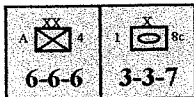
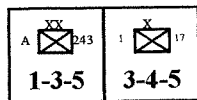


ASSAULT ON CHERBOURG



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Instructions

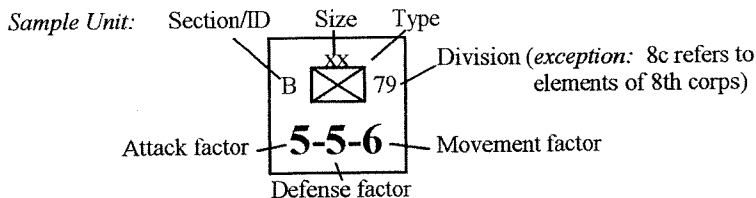
Introduction

Assault on Cherbourg is a game based on the American drive on the harbor of Cherbourg in France in late June, 1944, following the D-Day invasion.

I. COMPONENTS

Assault on Cherbourg comes with a map, counter set, and these rules. Also needed for play is a six-sided die, and paper and pencil.

Units: The units in the game depict the German and American units that fought in the actual campaign. German units are light red, and American units are green. Note that some infantry divisions on both sides are broken up into two sections, A and B (e.g. the 4th US Infantry Division is represented by two counters, labeled A and B). Units may be mounted before being cut prior to play.



Size: x = brigade, xx = division, xxx = corps

Type: x = infantry; o = armor; + = HQ (Headquarters); · = artillery

Attack factor: The unit's combat value when attacking

Defense factor: The unit's combat value when defending

Movement factor: The unit's movement value

What If? Counters: Noted by "w" in upper right hand corner (not used in basic game)

Scale: The game map represents the area where the fighting occurred, at a scale of approximately two miles to the hex. Partial hexes are in play. Each game turn represents one day, with game turn 1 being June 17, 1944.

II. VICTORY CONDITIONS

Before play, players must secretly bid for sides. Any whole number 3 or higher may be bidden. Players simultaneously reveal their bid, with the low bidder playing the Americans, and the high bidder playing the Germans. (If bids are tied, each player rolls the die, with the low roll playing the Americans at the stated bid.) The winning bid is the number of turns in the game.

The Americans win by occupying all Cherbourg city hexes, *OR* eliminating the German HQ unit by the end of the game. The German player wins otherwise.

III. SETTING UP

The Americans set up first. After the Americans have set up, the German sets up his units. All American units must set up *South* of the Start Line, and all Ger-

man units must set up *North* of the Start Line; German units may be placed in hexes adjacent to American units. All units of both sides must be set up within stacking limits.

AMERICANS

4th Inf. Div. units: In or within two hexes of hex 0211 (marked "4")

9th Inf. Div. units: In or within two hexes of hex 0104 (marked "9")

79th Inf. Div. units: In or within two hexes of hex 0108 (marked "79")

Air units: Keep off board

All other units: In any unoccupied hex South of the Start Line

GERMANS

243rd Inf. Div. units: In or within two hexes of hex 0403 (marked "243")

91st Inf. Div. units: In or within two hexes of hex 0406 (marked "91")

709th Inf. Div. units: In or within two hexes of hex 0509 (marked "709")

932nd Arty units: In or within two hexes of hex 0906 (marked "932")

30th Arty units: In or within two hexes of hex 0908 (marked "30")

0-2-0 and 0-1-0 Arty units: In any Fort hex, up to two per hex

All other units: In any unoccupied hex North of the Start Line

IV. SEQUENCE OF PLAY

Each turn consists of the following five phases, completed in this order each turn for the entire game.

1. *WEATHER* phase
2. *AMERICAN MOVEMENT* phase
3. *AMERICAN COMBAT* phase
4. *GERMAN MOVEMENT* phase
5. *GERMAN COMBAT* phase

The game is over after the bidden number of turns have been played or when the Americans have fulfilled their victory conditions (see section II).

V. WEATHER

Each turn, Weather will either be Good or Bad. During the Weather phase, roll on the *Weather Table* to determine the turn's Weather. Weather affects whether American Air units may be used during a turn; it does not affect anything else.

WEATHER TABLE

1 = *Bad*; 2-5 = *Good*; 6 = same as last turn (if rolled on turn 1, treat as "Good")

Bad = Americans *may not* use Air units this turn

Good = Americans *may* use Air units this turn

VI. STACKING

Any number of units may pass through a hex during a turn. At the end of each movement and each combat phase, one or more friendly units, up to a maximum of six defensive factors, may occupy the same hex (*exception:* HQ, 0-2-0, and 0-1-0 Artillery units do not count against stacking limits). If there is an excess, the owning player must eliminate units to bring the hex within stacking limits.

