

Belleau Wood Rules

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Misc Charts provided, CRT, TEC, UID, SGC
Needed to play one 6 sided die

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BELLEAU WOOD

INTRODUCTION

1.0 GAME EQUIPMENT

GAME MAP The 23" X 32" map sets out the terrain in northern France where the Battle of Belleau Wood was fought. Terrain scale is 150 yards per hex. Local woods, ravines, rivers and towns are featured. These lie between the off-map German trenches to the north and the critical Marne river to the south.

THE PLAYING PIECES These fall into two types, informational markers and unit counters. Informational markers are those pieces with the letter C or D on them. They will be referred to in the rules as markers or as C's or D's. They are at times placed atop the unit counters to indicate the status of various units. The unit counters will usually be referred to as units since they are used to represent the actual military units that took part in the historical battle. The information on the unit counters is explained on the Unit Counter Identification Chart.

GAME CHARTS AND TABLES A great deal of essential information is given in the form of separate charts and tables for easier use in the actual play of the game. They are the Terrain Effects Chart (TEC), the Unit Counter Identification Chart, the Combat Results Tables (CRT) and the Standard Game Chart (SGC).

Unit Counter Identification Chart (UID) 10.0 This chart tells how to tell the various types of units apart, how to read their historical and military designations and how to read their various combat, movement and range factors.

Terrain Effects Chart (TEC) 8.0 This chart acts as a key to the map sheet by identifying the symbols and graphic devices used to represent the various terrain types and features found in the area the map represents. It also details the effects that these have on movement and combat in the course of the game. Included in the TEC are status effects which detail the effects upon movement and combat of the presence and status of friendly or enemy units and their Zones of Control.

Combat Results Table (CRT) 9.0 This table with its accompanying instructions provide the means for resolving combat.

BELLEAU WOOD DEFINITIONS OF TERMS

Game-Turn: The basic turn or round of play in the game. A game will last for a given number of gameturns. One game-turn consists of two player-turns, one for each player as outlined in the sequence of play.

Player-turn: A series of operations, consisting of 6 phases or sub-turns, which are carried out by one player primarily (the phasing player) but which may and usually will call for interaction with the other player (the non-phasing player). Two player turns equal a game turn.

Phasing Player: That player who is carrying out his player turn at that time, the opposing player is the non-phasing player.

Phase: A segment of a player turn.

Isolation: A condition in which a unit is unable to trace a supply line to a friendly map edge. See Isolation and Supply. 6.3

Good Order: A condition in which a unit is neither disrupted nor command-disrupted.

Disruption: A condition which is a result of combat. Abbr. "D" See effects of C & D. 6.2

Command disruption: A condition resulting from combat. Abbr. "C" See effects of C & D. 6.2

Rallying: The process of restoring units that are C & D to good order. See Rallying.

Zone of Control (ZOC): A condition which effects hexes on the map in the vicinity of a given unit which has the ZOC, whereby these hexes in turn affect movement, combat and supply. See Zones of Control. 5.0

Movement Allowance: An expression of the speed a unit may move at. It is given in the form of movement points, each unit having a fixed number of movement points, which maybe used each turn in moving. See Movement 4.0 and the TEC. 8.0

Assault Strength/Fire Factor: An expression of the basic power of effectiveness of a unit when attacking, also known as offensive combat strength. Given in the form of points.

Defensive Strength: An expression of the basic power or effectiveness of a unit when defending against assaults.

Range: The distance in hexes, maximum, that an artillery or machine gun unit may fire, or which a mortar may support an assault.

Reinforcements: New units which enter the game on or after a given turn as specified in the Standard Game Chart. 11.0

Replacements: Old units which have been removed from play are allowed to re-enter the game only on the turns and only in the quantities called for on the SGC. 11.0

Mortars: These are non-artillery units which are used to assist in assaults.

Snipers: These are special American units which assist in assaults.

Infiltrators: These are special German units with unique movement abilities.

Engineers: These are special units which may stack, and give defensive bonuses.

Retreats: A special movement called for as a combat result. See CRT. 9.0

Advance After Combat: An optional special movement allowed after retreats, eliminations or exchanges. See CRT. 9.0

Step-Reduction: An operation called for as a combat result whereby a unit is turned over to show it with reduced strength. Not all units will have reduced version on the other side. They are eliminated instead. The Full Strength side will show a silhouette, the Step-Reduced side will show a conventional military symbol. See unit 1 D D 199 UID 10.0

Full Strength: Units that have not been step reduced.

ROUNDING FRACTIONS: When fractions of unit combat factors are rounded up or down, it is done so as to favor the defender in all cases.

Collateral Damage: Damage caused by scattering of Arty fire onto hexes adjacent to the Arty target hex. May affect both friendly and enemy units.

Elimination: The operation of removing a unit from play as a combat result, or a failure to apply some other combat result such as retreat, step reduce, C or D.

Supply: The opposite of Isolation, a unit is either in supply or it is isolated, never both. See Isolation and Supply.

Line of Sight: A straight line drawn from the center of a firing units hex to the target hex's center. Required for machine gun fire.

Abbreviations:

CRT: Combat Results Tables

TEC: Terrain Effects Chart

SGC: Standard Game Chart

LOS: Line of Sight

ZOC; EZOC: Zone of Control; Enemy Zone of Control

MP: Movement Points

C: Command Disruption

D: Disruption

ARTY: Artillery

MG: Machine Gun

ENG: Engineer

UID: Unit Identification Chart

BASIC PROCEDURE

Players will choose sides. Set up their unit counters on the map in accordance with the Standard Game Chart (or as modified by one of the optional scenarios) and commence play. Play proceeds according to the Sequence of Play for the number of turns called for in the SGC or in the optional scenario. When the last turn is finished or when the players agree to end the game, they will then consult the victory conditions to determine the winner.

3.0 SEQUENCE OF PLAY

Each turn as referred to in the standard game chart is properly known as a Game-turn. In general the word "turn" will refer to Game-turn unless otherwise modified. One completion of the sequence of play is a game-turn; it will consist of two player turns as set forth in the following sequence. Each player-turn will have six sub-turns or phases. The player whose player-turn it is will be called the phasing player. The other player, the non-phasing player.

