

INTO THE BASTARDS!

FIRST TANK BATTLE

A game by Nicolas Rident.

Graphics: Olivier Revenu

Translation: Angus Clarke

Into the Bastards retraces the second battle of Villers-Bretonneux, on the 24th / 25th April 1918. The game allows players to simulate the last German attempt to take Amiens, as part of Operation Michael. This bitter battle takes its place in history above all because it saw the first tank action between two belligerents. However this historical detail should not obscure all the other facts which mark out this battle, where attacks and counter-attacks succeeded each other - the substantial engagement of German A7V tanks, the use of élite troops on both sides, a night attack...

1. GENERALITIES AND DEFINITIONS

• Scales:

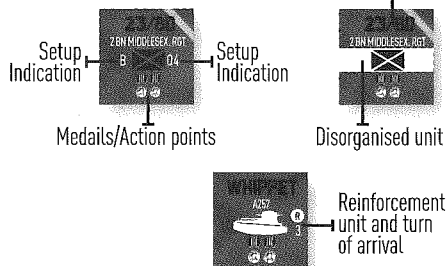
1 counter = 1 battalion of infantry or 1 tank,

1 hex = 200 m, 1 turn = 2 or 3 hours

• Unit description :

There are two types of unit in the game :
infantry battalions and tanks.

Unit ID
(for historical
purpose only)



• **Movement Points:** Movement Points or MPs, are used by units to move on the map. The number of MPs a unit has varies according to the number of medals it uses to move.

• **Zones of Control :** The six hexagons adjacent to a combat unit constitute its Zone of Control (ZoC). These hexagons are considered to be under the control of that unit. Every unit, battalion or tank, exercises a ZoC. A ZoC is exercised over and through every type of terrain. ZoCs extend into hexes occupied by other units, even if those units are enemy. The presence of a friendly unit does not cancel the existence of an enemy ZoC. The ZoCs of several units may coexist in the same hex. ZoCs influence greatly both movement and combat.

To enter a ZoC may cost extra MPs, depending on the type of unit which is moving.

Type of unit entering ZoC	Extra MPs required
Infantry battalion with less than 4 medals	+ 2 MPs
Infantry battalion with 4 medals	+1 MP
Tank	0 MP

A unit entering an enemy ZoC stops moving immediately.

Leaving a hex in an enemy ZoC cannot be done as part of normal movement. To do this the unit must use one of the following actions : Assault, Infiltration or Withdrawal. (see Table of Actions)

• **Line of Sight (LoS) :** Certain actions require a clear Line of Sight between two hexes.

The LoS is checked from hex centre to hex centre, tracing a virtual line between these two points.

The LoS between two adjacent hexes is always clear.

The LoS between two non-adjacent hexes is said to be clear if the following conditions are met :

- The line traced between the two hexes does not contain any blocking terrain.
 - The line traced between the two hexes does not pass through a hex occupied by a friendly or an enemy battalion.
- Blocking terrain is (i) urban terrain (hexes with a dotted hex border) and (ii) woods.

Note : a LoS which passes exactly between a blocking hex and a clear hex is a clear LoS.

• **Lines of Communication (LoC):** An LoC is composed of a line of adjacent hexes, of unlimited number, which leads to the west edge of the map for the Allied player and the east edge of the map for the German player. The LoC may not pass through an enemy unit or an enemy ZoC, even if that ZoC is occupied by a friendly unit.

• **Stacking :** Only one unit may be present in each hex at the end of each activation. A unit may not finish an activation stacked with another unit. However a unit may stack temporarily with a friendly unit, if it uses its remaining activation points to leave the hex (for example, to launch an assault from a hex where there is already a friendly unit). In other words, stacking limits are only taken into account at the end of a unit's activation.

• **Disorganised battalions :** A disorganised battalion has the same number of medals as when it is at full strength. However it may only carry out certain actions so long as it is still disorganised (see Table of Actions). Once rallied, it can carry out the full range of actions using its remaining medals.

- Friendly trenches : A trench is considered "friendly" if it is marked with a British roundel for Allied units and a black cross pattée for German units.

2. GAME SEQUENCE :

- There are two types of Game Sequence during a game :
 - The Standard Game Sequence where the gamers play one after the other.
 - The Random Game Sequence, where the active player is decided by drawing a marker.
- The game starts with the Standard Game Sequence and may then develop into the Random Game Sequence, depending on the intensity of the battle (see 7).
- Each Game Turn is broken down as follows :
 - German artillery bombardments
 - Allied artillery bombardments
 - Activation of Allied units : the Allied player may activate some or all of his units, individually. **(does not apply to Turn 1)**
 - Allied tank repair. **(does not apply to Turn 1)**
 - Activation of German units : the German player may activate some or all of his units, individually.
 - German tank repair.
 - Return to play of eliminated battalions.
 - Test for the intensity of the battle : if at the end of a turn the Intensity Marker on the Battle Intensity Track reaches the space occupied by the Confusion Marker, on the next turn the sequence of play becomes random.
 - Advance the Game Turn Marker.
 - When the Intensity Marker reaches the space occupied by the Confusion Marker at the end of a turn, the Game Sequence becomes random and is modified as follows :
 - 1st draw of an Activation Marker and the corresponding action
 - 2nd draw of an Activation Marker and the corresponding action
 - 3rd draw of an Activation Marker and the corresponding action
 - 4th draw of an Activation Marker and the corresponding action
 - 5th draw of an Activation Marker and the corresponding action
 - Return eliminated battalions to play.