VII. ZONES OF CONTROL

All units have a Zone of Control (ZOC) (*exception:* HQ, 0-2-0, and 0-1-0 Artillery units do not have a ZOC). A unit's ZOC is the six hexes adjacent to the hex it is occupying. Units must end their movement when they enter an enemy

ZOC. Units may never move into an enemy occupied hex. ZOC do not force combat; combat is voluntary. Units may move from one enemy ZOC into another enemy ZOC, but they must end their movement at that time.

VIII. REPLACEMENTS AND REINFORCEMENTS

There are no replacement or reinforcement units in the game. Eliminated units remain out of play the rest of the game.

IX. MOVEMENT

A player may move all, some, or none of his units during his movement phase within the restrictions given below. A unit's movement factor is the number of movement points it is allowed to expend during each friendly movement phase. A unit must end its movement for the turn upon entering a hex in enemy ZOC (see section VII).

A unit may spend its movement points to enter adjacent hexes within the restrictions of terrain costs (see the *Terrain Effect Chart*, or TEC) and Zones of Control (ZOC). A unit's movement factor may not be exceeded, transferred, or saved up. Units may not move off the map, across a sea hexside, or into an enemy occupied hex. *Example: A German 1-2-5 infantry unit moves into a Clear hex (which costs 1 movement point to enter), a town hex (1 point), a Bocage hex via a Road (1*

TERRAIN EFFECTS CHART

	<i>Cost to Enter</i>	<i>Effect on Combat</i>
Clear	1	none
Road	1*	as other terrain in hex
Bocage	2 Inf** 3 others	1 column shift left
Forest	2	1 column shift left
Flooded	3	none
Hills	2	defender doubled
Town	1	1 column shift left
City	1	defender doubled armor halved attacking into
Fort	as other terrain in hex	1 column shift left
Sea hexside cannot cross	—	
Start Line	no effect	none

TEC Notes

* if entering hex from Road hexside, otherwise as other terrain in hex

** It costs Infantry 2 to enter a Bocage hex, and costs 3 for others (armor, artillery, and HQ)

Defenders in Bocage, Town, City, or Fort hex treat Eng combat results as "no effect".

Defenders in City or Fort hex treat DR* combat results as "no effect".

All Effects on Combat are cumulative.

Terrain Key Examples *Town:* Beaumont (hex 1002). *City (ALL CAPS):* Cherbourg, Valognes. *Bocage:* hex 0306. *Hills:* hex 0909. *Flooded:* hex 0206. *Forest:* hex 0509. *Fort:* hex 0706. *Road:* hex 0803. *Sea:* blue area. *Start Line:* orange hexsides (e.g. between hex 0205 and hex 0305). *Clear:* Any hex not containing Town, City, Bocage, Forest, or Flooded (e.g. hex 0911, hex 0912). Partial hexes are in play, even if it has no grid coordinate (e.g. hex west of hex 0601).

point), then a Forest hex (2 points), so has used up its turn's movement allowance.

Units with a movement factor of zero may not move. All other units may always move a minimum of one hex in a friendly movement phase, regardless of terrain costs or enemy ZOC.

X. COMBAT

Units may attack adjacent enemy units during their own combat phase. Attacking is always voluntary; units are never forced to attack. Units may attack and be attacked once per turn. The attacking player may declare and resolve attacks in any order he wishes, and may wait and see the result of one attack before deciding if he wants to attack somewhere else.

A unit may never split its attack factor; units attacking the same enemy hex from different hexes must combine their attack factor. Attacking units stacked together must attack the same defending hex. Defending units stacked in a single hex may never be attacked separately, their defense factors are combined into a single defense strength.

Procedure: You will compute the raw odds, modify these with column shifts and/or defense modifiers to get the final odds, roll the die, and then cross-reference the final odds column with the die roll on the *Combat Results Table* (CRT) to obtain the combat result. Results will be *Attacker Retreat* (AR), *Engaged* (Eng), *Defender Retreat* (DR), *Defender Retreat** (DR*), or *Defender Eliminated* (DE).

Combine the total attack strengths and combine the total defense strengths of the attack to be resolved, and compare them: if exactly equal the raw odds are 1-1, if not, compare the two totals as a ratio to attain the raw odds, expressed as attacker vs. defender, and round in favor of the defender to the nearest whole number. *Examples:* 14 to 5 = 2-1 odds, 8 to 3 = 2-1, 7 to 5 = 1-1, 4 to 5 = 1-2, 23 to 4 = 5-1. *Note:* Retain raw odds for the moment even if they are higher or lower than the odds shown on the CRT columns.