Detailed Sequence of Play: One game-turn = the first player turn followed by the second player-turn. A player turn runs as follows:

3.1 Artillery Movement Phase: The Phasing player consults the SGC to see if any new artillery units are received as reinforcements or replacements this turn. If reinforcements are due, they are taken right away, if replacements are due, they may be taken right away or taken on a later turn. All new units taken are then placed on the map where permitted by the SGC. He may then move any and only his artillery units as per the movement rules. Any artillery which moves more than 4 hexes are turned over till the rally phase to show that they may not attack in the artillery fire phase.

3.2 Artillery Fire Phase: The phasing player may now fire (attack with) any and only his eligible artillery units in accordance with procedures in Combat: Artillery Fire Phase. 7.1

3.3 Non-Artillery Movement Phase: The phasing player consults the SGC to see if any new non-artillery units are received as reinforcements or replacements this turn. If reinforcements are due, they are taken right away, if replacements are due, they may be taken right away or delayed till a later turn. All new units taken are then placed on the map where permitted by the SGC. He may now move any and only his non-artillery units as set forth in the movement rules.

3.4 Rally Phase: The phasing player now rallies his disrupted units and attempts to rally his command disrupted units in accordance with the rally rules. He also turns over any inverted artillery units.

3.5 Opposing Player Machine Gun Phase: The opposing or non-phasing player may now fire with any and only his Machine Gun units. Players should note that this is the only time in the player turn when the sequence shifts to the opposing player. See Combat rules: Opposing player machine gun phase. 7.2

3.6 Assault Phase: The phasing player may now conduct assaults in accordance with the rules under Combat: Assault Phase. 7.3

When the first player has gone through this sequence, the second player becomes the phasing player and repeats these six phases. This completes one game-turn.

4.0 Movement and Stacking

MOVEMENT Movement of the units in this game falls into three categories. **Set-up**, also known as deployment, refers to placing the units on the map. This occurs during the initial set up and during the two movement phases. Rules governing set-up are given on the Standard Game Chart. Normal Movement occurs during the two movement phases. Its rules are given below. Special Movement occurs during the combat phases as a result of combat. Rules governing special movement are found under explanation of combat results on the CRT. A player will set-up and move only his own units. Once a player lifts his hand from a unit he has moved, he may not return to that unit and move again during that phase. During a movement phase, a player may always move a unit one hex regardless of movement points. Or he may move his units from hex to adjacent hex spending the proper number of movement points called for in the TEC. Each unit has its movement allowance printed in the lower right hand corner; this is the maximum number of movement points it may spend per turn, if it is in good order, otherwise its movement allowance is halved, fractions rounded down.

Movement Restrictions:

4.1 A unit may pass through a friendly unit, but may not end its movement stacked with a friendly unit unless the resulting stack contains at least one engineer and no more than two units in all.

4.2 A unit may always move one hex per turn.

4.3 A unit may not enter an enemy occupied hex unless it is an infiltrator.

4.4 A unit may never end its movement phase in an enemy occupied hex.

4.5 A unit must stop upon entering an Enemy Zone of Control, and move no farther that phase. It may move directly from one EZOC to another, but no farther.

4.6 Units with C or D markers have their movement allowance halved fractions rounded down.

4.7 German Infiltrator units are marked with the "I" designation. They have special movement abilities due mainly to their personnel being disguised in U.S. Uniforms!

4.7 a. An infiltrator may move through one U.S. unit of any type per game-turn, if it is in good order.

b. An infiltrator unit need not begin its movement phase adjacent to a U.S. unit to infiltrate through it.

c. The infiltrating unit moves adjacent to the U.S. unit, on to the U.S. unit and then must stop in any other hex adjacent to the U.S. unit.

d. There is no limit to the number of times in the game an infiltrator may infiltrate U.S. units, as long as it does so only once per turn.

e. Once having infiltrated and positioned itself adjacent to the U.S. unit the infiltrator may aid a German assault by blocking retreat paths of the U.S. unit.

4.8 As a limited intelligence rule for the Allies, whenever any U.S. unit conducts the first assault or fire attack on a German unit anywhere on the map, clear terrain costs thereafter apply for the rest of the game for German units in the hexes of Belleau Wood proper. All woods hexes elsewhere will cost the normal rate for German units. Partial woods hexes in Belleau Wood proper are included in this special movement rate.

4.9 **Ravine movement:** Units entering and exiting ravine hexes via ravine entry and exit hexes and movement along the ravine hexes cost 1 MP per hex. Movement into a ravine hex via any hex other than entry exit hex cost 1MP. Leaving a ravine hex via other than entry exit hex cost 1MP more than the Terrain you are moving into.

4.10 **Stacking** No stacking of units at the end of the movement phase is permitted, except that an engineer unit may stack with any one other friendly unit, even another engineer.

5.0 **ZONE OF CONTROL** A zone of control is a function or property of a unit which is said to have or exert zones of control onto the hexes surrounding it. A unit may exert ZOC's for one or two hexes from the hex it occupies subject to limits stated below. ZOC's are exerted into but not through blocking terrain (woods, towns, hills, farms, boulders and rail lines.) Thus there are cases when a unit having a 2 hex ring ZOC will have only a partial second ring ZOC. ZOC's will not extend into hexes in the ring that are completely behind blocking terrain. ZOC's in turn affect movement, supply and combat.

5.1 **ZOC effects on Movement:** All units except infiltrators must stop movement upon entering an EZOC, for that turn. They may not resume normal movement till their next turn. Thus a unit may move directly from one EZOC to another, but must then stop.

5.2 **ZOC effects on Supply:** EZOC's, unless occupied by a friendly unit, will block friendly supply lines, only if the unit exerting the ZOC is not ARTY or MG. It must be an infantry unit ZOC to block supply lines. See Isolation & Supply.

5.3 **ZOC effects on Combat:** Retreat paths must be free of EZOC's. Units forced to retreat through or into EZOC's are eliminated instead. See Explanation of Combat Results, CRT.