- Advance the Game Turn Marker.

- **The random Game Sequence lasts until the Game Turn Marker reaches "Nightfall"**

3. ACTIVATING UNITS.

3.1 ACTIVATING UNITS IN THE STANDARD GAME SEQUENCE

- During the phase for activating units, the phasing player can activate all or some of his units, in any order.
 - Units are activated individually. A unit must finish all of its actions before another unit may be activated.
 - An activated unit may carry out a certain number of actions, depending on the number of medals on its counter.
 - Each action has a "cost" in medals, as shown on the table of action below. Medals are "spent" or "used" to carry out actions :

Example : A battalion which has 4 medals can spend 2 medals to move 4 MPs, and use its last 2 medals to combat twice.
 - Each action is described in Chapter 4.
 - Once a unit has finished its actions, it cannot be activated again for the current turn. Players can indicate those units which have finished their activation by rotating the counters in their hex.

3.2 ACTIVATING UNITS IN THE RANDOM GAME SEQUENCE

During the Random Game Sequence, units are activated by the random drawing of an Activation Marker.

- Each Activation Marker allows the activation of a variable number of units from one side or the other, as indicated on the marker (see 8).
- Apart from this procedure, the activation is carried out in an identical manner to that described in 3.1. In particular, a unit which has already carried out its actions cannot be activated again in the same turn.

3.3 ARRIVAL OF REINFORCEMENTS

3.3.1 Arrival of A7V Tanks

The A7V tanks which arrive as reinforcements in Turn 1, enter the game by the eastern edge of the map during the German

TABLE OF ACTIONS

Action	Cost in medals for battalions	Cost in medals for tanks	Action authorised for a disorganised battalion ?
Movement	2 MPs/medal	4 MPs/ medal	Yes
Combat	1 fire/ medal	1 fire/ medal	No
Assault	3 medals	1 medal	No
Rallying	2 medals ** / §		Yes
Infiltration	3 medals *	2 medals	Yes
Withdrawal	2 medals**	1 medal	Yes

* : 2 medals if the unit carries out the action from a friendly trench

** : 1 medal if the unit carries out the action from a friendly trench

§ : 3 medals if the unit carries out this action in an enemy ZoC which is outside a friendly trench

player's Activation Phase, using their first medal for a Movement Action. They start spending MPs from the first hex of the map edge through which they enter the game.

3.3.2 Arrival of Mark IV Tanks

The 3 Mark IV tanks which arrive as reinforcements on Turn 2, enter the game by the west edge of the map during the Allied player's Activation Phase, using their first medal for a Movement Action. They start spending MPs from the first hex of the map edge through which they enter the game.

3.3.3 Arrival of Whippet Tanks

The Whippet tanks which arrive as reinforcements on Turn 3, enter the game by the west edge of the map during the Allied player's Activation Phase, using their first medal for a Movement Action. They start spending MPs from the first hex of the map edge through which they enter the game.

If the Random Game Sequence is already in operation on Turn 3, the Whippets enter the game before the first Activation Marker is drawn. They are activated one after another, using their remaining medal for any kind of action. They cannot subsequently be activated by an Activation Marker for the remainder of Turn 3.

3.3.4 Arrival of Australian Reinforcements

The arrival of the Australian reinforcements, and of the British battalion which accompanies them, is governed by a special rule (see 11).

4. ACTIONS

Each Action requires the expense of a certain number of medals to carry it out. (see Table of Actions)

A unit may never use more medals than it has printed on its counter.

4.1 MOVEMENT ACTION

• To move, a unit must spend medals as shown on the Table of Actions. Each medal spent allows a unit a certain number of Movement Points (or MPs) for its activation. For example, a battalion which spends 3 medals to move has 6 MPs to use. A unit subtracts Movement Points (MPs) from its movement allowance for each hexside it crosses as it moves from one hex to another. The cost in MPs depends on the terrain being crossed (see Terrain Effects Chart).

• The costs in MPs to move from one hex to another are cumulative.

Example : moving into a hex containing wooded terrain and an enemy trench, costs 3 MPs : 2 MPs for the wooded terrain, +1 MP for the trench.

• A unit may move freely into a hex containing other friendly units without any extra cost in MPs. It may terminate its movement on another friendly unit, only if it has enough medals remaining to allow it to carry out an action with which it will leave the hex by the end of its current activation. MPs may not be kept in reserve for a future activation. Neither can they be transferred from one unit to another.

• A friendly unit may never enter a hex occupied by an enemy

unit as part of a Movement Action (See Assault)

• A unit which does not have sufficient MPs to enter a hex (whether because of terrain or an enemy ZoC) may not enter that hex. There is no minimum movement in this game.

• A unit may not leave a hex which is in an enemy ZoC as part of a normal Movement Action. The unit must use one of the following actions to leave an enemy ZoC : Assault, Infiltration or Withdrawal.