ODDS MODIFICATION: The raw odds may then be modified as specified. All column shifts and defense modifiers are cumulative. Combat with final odds

COMBAT RESULTS TABLE

Roll/Odds	1—2	1—1	2—1	3—1	4—1	5—1
0	AR	AR	AR	Eng	Eng	DR
1	AR	AR	Eng	Eng	DR	DR*
2	AR	Eng	Eng	DR	DR	DE
3	AR	Eng	DR	DR	DR*	DE
4	Eng	DR	DR	DR	DE	DE
5	Eng	DR	DR	DR*	DE	DE
6	DR	DR	DR*	DE	DE	DE

AR = attackers must retreat 1 or 2 hexes (attacker's choice)

Eng = vs *Bocage, Town, City, or Fort hex*: no effect

vs *all other hexes*: defender must withdraw from the hex during his next movement phase, or must attack an adjacent hex in his next combat phase

DR = defenders must retreat 1 or 2 hexes (defender's choice)

DR* = vs *City or Fort hex*: no effect

vs *all other hexes*: defenders must retreat 1 or 2 hexes (defender's choice)
and if forced to retreat into or through enemy ZOC, eliminated instead

DE = defenders eliminated

worse than 1-2 are not allowed; final odds better than 5-1 are treated as 5-1.

Terrain: For terrain column shifts and defense modifiers, consult the TEC.

American Airpower: The American player has two Air units that he keeps off board. These two units may each be used once each turn during the American combat phase to Assist or to Interdict (*exception:* If the Weather is Bad, Air units may not be used). *Assisting:* After announcing the odds of a particular combat, the American player may, if he wishes, assist the attack with one or both of his Air units. For each Air unit that assists an attack, the odds are shifted one to the right. *Example:* An American 6-6-6 attacks a German 2-4-5 in Clear terrain. Odds are 6-4, or 1-1. The American decides to assist the combat with one of his Air units, so the odds are shifted to 2-1. *Interdiction:* The American player may use an Air unit to interdict an empty hex. Place the Air unit in the interdicted hex, where it stays for the rest of the game turn. German units may not enter (or retreat into) an interdicted hex. An Air unit may either assist combat or interdict in a turn, not both. An Air unit may not "attack" a unit on its own, only assist an attack, or interdict an empty hex.

Armor vs. City Hex: An armor unit attacking a defender that is in a city hex has its attack factor cut in half (rounded down).

German Supply: The German starts the game with eleven supply points. During any American attack, the German may elect to *support* against the attack by spending a supply point, thus applying a -1 die roll modifier to the ensuing resolution roll. There is no limit to usage of supply points, other than only one may be spent to support against a single attack, and when the supply points run out, there can be no further support given. Keep track of spent supply points separately.

Combined Arms: In any attack where at least one infantry unit and one armor unit are attacking the same defender, the odds shift one to the right as a combined arms benefit *UNLESS* the defender occupies a Bocage/Town/City/Fort hex, in which case no combined arms benefit occurs.

COMBAT PROCEDURE: Each separate combat follows these four steps: (a) calculate odds; (b) American announces if Air unit (or units) is assisting the attack or interdicting (disregard this step if a German attack); (c) German announces if supply support is being given against the attack (disregard this step if a German attack); (d) resolve combat.

Combat Results: See the *Combat Results Table* for details of combat results. Note that Eng and DR* results depend on what kind of hex the defender occupies (see CRT). On AR/DR results, the owning player decides if the retreat will be one or two hexes, and its direction. Retreating units *may* move into or through enemy ZOC on AR/DR results. On DR* results vs defenders in *non-City/Fort* hexes, units forced to retreat into or through enemy ZOC are eliminated. Units that must retreat via AR/DR/DR* results off board, in excess of stacking limits, or into the Sea are eliminated. 0-2-0 and 0-1-0 Arty units forced to retreat are eliminated.

Offensive Momentum: Units that suffer an AR result may not attack the next turn (*exception:* This does not apply to Air units).

Combat Example: An American 5-5-6 infantry and 3-3-7 armor attack a German 1-3-5 in a Forest hex. Odds are 8-3, which rounds down to 2-1. This is shifted one column to the left because of the Forest, and one right because of combined arms, so odds stay at 2-1. The American decides to assist with one Air unit, bringing the odds to 3-1. The German decides to support with supplies. So, the attack will be rolled on the 3-1 column, with a -1 die roll modifier. A 2 is rolled,

modified to 1, giving an "Engaged" result. The German must withdraw during his movement phase, or else must attack an adjacent hex if it does not withdraw.