5.4 **ZONES OF CONTROL SPECIFIED** Subject to the ravine rule (E.), the extent of a units ZOC's vary with its type, location and status.

5.4 A. All Machine Gun units, in good order exert a 2 hex ring ZOC except step reduced French 2-2-6's which have a 1 hex ring ZOC.

5.4 B. All C or D machine gun units exert a 1 hex ring ZOC except French 2-2-6's which have no ZOC.

5.4 C. All non-machine gun units, in good order, exert a 1 hex ring ZOC; except French step reduced 1-1-8's which have no ZOC.

5.4 D. All non-machine gun units with C or D status have no ZOC.

Ravine Rule

5.4 E. All units are subject to the special zone of control rule for ravine hexes. Whenever a unit is placed on a ravine hex, it exerts no zone of control over adjacent non-ravine hexes. Similarly, any unit on a crest hex exerts no zone of control into the ravine hex. Movement is thus entirely free along the ravine path unless a unit comes next to an enemy unit on another ravine hex in its path, in which case the unit must stop. The one exception is infiltrators. MG units on crest hexes will still exert a ZOC in the second ring across the ravine.

6.0 UNIT STATUS & MORALE

6.1 **Rallying** Disrupted and Command-disrupted units (C or D units) may rally during the rally phase according to the following procedure. All disrupted units automatically rally. Remove all D markers. All command-disrupted unit have a 50% chance of rallying. For each C unit make a die roll: 1, 2 or 3 means the unit rallies, 4, 5 - C becomes D, 6 - remain a C. Remove C markers from those that rally. Also turn over any inverted artillery units.

6.2 EFFECTS OF DISRUPTION AND COMMAND-DISRUPTION (C & D)

- A. A unit's movement factor halved.
- B. Machine gun units other than French 2-2-6's have their ZOC's reduced to a single ring of hexes, French 2-2-6's lose their ZOC entirely.
- C. All non-machine gun units lose their ZOC entirely
- D. Mortars, Snipers lose their assault benefit.
- E. Infiltrators can no longer infiltrate.
- F. Units may not spot for artillery.
- G. Disrupted unit lose 1/2 their attack factors, fractions rounded down.
- H. Command-disrupted units lose 1/2 their defense strength, fractions rounded up.
- 1. Command-disrupted units may not attack.

6.3 ISOLATION & SUPPLY; THE EFFECTS OF ISOLATION

Units not in supply are isolated and vice versa. A unit is in supply if and only if, it can trace a "Supply Line" to a friendly map edge, south for French and U.S., north for Germans. A supply line is a line of hexes, however long and curvy, which are free of enemy units and or enemy infantry units ZOC's unless such ZOC is occupied by a friendly unit. Infantry here is taken to mean Non-Arty and Non-MG units. Isolated units have their attack and defense factors halved.

7.0 **COMBAT** Combat takes place during the three combat phases detailed below.

7.1 **Artillery Combat Phase** The phasing player now uses his artillery units to attack or fire on enemy held hexes. Artillery fire has three basic steps. A. Determining which units are eligible to fire. B. Allocation of attacks. C. Resolution of attacks.

7.1 A. **Eligibility:** An artillery unit is eligible to fire if it meets the following conditions: A. It has not moved more than 4 hexes in the immediately preceding Arty movement phase [ADC Note: Artillery pieces have a 'Moved – Yes/No' Piece Value. At start all pieces are set at 'No.' You can change the value to 'Yes' for artillery units that move more than 4 hexes]. Units which moved more than 4 hexes should be turned over at the end of the Arty movement phase and not reinverted till the rally phase. Thus inverted Arty unit will be easily recognized as ineligible to fire. B. It is not deployed on a partial map edge hex. C. It is not a mortar. (Mortars are infantry.) D. It is not Command disrupted.

7.1 B. Allocation of artillery attacks The phasing player declares which units will fire at which enemy occupied hexes. He also declares whether he will be making a Gas Attack (see below). The following restrictions apply. Note that attacking is always voluntary except in the case of enemy units adjacent. F. below.

A. The target hex must be within range of all attacking units. The range of a firing unit is printed on the unit. Range is given in hexes, and counted from the firing unit exclusive to the target hex inclusive.

B. Each artillery unit may fire only once per turn.

C. Combined attacks may be made. More than one arty unit may attack a target hex at the same time.

D. Multiple attacks may be made. More than one attack may be made against a target hex by different groups of attackers. These attacks are resolved in series.

E. The target hex must be spotted by any good order friendly unit; if both the target hex and the spotting unit are in the woods, the target hex must be within 3 hexes of the spotter, otherwise the target hex must be within 6 hexes of the spotter. The spotter does not need a clear line of sight to spot.

F. **Enemy Units Adjacent.** In the event an artillery unit remains adjacent to any enemy unit after the arty movement phase, its choice of fire is restricted. It must fire at the adjacent occupied hex since there is harassment assumed from the enemy unit. 1. If more than one adjacent hex is occupied by enemy units, the arty unit may fire at only one such hex. 2. This arty fire is still subject to shifts of the fire table as called for in the TEC.

G. **Gas Attacks** The phasing player may attempt a regular gas attack only on the turn listed on the SGC. After that turn, the German player may attempt two surprise gas attacks, the allied player one.

During Allocation the phasing player announces in which of his attacks he will attempt to use Gas. During resolution, of that attack, if any hit other than no effect results, any three adjacent hexes, at the attackers choice, suffer a disrupt result. If no effect results, the phasing player may announce the use of gas on any attack later in that phase. This continues till a gas attack is successful or till he runs out of attacks. Only one successful gas attack may be made per turn. Gas attacks may also produce collateral damage to adjacent hexes **[ADC Note: Gas markers are located in the Markers pool]**.

7.1 C. Resolution of Artillery Attacks The attacking player may resolve his attacks in any order he chooses except that all attacks against a particular target hex must be done in series. For each attack:

A. Find the total of the fire factors of all units attacking, halving any which are isolated or disrupted, fractions rounded down.