• A tank may not enter a hex whose cost is greater than 1MP if the hex contains a friendly unit which has already been activated (to avoid overstacking in the event of a mechanical breakdown).

• **Important :** A tank may not spend more than 2 medals per turn to carry out a Movement Action.

4.2 COMBAT ACTION

• A Combat Action allows an enemy unit to be attacked.

• A battalion may only attack an adjacent enemy unit. A tank may attack an enemy unit which is a maximum of 3 hexes away, if the LoS between the tank and the enemy unit is clear.

• **Restrictions :**

- German infantry may not attack Mark IV tanks.

- Allied infantry, female Mark IV tanks (marked "F") and the Whippets may not attack A7V tanks.

- A tank may not attack an enemy unit located in a forest hex or in an urban hex.

- A tank which is in an urban or a forest hex may not attack.

• For each medal expended a unit may roll one die to attack an enemy unit. The player rolls a die which is modified according to the terrain (see TEC). If several modifiers apply, the defender chooses the one which is most favourable to him. On a result of 4, 5 or 6 the enemy unit suffers a hit. If the enemy unit was at full strength, it is flipped onto its disorganised side (battalion) or its damaged side (tank). If an enemy unit is already disorganised or damaged, it is eliminated when it suffers a hit.

• When a tank is attacked, the terrain modifiers are ignored. Instead the player consults the table below to apply the relevant modifiers.

Attacker ↓	Defender			
	A7V	Mark IV-M	Mark IV - F	Whippet
A7V		-2	-2	0
Mark IV - M	-1			
Mark IV - F	Prohibited			
Whippet	Prohibited			
German Bn		Prohibited	Prohibited	0
Allied Bn	Prohibited			

• As soon as a battalion is eliminated after combat, a d6 is rolled to test its return to the game (see 9).

4.3 ASSAULT ACTION

• An Assault Action consists of entering a hex occupied by an

enemy unit, with the aim of destroying it.

- To carry out an assault costs 3 medals for a battalion and 1 medal for a tank (see Table of Actions). Because of the cost of an assault, only tanks may carry out several assaults during one activation.

- An assault is only possible against an enemy unit which is adjacent at the start of the assault.

Restrictions :

- a tank may not launch an assault on another tank.
- disorganised battalion may not launch an assault (but a damaged tank may assault).

- If all the above conditions are met, the unit may launch its assault. It is placed in the enemy hex and rolls as many dice as it has medals on its counter.

- It inflicts one hit for every result of 4, 5 or 6 if it has more medals than the enemy unit.
- It inflicts one hit for every result of 5 or 6 if it has the same or fewer medals than the enemy unit.

A modifier of -1 to the dice applies if the assault takes place in an enemy trench hex.

- If the hit(s) inflicted on the enemy unit eliminate it, the assault succeeds.

- If the enemy unit is not eliminated, the assault is a failure and the assaulting unit is eliminated.

Exception : if the unit carrying out the assault is a tank and it still has at least one medal to spend, the tank has to re-launch the assault under the same conditions - if it has not suffered a mechanical problem following the first assault. (see 5.1). If it suffers a mechanical problem, whereas the attacked unit has survived, the tank is eliminated.

- As soon as a battalion is eliminated after an assault (attacker or defender), a d6 is rolled to test its return to the game (see 9).

4.4 RALLYING ACTION

- A disorganised battalion may carry out a Rallying Action. The cost in medals may depend upon:

- Whether or not the unit is in a friendly trench.
- The presence of an adjacent enemy unit.

- The battalion expends the number of medals indicated on the Table of Actions and is returned to full strength.

4.5 INFILTRATION ACTION

- A unit may use an Infiltration Action to pass from enemy ZoC to enemy ZoC by spending the number of medals indicated in the Table of Actions.

- This movement is made independently of any terrain costs.

4.6 WITHDRAWAL ACTION

- A unit may use a Withdrawal Action to move from an enemy ZoC to an adjacent hex which is outside enemy ZoCs, by spending the number of medals indicated in the Table of Actions.

- This movement is made independently of any terrain costs.

5. TANKS

Tanks differ from other units (battalions) in several points :

- If they are flipped after a first hit, they are damaged (and not disorganised). A damaged tank cannot be repaired.
- A tank may effect a Combat Action on a non-adjacent enemy unit.
- A tank may carry out several assaults during the same activation.
- A tank may not attack, nor launch an assault into an urban or a forest hex.
- A tank situated in an urban or a forest hex may not attack.
- A tank may not expend more than 2 medals per turn on movement.
- Tanks may suffer from mechanical problems following movement or an assault.

5.1 MECHANICAL BREAKDOWN

- A tank which carries out an assault or which enters a hex whose terrain cost is more than 1 MP is liable to suffer a mechanical breakdown.

- As soon as the tank has carried out its assault (and before launching any possible second assault in the same hex), or as soon as it has entered a hex whose terrain cost is more than 1 MP, its owner rolls a die and consults the table below to see if the tank has suffered a breakdown.

