission
-1 if mission has more steps than interceptor

Bridge Bombing Table

2 Dice	Result
2-6	No Effect
7 or more	Bridge Destroyed

Modifier:

+1 if airplane has two steps