B. Refer to the Fire Table on the CRT. Find the vertical column under the number of fire factors found in A. above this number is rounded down if it falls between the numbers given.

C. If the TEC calls for it, or if Engineers are present, shift one column to the left, otherwise remain at that column.

D. Roll one die, cross reference it to the column you are on to produce a combat result and immediately apply it according to instructions in the CRT. If a gas attack was attempted and a hit scored, apply a disrupt result to any three adjacent hexes at the attackers choice, in addition to the result applied to the target hex.

E. If this is the last attack on that target hex, proceed to the next step, otherwise resolve the next attack on that hex starting with step A. above.

F. **Check for collateral damage:** Artillery fire directed at enemy target hexes adjacent to other occupied hexes may result in collateral damage to those other units as well, both friendly and enemy. Roll one die. After all attacks against a hex are completed, a die roll of 1 will produce collateral damage around a target hex that received any type of hit; a die roll of 1 or 2 will produce collateral damage around hexes that received only no effect results. If collateral damage is produced, apply a disrupt result to all adjacent units.

G. Proceed to resolve other attacks on other target hexes, steps A-F till all allocated attacks are completed.

7.2 OPPOSING PLAYER MACHINE GUN PHASE The non-phasing player may use his machine gun units to attack or fire on enemy held hexes in accordance with the following procedures and restrictions: This phase has the following basic steps. A. Determine which MGs are eligible to fire. B. Determine which MGs must fire at enemy units within their ZOC. C. Allocate all MG fire. D. Resolve all MG fire. Note that all attacks are voluntary except Zone Fire.

7.2 A. Eligibility: All MG units which are not Command-disrupted may fire in this phase.

7.2 B. Zone Fire: All eligible MG units which enemy units in their ZOC's must fire at those enemy occupied hexes. And must make a separate attack against each such hex, subject to the line of sight rules below.

7.2 C. Allocation of attacks The phasing player announces which MG units will fire on which enemy held hexes within the following limits: 1. All eligible MG units may fire only once per turn unless using Zone Fire as stated in B. above. 2. Combined attacks may be made. More than one MG unit may combine in attacking a target hex. 3. A target hex may be attacked only once in this phase. **4. Range:** The target hex must be within 6 hexes of all attacking units. **5. Line of Sight** All attacking units must have a clear line of sight (LOS) to the target hex. The LOS is to run from the center of the attackers hex to the center of the target hex. When a LOS is blocked, it extends into the hex which blocks it but not through that hex. When a LOS passes alongside but not into a hex which would block it, it is not blocked. A LOS is blocked by hexes containing enemy units but not friendly units, and by hexes containing blocking terrain, fully or partially. Blocking terrain is: Woods, towns, farms, hills, boulders, and rail lines.

7.2 D. Resolving Machine Gun Fire: Machine gun attacks may be resolved in any order the attacking player wishes. For each attack: 1. Find the total fire factors of all units attacking, halving any which are disrupted, fractions rounded down, and doubling any which are using zone fire. 2. Referring to the Fire Table on the CRT, find the vertical column under the number of fire factors found in step 1 above. This number is rounded down if it falls between the numbers given. 3. If the TEC or presence of engineers calls for it, shift one column to the left, otherwise remain at that column. 4. Roll one die, cross reference it to the column you are on to produce a combat result, and immediately apply it per the CRT. 5. Proceed with steps 1-4 till all attacks are resolved.

7.3 ASSAULT PHASE The phasing player may use his non-machine gun units to make and assist in assaults, in accordance with the following procedures. Note that all assaults are strictly voluntary. This phase has three basic steps. A. Determine which units are eligible to make or assist assaults. B. Allocation of assaults. C. Resolution of assaults.

7.3 A. Eligibility: Assaults may be made by infantry, engineers, snipers, infiltrators that are not command disrupted. Snipers and mortars that are in good order can support assaults. **7.3 B. Allocation of assaults:** The phasing player announces which of his eligible units will be assaulting and supporting assaults on which enemy units. The following restrictions apply: 1. An assault must be against all enemy units in a single hex, the defending units may only be assaulted once per turn. 2. All assaulting units must be adjacent to the defenders hex. Supporting snipers must also be adjacent but mortars need only be within range of the defenders hex. 3. Combined assaults may be made. More than one unit, from more than one adjacent hex may combine to assault the defenders hex. 4. Each unit making or supporting an assault may do so only once per turn. **7.3 C. Resolving Assaults:** Assaults may be resolved in any order the phasing player wishes. For each assault: 1. Find the total assault strength of all assaulting units, halving any which are disrupted, fractions rounded down. 2. Find the total defense strength of all defending units, halving any which are isolated or command disrupted, and doubling any on boulder hexes. Defending units are never halved more than once. Artillery and mortar defense strength is always one. All fractions are rounded up. **7.3 C, 3.** For each assault the phasing player has the option of using the mobile assault table or the close assault table on the CRT. a. If the Close Assault Table is chosen, subtract the adjusted defense strength (from step 2) from the adjusted attack strength (from step 1). This is the **combat differential**. Find the proper column on the table. b. If the Mobile Assault Table is chosen, compare the adjusted attack strength (from step 1) to the adjusted defense strength (from step 2) to produce a ratio. Round this down to a simple ratio, this is the combat odds. Find the column for that combat odds. 4. If called for by the TEC or presence of engineers, shift one column to the left; if snipers or mortars are assisting shift one column to the right, if both snipers and mortars are assisting shift two columns to the right (note that this is the only case of cumulative shifts), otherwise remain at that column. 5. Roll the die, cross reference it to the column you are on to give a combat result and immediately apply it per the instructions on the CRT. Repeat steps 1-5 till all assaults are resolved.

8.0 HOW TO USE THE TERRAIN EFFECTS CHART

The TEC lists the terrain types and their effects on movement, fire combat, line of sight and assaults. The movement column gives the cost of entering various types of hexes during normal movement. The fire column gives the column shifts on the CRT used when resolving Arty or MG attacks on hexes of the given type. The LOS column tells which hexes will block the line of sight. The assaults column gives the column shifts on the CRT used when resolving assaults on hexes of the given type. The status effects section summarizes the movement and combat effects of ZOC's and unit status.