Tanks	Breakdown due to terrain	Breakdown after an assault
German tanks in Turn 1	If d6 = 1	If d6 = 1 or 2
German tanks in all subsequent turns	If d6 = 1 or 2	
Allied tanks	If d6 = 1	

- A tank assaulting into a hex whose terrain cost is higher than 1 MP rolls the die twice : before the assault (for the terrain) and then after the assault, if the first roll was successful. A mechanical breakdown eliminates the tank if the enemy unit being assaulted is still present in the hex.

- The appropriate marker is placed on the broken-down tank. As long as the marker is present, the tank can only be activated for a Combat Action.

5.2 TANK REPAIR

- During this phase, the phasing player MUST attempt to repair any of his tanks which have suffered a breakdown.

- For each tank affected, the player rolls a die, modified by +2 if the tank is in an enemy ZoC :

- On a result of 1, the tank is repaired and the 'breakdown' marker is removed.
- On a result of 6 or higher, the tank is eliminated.

6. ARTILLERY

Counter errata - We became aware of an error on our counters after they had been printed: it should read "Barrage" instead of "Bombing" on the markers. Sorry about that...

- The Turn Record Track indicates for each turn, and for each scenario, how many artillery markers are available for each player during his bombardment phase.

- When the game moves into the Random Game Sequence, these indications no longer apply; bombardments take place via the activation markers. (see 8).

- **Barrage Resolution Procedure :**

- The phasing player places on the map all the German or Allied Barrage Markers available to him that turn. They may be placed on any hex on the map, but no more than one marker per hex.

- The player rolls a die for each marker, in any order he chooses.

- On a result of 1 to 3, the barrage hits the targeted hex. The die is modified by -1 in Turn 1. (this is to take account of target identification over the days leading up to the attack).

- On a result of 4 to 6, the barrage hits an adjacent hex. The player re-rolls a die to find out where to reposition the barrage marker, referring to the diagram on the map.

- If the hex struck by the barrage does not contain any units, nothing happens.

- If the hex struck by the barrage contains a tank, the tank's owning player rolls a die. If the result is 5 or 6, the tank suffers a hit.

- If the hex struck by the barrage contains a battalion, the owning player disorganises it, if it is not already disorganised. Then he rolls a die, subtracting 1 from the result if the unit is in a friendly trench. If the result is higher than the unit's number of medals, then the battalion is eliminated and its return to play is tested (see 9).

- **Counter-battery fire :**

Only the German player may carry out counter-battery fire, on account of his artillery superiority.

During his bombardment phase, the German player may announce that he is carrying out counter-battery fire, rather than a barrage. He discards each Barrage marker he wishes to use for counter-battery fire. For each German Barrage marker used in counter-battery fire, the allied player reduces the number of Barrage markers he has for his next bombardment phase by 1.

7. BATTLE INTENSITY TRACK AND CONFUSION

- The 'Battle Intensity Track' is used to determine at which moment in the game the sequence of play is modified (see 2).

- The Intensity Marker is initially placed on the 0 space. The Confusion Marker is placed as specified in the scenario instructions.

- During the game :

- Each time an infantry battalion is eliminated, the Intensity Marker is advanced one space.

- Each time an infantry battalion launches an assault, no matter the result, the Intensity Marker is advanced one space.

- When the Intensity Marker reaches the space on the track occupied by the Confusion marker, the game sequence is modified to the Random Game Sequence on the following turn.

8. ACTIVATION MARKERS

8.1 PROCEDURE

- The Activation Markers determine what actions may be executed in each turn, once the game has reached its Random Game Sequence phase. At the start of the game, all the Activation Markers are placed in an opaque container.

- When the game moves into the Random Game Sequence, the standard sequence of play is ignored. Instead, 5 Activation Markers are drawn at random each turn, one after the other. Each marker determines an action or an event for one or other of the players (or possibly both players). Each activation is resolved individually as described below, before passing on to the next one.

- Once the fifth marker has been played, the turn is over, the Game Turn Marker is advanced one space, and the same procedure continues until the Game Turn Marker reaches 'Nightfall'.

- The markers which have been drawn are not replaced in the container after use, but are placed on the Turn Record Track on the space of the current turn. The Activation Markers remain there until 'Nightfall'.

Exception : See 8.2 - Hero.

8.2 ACTIVATION MARKER DESCRIPTION :

- **Activation of battalions :** the designated player activates the indicated number of battalions (1,3 or 5). These units may not be activated again this turn.

- **Activation of tanks :** the designated player may activate up to three tanks. These units may not be activated again this turn.

- **Hero :** a hero is placed on a battalion, which may then be activated immediately. If the battalion was disorganised, it is restored to full strength at no cost. The hero increases the amount of medals the unit has by 1 (up to a maximum of 4) for the current activation. A Hero marker the marker remains on the unit it belongs to until the end of the game. It is permanently removed from the game when the unit it belongs to is eliminated, even if that unit later returns to the map.

- **Pause in Fighting :** each side may reorganise up to 3 units which are not adjacent to an enemy unit. (i.e. flip 3 disorganised units onto their full strength side.)

- **Artillery :** the designated player may carry out an artillery barrage.