XI. ARTILLERY

Artillery functions as any other unit, except that it may "fire" two hexes during combat when involved in an attack. Simply add the artillery's attack factor to the attack, whether the defending unit is adjacent or two squares from the firing artillery unit. Artillery may not fire at a defender at two hex range unless a friendly unit (of any kind) is attacking that defender from an adjacent hex. Artillery may fire over a friendly or enemy hex to reach its target. Attacking artillery units firing at two-hex range are not affected by EX or AR results. Artillery may not target an empty hex; there must be a defender in it. Artillery defends normally (i.e. it may not fire two hexes when defending).

XII. COMMAND CONTROL

Command Control rules only affect section A and B infantry units. Specifically, this includes the two units of the US 4th Inf. Div., 9th Inf. Div., and 79th Inf. Div., and the two units of the German 91st Inf. Div., 243rd Inf. Div., and 709th Inf. Div. *Procedure:* As long as both units of a particular division are within two hexes of each other, there is no effect; the units both function normally. If the two units of a particular division are three or more hexes away from each other, both such units suffer a penalty of deducting one off each of its three ratings. *Example:* US 79th Div. "A" section unit is three hexes from section "B" of the same division; "A" now has ratings of 5-5-5, and "B" has ratings of 4-4-5. The penalty applies if, at the start of any phase of a turn, the units are three or more hexes away from one another, and lasts until the start of a phase when they are two or fewer hexes away from one another. This penalty also applies if one of the two units has been eliminated. *Example:* German 91st Div. "B" unit has been eliminated during the American combat phase; the 91st "A" unit therefore will have ratings of 1-2-4 starting with the ensuing German movement phase.

XIII. GERMAN COLLAPSE

In any American combat phase where the Americans currently occupy (or were the last to pass through) eight or more town and/or city hexes anywhere on the map, all American attacks that phase get a bonus shift of one column to the right, due to German Collapse. *Example:* Let's say the Americans hold eight town/city hexes, putting the Germans in Collapse; combat odds in a particular attack came to 3-1, which is modified to 4-1 because of Collapse.

XIV. OPTIONAL RULES

Players may agree to use any of the following options, as desired.

ADDITIONAL GERMAN DEFENDERS: Add the two units of the German 266th Infantry Division to the German's set up. They may be set up in any occupied or unoccupied hex North of the Start Line, within stacking limits.

ADDITIONAL GERMAN SUPPLIES: The Germans start the game with 22 supply points, representing a plentiful German supply situation.

BAD WEATHER: If a 6 is rolled for turn 1's Weather, consider the Weather to be Bad.

AMERICAN NAVAL POWER: Add the Naval unit. Keep off board (like an Air unit). The Naval unit functions exactly like an Air unit in all respects, except that it can only be used against hexes within four hexes of the Cherbourg coast, and it can only be used on one (non-Bad Weather) game turn.

MOVEMENT INTO COMBAT: If a unit expends over half its movement factor in a turn, that unit attacks at one-half its attack factor (rounded down) that turn. *Example: A 6-6-6 moves through two Bocage hexes, expending four movement factors, and so attacks an adjacent German with 3 attack factors. Had the 6-6-6 expended three or fewer movement factors, it would attack at full strength of 6.*

Designer's Notes

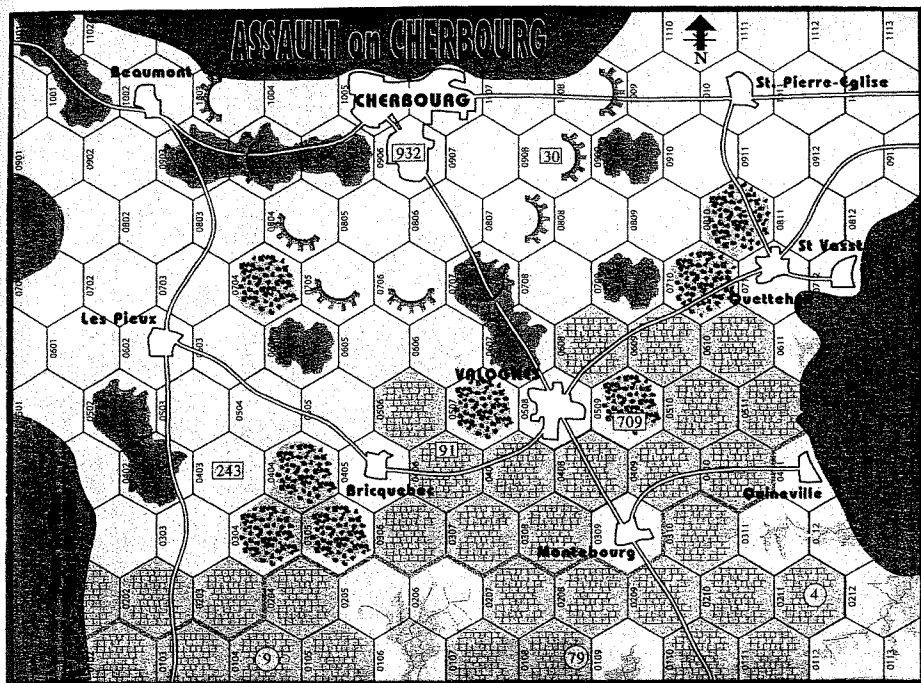
Given the situation, the success of the American drive on Cherbourg was a foregone conclusion. The main question was, how long would it take? This game awards a victory to the Germans if they can stall the capture of Cherbourg until after the game ends.