Terrain/status		Effect		
	On Movement	On Fire	On LOS	On Assaults
Wood green	2MP	shift 1 left	blocks	shift 1 left
Ravine	1 MP, + 1 MP to exit via crest * 1	shift 1 left	crest blocks if in ravine *2	shift 1 left
River Brown & open line	1 MP	none	none	shift 1 left if defender is on x *3
Rail	1 M P regardless of other terrain	none	blocks	shift 1 left if defender is on x *3
town	1 MP	shift 1 left	blocks	shift 1 left
farm	1 MP	shift 1 left	blocks	shift 1 left
hill brown	2MP	shift 1 left	blocks	shift 1 left
boulders brown	2MP	shift 1 left	blocks	defender doubled
clear	imp	none	none	none
road	1/2 M P if entered on road	none	none	none
EZOC	must stop	blocks retreats: blocks supplies unless friendly held, if it is infantry ZOC		
Enemy unit in hex	may not enter unless infiltrate.	blocks retreats and supply lines		

friendly unit in hex	see stacking	may block retreats if stacking would be exceeded.
MG Zone Fire		double fire factors
sniper supporting assault		shift 1 right
mortar supporting assault		shift 1 right
sniper & mortar supporting assault		shift 2 right
unit isolated		attack 1/2 defense 1/2
unit disrupted	movement 1/2	attack 1/2
unit command Disrupted	movement 1/2	cannot attack defense 1/2

MOVEMENT POINTS AND COLUMN SHIFTS NEVER ACCUMULATE, unless so stated.

Hexes with ravines are always treated as ravine hexes regardless of any other type of terrain present in them.

NOTES:

*1. To move from a ravine hex that is not at the end of the ravine, to a non-ravine hex costs 1 extra movement point. *2. When a unit is in a ravine its LOS is blocked by all adjacent non-ravine hexes. *3. If the defender is adjacent to a river or rail line, and if all assaulting units are on the river or rail line then the CRT shifts 1 column to the left.

FIRE TABLE

DIE/Factors Firing

ROLL	1	2	3	4	5	6	7	8	10	12	14	16	18	20
1	DD	DD	DD	DC	DS	DS	DS	DS	DS	DE	DE	DE	DE	DE
2	DD	DC	DC	DS	DS	DS	DS	DS	DE	DE	DE			
3	DD	DD	DD	DC	DS	DS	DS	DE	DE					
4	DDDDDDDCDCDSDE													
5	DDDDDDDDDC													
6	DD	DD												

MOBILE ASSAULT TABLE

DIE COMBAT ODDS

ROLL	1-4	1-3	1-2	1-1	11/2-1	2-1	3-1	4-1	5-1	6-1
1	DD	DD	DC	DR	DR	DR	EX	DE	DE	DE
2	BD	DR	DR2	DR2	DR2	DR2	DR2	EX	DC	DE
3	AR	AR	AE	EX	EX	EX	DR2	DR	DR2	BSR
4	AE	AE	AR	AS	BS	BSR	DD	DR2	DR2	DR
5	AE	AR2	AR	AR	AR	BD	BSR	BSR	DR	DR2
6	ASR	ASR	ASR	ASR	ASR	AS	AS	AS	BS	DR3

CLOSE ASSAULT TABLE

ROLL	-3	-2	-1	0	1	2	3	4	6	8	10
1	DS	DS	DS	DSR	DSR	DC	DC	DC	DE	DE	DE
2	DD	DC	BC	DC	EX	EX	DE	DE	EX	DE	DE
3	AS	AS	BSR	BS	BS	BSR	EX	EX	DSR	EX	DE
4	AC	AC	AD	AD	AD	BD	BD	DD	DC	DS	DSR
5	AE	AE	AE	AE	AS	AS	AS	AS	BS	DD	DC
6	AE	ASR	ASR	ASR	ASR	AS	AS	AS	AS	AS	BS

The first letter of the combat result is either A, D, or B. This tells whether the result is applied to the attacker, the defender or both, respectively. Unless the result is EX which means exchange. After the A, D, or B you may find the following abbreviations: E-elimination, S-step reduction, C-command disruption, D-disruption, R, R2, R3-retreat 1, 2, or 3 hexes. Blank spaces mean no effect.

9.1 HOW TO APPLY COMBAT RESULTS

A. Once the die roll has produced a combat result, go to Explanation of Combat Results and follow the instructions there.

B. Note that at times certain combat results may refer you to other results in turn. For example when

retreats or step reductions actually produce eliminations instead.

C. After applying any result that produces a retreat or elimination, the Advance after Combat Option may apply.

D. After applying combat results in full, and any optional advances are made, proceed to resolving next attack or next step.

9.2 EXPLANATION OF COMBAT RESULTS

BLANK SPACE: No effect

DE: Defender eliminated, immediately remove unit from play, also engineer if present.

AE: Attacker eliminated, immediately remove one attacker unit at attacker's choice.

EX: Exchange, all defenders immediately removed; at the attacker's choice attacker units must be removed whose attack strength is equal to or greater than the adjusted defense strength of the defender. (Adjusted for isolation, D, or C.)

DS: Defender step reduced, if it is a French unit it must also retreat one hex. If it's artillery and if it received a DS by using the fire table, apply a DD result instead.

AS: Attacker step reduced, one attacker at attacker's choice must step reduce.

BS: Both step reduced. All defenders and one attacker at attacker's choice step reduce.

DSR: Defender step reduced and retreated one hex.

ASR: One attacker unit step reduced and all attackers retreated one hex.

BSR: Both DSR and ASR as above.

DR, DR2, DR3: Defenders retreated 1, 2, or 3 hexes respectively. Attacker may immediately advance any or all units involved in that combat along the retreat path of the defender.

AR, AR2, AR3: Attackers retreat 1, 2, or 3 hexes respectively. Defender may immediately advance any or all units involved in that combat along the retreat path of the attackers.