- **Rout :** the designated player must retreat all his disorganised battalions 5 hexes in a straight line towards his edge of the board (west for the Allied player, east for the German player). Any unit which leaves the map, or which has to cross an enemy ZoC is eliminated.

- **Engineer :** the designated player may repair a tank which

has been damaged or has broken down and activate it immediately.

- **End of Turn** : the current turn ends immediately, even if all 5 activations have not yet taken place.

- **Reinforcements** : the designated player recovers up to 2 eliminated infantry battalions from any space on the Turn Record Track. They enter the game from the west edge of the map (Allied player) or the east edge (German player), using their first medal for a Movement Action. They spend MPs starting from the first hex of the map edge from which they enter the game. These units may not be activated again this turn.

9. TEST FOR ELIMINATED BATTALIONS AND THE RETURN TO PLAY OF THESE UNITS.

9.1 TEST FOR ELIMINATED BATTALIONS.

- When a battalion is eliminated following a combat, an assault or a barrage (and only in these cases) the battalion's owning player rolls 1d6, modified as follows :

- Battalion eliminated as the attacker, following an assault against an enemy battalion : +3
- Battalion eliminated as the defender, following an assault by an enemy battalion : +2
- Battalion eliminated by an attack from an enemy battalion or as a result of a barrage : +1
- Battalion eliminated following an attack or an assault involving a tank : no modifier

Designer's note : battalions which were eliminated following a contact with a tank were in fact victims of a rout, and could pick up the fight again more easily.

- If the result of the d6 is an unmodified 1, or is higher than 6, the battalion is permanently eliminated.

- If the result is between 2 and 6 inclusive, the battalion is placed on the Turn Record Track, on the space corresponding to the sum of the current turn and the modified d6 result.

Exception : a unit eliminated on the 24th April will return to play no later than Turn 8.

Example : on a modified d6 result of '3', a battalion eliminated on Turn 2 returns on Turn 5, and is placed on the corresponding space on the Turn Record Track.

9.2 RETURN TO PLAY OF ELIMINATED BATTALIONS.

- During this phase, each player recovers those of his battalions which are waiting on the following turn space on the Turn Record Track. Each player enters his battalions simultaneously through the west edge of the map (Allied player) or the east edge (German player), using a Movement Action. They spend MPs starting from the first hex of the map edge through which they enter the game.

- **Restrictions** :

- these units may only spend one medal on movement.
- these units may not spend any more medals for this turn.

10. "NIGHTFALL" TURNS

The "Nightfall" turns mark the end of a day's fighting. Players follow the procedure laid out below :

- 1 - all damaged tanks, or those which have broken down, are eliminated.

- 2 - all disorganised battalions, which are not adjacent to a full strength enemy battalion, must retreat 5 hexes in a straight line towards their own edge of the map (towards the west for the Allied player and the east for the German player). Those units which leave the map, or which cross an enemy ZoC are eliminated. The surviving units are automatically reorganised at the end of this movement.

- 3 - all disorganised battalions situated in the ZoC of a full strength enemy battalion, roll a die. If the result is equal to or lower than the unit's number of medals, it follows the procedure described in 2 above. If the result is higher than the unit's number of medals, the unit is eliminated.

- 4 - if it is the Nightfall turn of the 25th April, the game ends. If it is the Nightfall turn of the 24th April, the game proceeds as follows :

- 6 - The Intensity Marker is placed on the 0 space. The Confusion Marker is placed on the 20 space, and one of the players rolls 1d6. The Confusion Marker is then moved backwards by as many spaces as the result of the 1d6 roll.

- 7 - The Game Turn Marker is advanced 1 space.

11. AUSTRALIAN NIGHT ATTACK

The procedure for the Nightfall turn of the 24th / 25th April is different, to simulate the Australian's night attack.

Procedure :

- point 1 of the Nightfall procedure is applied (the elimination of damaged or broken-down tanks).

- the Allied player then deploys on the map those units indicated in the scenario. He places his units :

- adjacent to a friendly unit (including a unit which has just been deployed) which can trace a Line of Communication to the west edge of the map.

- at least 3 hexes from an enemy unit.

- west of column '11' inclusive.

- The following sequence is then repeated 3 times :

- All the newly deployed Allied units (and only those units) are activated

- German battalions (but not tanks) which are 2 or less hexes from an Allied unit which has just been activated, are themselves activated.

- The Nightfall procedure is then picked up again from point 2 onwards, ignoring all the newly deployed Allied units, and those German battalions situated 2 or less hexes from a newly deployed Allied unit.

12. VICTORY CONDITIONS

Each scenario has its own victory conditions, which are described below.

13. SCENARIOS

13.1 SCENARIO 1 : FIRST TANK BATTLE

This scenario allows the principal events of the battle to be played: the initial German assault, the first tank action and the Australian counter-attack. It also serves as a good introduction prior to attempting the second scenario.

- **Map:** only that part which is north of Row P (inclusive) is used.

- **Length:** the scenario lasts from Turn 1 to Turn 7 inclusive.

- **Setup:** Initial placement is printed on the counters.

Counters whose initial placement is on Rows 'Q' to 'AA' are not used in this scenario.

- The **Battle Intensity Marker** is placed on the 'O' space of the Battle Intensity Track.