The mechanics of this game were designed to be simple, so things such as a mechanized movement phase and detailed supply rules were not included. But enough chrome has been integrated to make for a quick and spirited contest.

If players choose to experiment, adding the "What If?" options of the 266th Infantry Division and better supplies will strengthen an admittedly weak German hand. Or, you may treat all "2" rolls on the *Weather Table* as Bad Weather. If more punch is desired on the American side, allow them a third Air unit, or the ability to use the optional Naval unit more than once.

As in the original campaign, bad weather has the potential to blunt American airpower, but German manpower and supply are overmatched. If or when their supply is exhausted, they find themselves in Collapse, or the ring of Cherbourg forts is breached, the end is probably near.

Designer: Gary Graber



Tsaritsyn

Counters

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1 37 3-3	2 37 3-3	3 37 2-3	4 37 2-3	5 37 2-3	6 37 2-3	7 37 2-3	8 37 2-3	9 37 2-3
10 37 2-3	11 37 2-3	12 37 2-3	13 37 2-3	14 37 1-3	15 37 1-3	16 37 1-3	1 38 2-3	2 38 2-3
3 38 2-3	4 38 2-3	5 38 1-3	6 38 1-3	1 38 2-3	2 38 2-3	1 38 3-3	2 38 3-3	3 38 2-3
HQ 1 1-2	GB 1 2-*	1 2-4 2-4	AT 1 3-*	1 D 2-4	2 D 2-4	3 D 2-4	4 D 2-4	5 D 1-4
6 D 1-4	7 D 1-4	1 1-2 1-2	2 1-2 1-2	3 1-2 1-2	4 1-2 1-2	5 1-2 1-2	6 1-2 1-2	7 1-2 1-2
8 D 1-4	1 37 2-3	2 37 2-3	7 38 1-3	1 3K 2-3	1 2-4 2-4	2 2-4 2-4	3 2-4 2-4	1 1 3-3
2 1 3-3	3 1 3-3	4 1 3-3	5 1 2-3	6 1 2-3	7 1 2-3	1 2 3-3	2 2 2-3	3 2 2-3
4 2 2-3	1 2 3-3	1 3K 3-3	2 3K 3-3	3 3K 3-3	1 3-*	2 3-*	3 3-*	1 3-4 3-4
2 3-4 3-4	3 3-4 3-4	4 3-4 3-4	5 3-4 3-4	1 2-4 3-4	2 2-4 3-4	3 2-4 3-4	4 2-4 3-4	5 2-4 3-4
1 1-2 1-2	2 1-2 1-2	3 1-2 1-2	4 1-2 1-2	5 1-2 1-2	6 1-2 1-2	7 1-2 1-2	8 1-2 1-2	9 1-2 1-2

Assault on Cherbourg

Counters

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A 243 1-3-5	B 243 1-2-5	A 91 2-3-5	B 91 2-2-5	A 709 2-4-5	B 709 2-4-5	1 932 1-1-6	2 932 1-1-6	1 902 2-2-6
1 17 3-4-5	1 30 3-2-6	2 30 3-2-6	1 101 3-2-6	1 HQ 0-1-4	1 1 0-2-0	2 1 0-2-0	3 1 0-1-0	1 95 1-1-5
4 1 0-1-0	5 1 0-1-0	6 1 0-1-0	A 266 4-5-5	A 266 4-5-5	A 4 6-6-6	B 4 5-5-6	A 9 6-6-6	B 9 5-5-6
A 79 6-6-6	B 79 5-5-6	1 8c 3-2-6	2 8c 3-2-6	1 8c 3-3-7	2 8c 3-3-7	1 Air 1	2 Air 2	1 Naval

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Map Art: Art Lupinacci