BR, BR2, BR3: Both attackers and defenders retreat 1, 2, or 3 hexes respectively.

DD, AD, or BD: Defender, Attacker or Both disrupted. Place a D on the unit/s if it already has a D or C on it, it is removed from play instead.

DC, AC, or BC: Defender, Attacker or Both Command Disrupted. Place a C on the unit/s, if it already has a D or C on it, it is removed from play instead.

STEP REDUCTION: Step reduction is done by turning a unit over to show its weaker strength which is in effect from that point on. If a unit has already been step reduced and/or has no weaker strength, it is removed from play instead.

RETREATS: Units which receive a retreat result are moved the required number of hexes by the player they belong to, provided the following conditions are met:

A. The retreated units may end their movement stacked with others only within the stacking limits. B. The retreat path must be free of enemy zones of control and may not include the same hex twice.

If these conditions are not met, the unit/s are removed from play instead.

ENGINEER UNITS stacked with other units will suffer combat results in the same way as the other units.

ADVANCE AFTER COMBAT: This is a form of special movement (along with retreats and eliminations), which works as follows.

After applying a result from either assault table in resolving a particular assault: if units are retreated or eliminated from one side only, not both, and if the player owning the remaining victorious units desires to, then he may move any or all such units in to the vacated hex/es of the enemy units. Mortars supporting an assault, but not adjacent to the defender, may not be moved in this case. In addition, if using the Mobile Assault Table, and if units are retreated more than one hex, the player owning the victorious units may advance any or all of them (except non-adjacent mortars) along the retreat path of the defeated enemy units. This option must be taken immediately, before preceding further with play, or not taken at all.

10.00 STRATEGIC VICTORY

A strategic victory is defined as having all large-lettered towns and farms in friendly zones of control, all hills with at least one-half of each one's hexes in friendly zones of control, and all of Belleau Wood proper, except for 19 hexes or less, in friendly zones of control (or all of Belleau Wood proper totally surrounded by friendly zones of control). An outcome this favorable is classified as strategic since it represents a strong geographical position from which either side could launch its decisive offensive in the year 1918. For the Germans, it would mean a virtual open road to Paris, abandoned by defeated French and Americans. For the Allies, it would begin their own counter-offensive a month earlier in the

drive to Armistice Day.

B. Tactical Victory

A tactical victory is gained by scoring victory points as follows:

For each enemy unit left eliminated at game's end (not returned as replacement)	One point.
For each large-lettered town or farm entirely in friendly control	Five points.
For each hill with at least 50 percent of its hexes in friendly control (duplicate points are possible for a 50-50 split in control)	Five points.
For each French unit, exclusive of artillery which may remain, left on the board after the June 5th turn, per turn	One point, to German player.
For Belleau Wood proper, except 19 or less hexes left in German control	50 points, to Allied player.
OR	
For Belleau Wood proper, with at least 20 hexes in friendly control	20 points, to Allied player.

After both sides have totalled the above points, they are compared to established levels of tactical victory. A decisive tactical victory is based on 35 or more points in excess of the opponent's total; a substantial tactical victory is when the player has from 16 to 34 more points than his opponent; and a marginal tactical victory occurs when he has from one to 15 more points than his opponent would have.

Friendly control in both types of victories is reasonably interpreted. It is not necessary for a friendly unit to occupy every territorial objective, as long as friendly units were the last to be there and/or it is clearly behind friendly lines.

With both types of victories in this regular campaign game, as well as with those in the optional scenarios, players may determine the outcome at the end of the last turn or at an earlier point by mutual agreement.

The historical Campaign Scenario is on the set up/turn chart.

11.0 OPTIONAL SCENARIOS

The regular campaign game of **Belleau Wood**, lasting fifteen turns, is based on historical unit location and reinforcement rates. For players who would be interested in alternative game-lengths and/or alternative unit placements, two Optional Scenarios are offered.

A. Free French Set-Up

1. Historical Background

In the actual battle for Belleau Wood, the French forces were at a disadvantage because of low morale, reduced strength and poor leadership. Among the problems of the French command was an obsession for "tous le monde a la bataille", meaning everyone to the front, usually a single line vulnerable to overwhelming attack. The regular campaign game involves such a defense line.

2. The Play

To offset the German onslaught, the Allied player sets up first as with the regular campaign game, using the same Reinforcement/Replacement Chart. But all starting French units may be placed to the north of the east-west hex line through Bouresches, inclusive, except artillery which may be placed to the south as well. Their northernmost boundary is the fourth hexrow from the north edge of the map. All Germans set up on north edge hexrow. Victory conditions remain the same as in the regular campaign.

B. Marine Campaign

1. Historical Background

During operations for Belleau Wood, French forces provided limited, secondary support in what was headlined at the time as a German-American slugfest. Although they are valuable to a degree, the Allied player may exclude them to see how the "devil-dog" marine units do one-on-one against the Germans.

2. The Play

Play commences with the 6/5 turn, with all French units out except their artillery on loan to the U.S. Germans set up first, with the following units: 15 MG, 5 E, 3 HM, 2 LM, 6-15(5), 2-15, 4-20(2), 8-20(2), and any 40 Infantry, at full strength and at German player's choice from the units scheduled to enter through 6/5; the leftover infantry and machine gun units from the regular game are to be set aside and cannot be used for replacements either. The Germans set up anywhere from the west edge to Lucy-le-Bocage, to Vaux, to Hill 204, inclusive. After the German set-up, the U.S. player moves first on his 6/5 turn by bringing in everything he has, including French artillery, from any south edge hex. Since all his reinforcement are in on turn 6/5, only his replacements come in on later turns. For the rest of the scenario, the U.S. player moves first.

After the 6/5 turn, the rest of the German player's schedule of reinforcements/replacements is the same as in the regular campaign game. Road movement rate are in effect at all times, as are the gas attacks, which begin on the 6/5 turn.

Victory conditions are different from the regular campaign game; the U.S. player to win must take any three of these four objectives: Hill 142, Hill 133, Bouresches or Vaux. To claim them, the U.S. units must have all of their respective hexes under friendly zones of control. The German player may win by avoiding the U.S. terms of victory.