- The **Confusion Marker** is placed on the '17' space of the Battle Intensity Track.

- **Activation Markers:** All the Activation Markers are used, except 2 Allied battalion «3» markers, and 2 German battalion «3» markers.

- **German Reinforcements:**

- **Turn 1:** 7 A7Vs enter through any hex on the east edge of the map, as described in 3.3.1. In addition the German player may enter one or two extra A7Vs at any moment of his activation phase. For each extra A7V, the Allied player gains 2 VPs.

- **Allied Reinforcements:**

- **Turn 2:** 2 Mark IV Fs, and 1 Mark IV M, enter through any hex on the west edge of the map, as described in 3.3.2.

- **Turn 3:** The Allied player has a random number of Whippets to use. He rolls 1d6 and adds '1' to the result. The modified result gives the number of Whippet tanks which arrive as reinforcements. The tanks enter play through a hex of Rows N, O or P of the west edge of the map.

- **Nightfall Turn:** all the Australian battalions and the British 7th Bn., the Bedfordshire Regiment enter as described in the rules.

- **Victory Conditions:**

At the end of a scenario, the player with the most Victory Points wins the game. As the game progresses the players keep a running total of the following VPs as they are scored:

- **2 VPs** for the German player for each Allied tank captured.

An Allied tank is captured if it is eliminated following an assault.

- **4 VPs** for the first player to eliminate a tank in a tank vs. tank action initiated by one of his own tanks. If the eliminated tank is a Whippet, the German player only scores 2 VPs.

- **1 VP** for the elimination of a tank in any subsequent tank vs. tank actions initiated by one of his own tanks.

- **2 VPs** for the German player at the end of each turn in which he is the only player to have a battalion in a hex of Villers-Bretonneux which can trace a LoC to the east edge of the map.

- **2 VPs** for the German player at the end of each turn in which he has a battalion in a hex of the Bois d'Aquenne which can

trace a LoC to the east edge of the map.

- **3 VPs** for the German player at the end of each turn in which he has a battalion in a hex of the Bois l'Abbé which can trace a LoC to the east edge of the map.

At the end of the game the players total the VPs gained for the control of certain hexes as listed below. These VPs can only be gained if the battalion occupying the hex can trace a Line of Communication back to the west edge of the map for the Allied player, or the east edge of the map for the German player.

- **Villers-Bretonneux:**

German player: 15 VPs if the player is the only one to have battalions in the town. Otherwise, 1 VP for each hex occupied by a battalion.

Allied player: 5 VPs if the Allied player is the only one to have battalions in the town.

- **Bois l'Abbé:**

German player: 3 VPs per hex occupied by a German battalion.

- **Bois d'Aquenne:**

German player: 2 VPs per hex occupied by a German battalion

- **Cachy:**

German player: 3 VPs per hex occupied by a German battalion

- **German trenches:**

Allied player: 1 VP per hex occupied by an Allied battalion.

13.2 SCENARIO 2 :

THE SECOND BATTLE OF VILLERS LE BRETONNEUX.

This scenario allows the whole battle to be played over the two days, including the fighting for Hangard, defended by French troops.

- **Map:** The whole map is used.

- **Length:** The scenario lasts from Turn 1 to Turn 14 inclusive.

- **Setup:** Initial placement is printed on the counters. Units which arrive as reinforcements are placed to one side. The two A7V tanks marked with 'OPT' are not used (see optional rules).

- The **Battle Intensity Marker** is placed on the 'O' space of the Battle Intensity Track.

- The **Confusion Marker** is placed on the '20' space of the Battle Intensity Track.

- **Activation Markers:** All the Activation Markers are used.

- **German Reinforcements:**

- **Turn 1:** 9 tanks enter through any hex on the east edge of the map, as described in 3.3.1.

- **Allied Reinforcements:**

- **Turn 2:** 2 Mark IV Fs, and 1 Mark IV M, enter through any hex on the west edge of the map, as described in 3.3.2.

- **Turn 3:** 7 Whippets which enter play through a hex of Rows N, O or P of the west edge of the map.

- **Nightfall Turn:** all the Australian battalions and the British 7th Bn., the Bedfordshire Regiment enter as described in the rules.

- **Victory Conditions:**

Note: For Victory Conditions to count, German battalions must be able to trace a LoC to the east edge of the map, and Allied battalions a LoC to the west edge of the map.

- **Decisive Victory**: the German player wins a Decisive Victory and the game ends immediately if at the end of a turn, from Turn 7 onwards, he is the only player to have a battalion in a hex of Villers-Bretonneux, and he fulfils one other of these 3 conditions :

- he has a battalion in a hex of the Bois l'Abbé.
- he is the only player to have a battalion in a hex of Cachy.
- he has a battalion in Domart.

If there has been no decisive German victory by the end of Turn 14, the game's winner is determined as follows :

- **Strategic German Victory** ; the German player has a battalion in Hangard or Cachy, and he is the only player to have a battalion in a hex of Villers-Bretonneux.

- **Operational German Victory** ; the German player is the only player to have a battalion in a hex of Villers-Bretonneux.

- **Tactical German Victory** : the German player has a battalion in Hangard and in Villers-Bretonneux, and no German trench hexes are occupied by an Allied battalion.

- **Draw** : neither player can achieve a victory.

- **Allied Tactical Victory** : the German player cannot fulfil any of his victory conditions. In addition the Allied player has a battalion in Hangard, and occupies at least one hex of German trenches with one of his own battalions.

- **Operational Allied Victory** : the Allied player is the only one to have a battalion in a hex of Villers-Bretonneux

- **Strategic Allied Victory** : the Allied player is the only one to have a battalion in a hex of Villers-Bretonneux, and occupies at least one hex of German trenches with one of his own battalions.

- **First Tank Battle** : the player who won the first engagement between a Mark IV and an A7V shifts the Victory Level one order in his favour ; e.g. a Draw becomes a Tactical Victory, a Tactical Victory becomes an Operational Victory, etc.

14. OPTIONAL RULES

As their name implies, these rules are not compulsory. They add extra realism at the cost of a little more complexity. The rule

concerning the maintenance of cohesion is recommended for those players who have already completed several games.

14.1 – MG BATTALIONS.

Machine gun battalions, identified by 'MG' in place of the NATO symbol, must use at least two medals per activation to carry out a Combat Action. If this is not possible, the medals are lost for this activation.

14.2 – VULNERABILITY OF TANKS AT NIGHT.

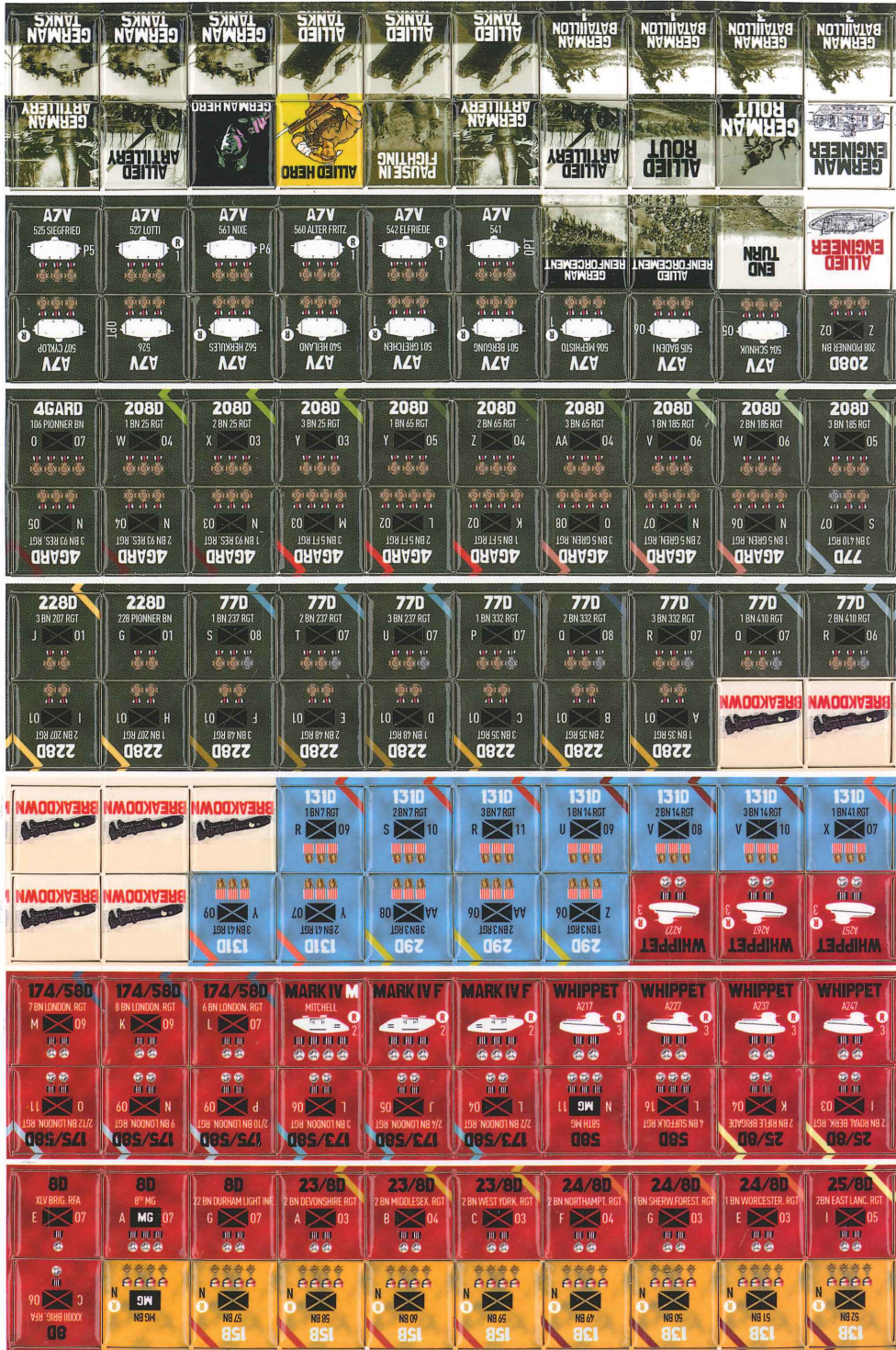
Assaulting a tank at night only costs a battalion one medal. In addition, the assault inflicts a hit on a roll of 4,5 or 6, no matter how many medals the battalion has.