Playtest Notes

Belleau Wood is a very good game in depicting the combat in the latter period of the First World War. The map is used from one end to the other with line moving back and forth. Due to the game Mechanics you will really get a feel of what the combat was like in this era. The MG, breaking up the attacks of the well thought out plans, Artillery blowing holes in your line, Infantry slogging through the woods and hills to take the next hill. Playing this game gives you an idea of what it was like out on the field with the MG mowing you down and artillery blowing you away. Finding tactics to take the positions and keeping them is a good part of this game.

The Germans are forced to make a very fast advance and then hang onto the ground for the counter attack that will be coming. They have many ways in which to do this, but breaking the French line is a must. Breaking through you are then

able to surround and isolate units and get points for these without having to really attack them. Movement is the key for the German and he must stay mobile at all times. The ravines can help the German flank positions and carry the day if the Allies are not watching. Above all keep moving for victory. After the U.S. comes on, selected counter attacks will wear him down as they are not very good defensively.

The Allies in the first half of the game have got to fall back, giving up as little ground as possible, maintaining a line and causing as many losses on the Germans as possible. It sounds like a lot and it is. You have to choose where you will fall back and where you will hold. You must counter the German threats and keep him off balance with your counter attacks. By weakening the Jerry's you will help the U.S. when they come on. After the U.S. comes on you must start on the offensive as soon as possible. You now have to retake the land. Use the U.S. wisely and copy German breakthrough tactics. It will help you recapture Belleau Wood.

Play Tester's Notes:

The power of the artillery in this game is enormous. With the artillery you are able to plot the avenues of where to attack, due to the fact of disruptions and eliminations. The artillery must be protected at all times, though it must continue to move forward in order to supply the needed support. Lack of artillery can spell the end of the game for you, be careful with it. It is not very mobile and should stay on the road nets.

Machine guns are very effective in breaking up attacks of the enemy. Placement of these units in the line is very important, at strong points, or points of value must have a number of these units to be able to hold on. As the Germans you have many more MG units than the Allies and you must use the MG's both offensively and defensively. Placing your MG next to the French in your movement phase, will mean they will have to withdraw or get shot at. The MG's for the German are the most effective weapon that they have, better than infantry and more mobile than artillery, they are the only units that can be used offensively and not attack! Save your infantry units for when the U.S. enters. For the Allies the MG's will protect the wide open spaces around the key areas on the map, and protect the artillery positions as well.

The Infantry units are the main stay of this game. They are the only units that can hold onto the ground. The quality of these troops vary greatly from the French to the tough U.S. troops. The Germans are fairly stable with the troops very close to each other in combat values. The French units are good only for holding back units for short periods. Too low in strength to make many counter attacks, though they can if the Germans leave an opening, and by all means do. The Germans have very good attack and defensive strengths to be able to maintain an offense against the U.S. forces. The U.S. forces are attack-prone, they have much higher offensive rating than defensive ones, and thus they can be attacked by strong German forces and cut down. It will be up to the U.S. infantry to take back all of the woods and hills as the French will be falling back from turn one.

By late 1917 the fortunes of the First World War shifted drastically, and temporarily, in favor of Germany. Bolshevik Russia had sued for peace, allowing Generals Von Hindenburg and Ludendorff to collect some thirty-four divisions from the east front and entrain them west.

Armed with precious supplies scraped together and the confident **stosstruppen** (stormtroopers), the Commanders chose to lower their hammerhead on the British in March 1918. Their declared priority was to knock out the British, as the weaker force compared to the French. The French then would be helpless with their northern flank turned to the Atlantic. As for the Americans, pouring into France by the thousands, they would be as yet too green to stop the final victory, won by the **frieden sturm** (peace offensive).

All this calculation became history in mid-March when 194 German divisions, about 3.6 million men, descended primarily on the British. Appalling casualties on both sides by April 29th resulted in a new front shifted on the average twenty-three miles closer to Paris. Ludendorff had tried in a series of tactical shifts to push back the front wherever possible, choosing French and then British, but with little strategic success. Undaunted, he still had plenty of punch left against the weak demoralized Allied armies. The stage was set for the second phase of the German offensive and for Belleau Wood.

Frustrated with the stubborn British, Ludendorff now looked south and southwest to gain the longawaited breakthrough. He launched Plan Blucher on May 27th with thirty divisions to draw off French reserves from the British. The idea was to drain the British front so that the Germans could then return and push them back to the sea as planned. The Marne River and the Paris-Metz highway were the focus of this second attack, and at first it went quite well. Not since 1914 had the Germans penetrated so far into France.

By May 30th they pushed twenty to twenty-five miles, and threatened to cross the Marne in force. The situation was desperate for the French. The only serious opposition available between them and Paris consisted of a half dozen American divisions. Since March they had lost over 400,000 men on the western front; Marshall Foch, the Allied commander, realized his countrymen were in little mood to continue. Knowing the Americans were only partially ready, he decided to rush them in anyway to plug the gaping holes in the French lines. The worst hot spot, the Chateau-Thierry gap, had to be filled somehow--Foch feared for Paris should the Germans secure the Marne.

To fill the gap, the French High Command assigned Belleau Wood and its vicinity to the American 2nd Division, initially in support of three battered French Divisions. The Wood itself lay thirty-nine miles northeast of Paris and ran roughly one by one-and-a-half miles in the shape of a seahorse. It was situated just north of the Marne and west of Chateau-Thierry, where the American 3rd Division deployed. The Wood's terrain was full of underbrush, gullies, rocks and ravines. By coincidence, the Division's Marine Brigade deployed due south of the Wood, and the Doughboy Brigade came in to their right, south of Vaux. (At that time Marines were integrated with Army units). Since June 1st both Brigades had lent valuable support to the French. They helped repel the advances of a concentrated German force, the IV Reserve Corps under von Conta, numbering three divisions, soon to grow to six. By June 5th the Americans had taken over completely from the exhausted French infantry who pulled out of the line. To the rear, French artillery stayed on to answer the German barrages.