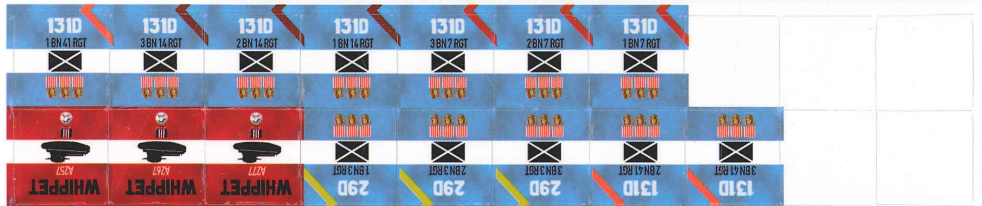
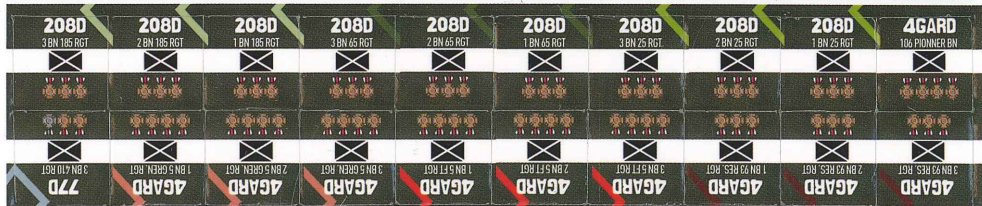
14.3 – MAINTAINING COHESION.

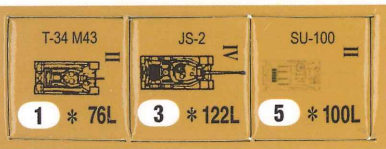
The German player alone may try to prevent the transition to the Random Game Sequence on the turn where the Intensity Marker meets or crosses the Confusion Marker. At the end of the turn, the German player announces his attempt. He rolls 1d6, to which he adds the number of the turn in play plus the difference between the present 'value' (i.e. the space on the Battle Intensity Track) of the Intensity Marker and the 'value' of the Confusion Marker. If the result is higher than 6, the attempt fails. If the result is lower than or equal to 6, the attempt is successful and the next turn will be played in the Standard Game Sequence, after which the following turns will be played in the Random Game Sequence.

Example : The players are contesting Scenario 2. The German player is finishing his second turn and the Intensity Marker is already on the '19' space. Nevertheless, the German player considers it essential to launch one last assault. It succeeds, carrying the value of the Intensity Marker to 21 (the marker is placed to the left of 20 space to keep track of it). Wanting to keep a maximum of control over the battle, the German player attempts to maintain cohesion. He therefore rolls 1d6 and scores '3', modified by +2 (the number of the game turn) and +1 (the difference between 21, the value of the Intensity Marker, and 20, the value of the Confusion Marker), giving a final result of '6'. His attempt has succeeded. Turn 3 will be played following the Standard Game Sequence, and the game will move automatically to the Random Game Sequence on Turn 4.

Terrain	Effect on movement	Effect on combat	Effect on an assault	Example
Clear	1 PM	No effect	No effect	E04 or E08
Road	Cancels other terrain effects, except for enemy trenches.	No effect	No effect	E09
Trenches	Friendly : No effect Enemy : +1 PM	<ul style="list-style-type: none"> • -1 DRM to attack an enemy battalion in a friendly trench. • -2 DRM to attack an enemy battalion in an enemy trench. • A unit attacking from a friendly trench gains an extra medal if the attack is the only action of its activation. (Despite this, the number of medals may not exceed 4.) 	- 1 DRM to assault an enemy battalion in an enemy trench.	E07
Urban (Dotted hexes)	1 PM	-1 DRM	No effect	F08
Forest	2 PM	-1 DRM	No effect	E10
River	+1 PM	-1 DRM	No assault across rivers.	










RANDOM!	RANDOM!	RANDOM!	RANDOM!	RANDOM!	RANDOM!	RANDOM!	RANDOM!	 +10 GERMAN VP	 +10 ALLIED VP
---------	---------	---------	---------	---------	---------	---------	---------	--------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------

--	--	--	--	--	--	--	--	--	--

 7 BN BEDFORD REGT		RANDOM!	RANDOM!	RANDOM!	RANDOM!		 CONFUSION!		
-------------------------------------------------------------------------------------------------------	--	---------	---------	---------	---------	--	---------------------------------------------------------------------------------------------------	--	--

JSU-152  6 152	JSU-122  4 122L	T-34/85  2 * 85L
---------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------

A game by Nicolas Rident **FIRST TANK BATTLE** Graphics: olivier Revenu - Battles Magazine #6

A game by Nicolas Rident

FIRST TANK BATTLE

Graphics: olivier Revenu - Battles Magazine #6

[illegible]