On June 6th the eager French area commander, Degoutte, unleashed the Americans in a counterattack on the Wood and surroundings. He paid little attention to their readiness and thought the whole affair was a field show to wind up in a day or two. However, his intelligence was poor--the Wood looked deserted, and so little artillery preparation was given. To their surprise the Allies discovered heavy German resistance as the battle began. Doughboys and Marines first fell in the wheatfields outside the Wood, from machine guns posted behind tree lines. Devastating German artillery fire followed within minutes.

For three weeks, in a nightmare of machine gun bullets, harassing artillery fire day and night, gas, bayonets, agony and confusion, the two armies went at it. They fought as though the Wood was the Stalingrad of 1918. The comparison is fair because the local terrain, militarily insignificant in itself, was fought over as though the entire front depended upon who owned every tree, every boulder, every trail.

The battle arose in Belleau Wood because Germans and Americans chose it to be there. In a whirlwind of challenge and counterchallenge, each assigned great psychological value to the outcome, one side tried to show that Americans could not defeat the Kaiser's veterans head-to-head, while the other insisted that they could. Up to now Americans had only participated in raids or in the limited attack at Cantigny in May. But Belleau Wood was to be different. It became the first real test for American troops on the western front in World War 1. And it happened at the high point of the Germans' advance, from which they never were to recover. Their long retreat to the Belgian frontier would soon begin.

As the Marines slowly advanced through the Wood, over two hundred German machine guns, light and heavy, went into place to meet them. Infantry threw themselves against the Germans who at this time in the war were masters of defense-interlocking fire, air reconnaissance, gas and counterattacks. Progress was painfully slow. One company reported a day's twenty-yard advance against sixteen heavy and thirty-five light machine guns.

The German defenders enjoyed several advantages: they (1) never lost air superiority (and with it superior intelligence) over the sector until the front finally shifted far to the north; (2) massed stronger artillery; (3) overloaded the terrain with machine guns; (4) generally exploited the tough terrain of boulders, hills, buildings and woods; and (5) rotated divisions every five days or so to keep the line fresh and alert. The Allies had only two: (1) fresh troops and (2) good morale, at least for the Americans.

On the other hand, American forces were hurt by poor intelligence, by infrequent relief, by inexperience, by the lack of artillery preparation, by the absence of tanks, and by failure to bypass the Wood. Chances for a bypass were at the time unlikely since to the west and east of the Wood, Allied troops were too busy defending to coordinate a wide flank movement on the Wood; German pressure was constant. To the west, the French first counterattacked with the 116th Regiment and then barely held on; to the east, the American 3rd Division dug in at Chateau-Thierry one mile east of Hill 204. The Belleau Wood battle was thus destined to be a local show.

To the credit of the Marines and their regular Army commander, General Harbord, the Wood campaign had its share of Yankee ingenuity. Field officers complained of the Maxim machine guns and received support from rifle grenades, trench mortars, artillery and gas, although, it seemed, there was never enough in quantity. Allied artillery, French and American, was first concentrated on June 10th. But some 34,000 shells did not dent the enemy. Gas and trench mortars were sent

in intermittently, with little real effect. Even sniper platoons, which were formed to take out individual enemy positions here and there, could not shut off a stream of enemy replacements. For their part the Germans improvised and sent forward personnel dressed in American uniforms - English-speaking infiltrators who managed to disrupt a local unit or two.

From the start, the American command rightly saw the immediate flanks as targets. Hill 142, the Mares Wood, Triangle Farm and Bouresches were all taken early. Vaux on the right however was left to the Doughboy Brigade to capture in a well-planned assault on July 1st. The final nut in the Wood, Hill 133 and the boulders nearby, fell on June 26th after a heavy barrage. When it was all over, some 10,000 of the 27,000-man division (and dozens of officers) were recorded casualties. In three weeks of incessant warfare, the Marines had rested just four days while outside Doughboys from the 3rd Division tried to carry on the pressure. Of the 50,000 or so Germans involved overall, estimated losses were nearly double those of the Americans. The price was high.

In the early phase of the actual battle the French remnants filtered out of the Wood without affording much resistance to the Germans. There were in fact enough bodies to form a line, but the French were depleted and felt little desire to make a stand. Strategy for the game thus centers on their vacuum of retreat.

The Germans have several alternative attack points and their strategy works best if their offensive can move the French back as far as possible at minimum cost. When the Americans enter, those large Doughboy and Marine units will wreak havoc unless the Germans have conserved some strength. Belleau Wood is the focus of victory, so a healthy German share of the Wood is vital. If feasible, taking all of the Wood permits the best German defensive position. Also, selective counterattacks will help throw the Americans off-balance.

For the Allies, the French have to stand somewhere sometime since a rapid German advance will destroy set-up areas and breathing room for the American troops. A gradual fall back would help also to avoid isolating French units, since the German player can keep them around to collect victory points for their presence in the game after June 6th. Cut-off French units therefore have little choice but to attack and hopefully take German units with them. The American units have to push in hard, check the enemy advance and then start mopping up German units. The machine guns in particular have to be taken out. Coordinated assaults and concentrated barrages will contribute to developing holes in the lines. A major choice for the American units will be whether to execute a frontal or flank attack on the Wood, because there may not be enough time or strength to do both.

Players will no doubt develop their own variations on the above strategies. Although the victory conditions bear heavily on the Wood, that's the way the battle developed. It is an interesting challenge to wage a mobile battle in a war known for its trenches. Here, except for small, hastily-dug rifle pits, the classic trenches of the war were never seen in this sector. The Germans had left their defense lines weeks before at Chemin de dames twenty miles to the north. The French simply had no time to dig in once the war rolled south.

Eventually the new lines were to be etched in gas, shells and hot lead in and around Belleau Wood. Only the courage and persistence of the troops involved made this battle static until one or the other gave in. To the Marines it has always ranked high in their distinguished annals of war. If in the play of "Belleau Wood" some of this excitement comes through, then the tactical simulation will be truly informative and enjoyable.