indicated on its face, along the north edge from hex 0401 to 0901 inclusive.

[9.0] COMBAT SETUP

General Rule

Each unit has a Combat Strength value printed on it that represents its basic power to attack and defend. During a Friendly Combat Phase, each unit may participate in an attack against an adjacent hex that is occupied by an enemy unit.

Procedure

The player examines the positions of his units, determining which are adjacent to enemy units. These are the units that are eligible to conduct attacks during that player's Combat Phase. Attacks are conducted using the Combat Results Table (see the Player Aid sheet) and the procedures detailed in the following section (10.0: Combat Resolution).

Cases

[9.1] Combat is Voluntary

A unit is never forced to attack. Attacking is voluntary. In a given Combat Phase, some of the eligible units may attack and others may not. Indeed, the player may totally pass up the chance to make any attacks at all during a given Combat Phase.

[9.2] Target a Single Hex Only

Only one enemy-occupied hex may be the object of a given battle (a "battle" is defined as a single die roll being compared to the Combat Results Table). Even though an attacking unit may be adjacent to more than one enemy-occupied hex, it may conduct an attack against only one such hex in its Friendly Combat Phase.

[9.3] Conducting a Single Attack

No unit may participate in more than one battle per Friendly Combat Phase.

[9.4] Being Attacked Once

No unit may be the object of more than one battle per Enemy Combat Phase. Regardless of how many attacking units are adjacent to it, a given enemy unit may only be subjected to one battle per Combat Phase. It must defend against this attack. (Unlike the attacker, the defender's participation in a battle is involuntary.)

[9.5] Multiple Units Attacking

More than one unit may participate in a given attack. As many units as are adjacent to an enemy-occupied hex may combine their strengths into one attack against that hex. Note that if one or more such units attack, this does not obligate any of the *other* adjacent units to participate.

[10.0] RESOLVING COMBAT

How attacks are evaluated and resolved.

General Rule

An attack results in a "battle" that consists of the comparison of the strength of a specific attacking force with that of a specific defending unit; it is resolved by the throw of a die on the Combat Results Table. The result of a battle may affect either the attacker or the defender.

Procedure

The Attacking Player totals up the Combat Strength of all his units that are involved in a given attack and subtracts from that total the Combat Strength of the enemy unit being attacked. The resulting number is called the **Combat Differential**.

The player locates the column heading on the Combat Results Table that corresponds to the Combat Differential. He then consults the Terrain Effects Chart to see if the column of combat resolution is to be shifted because of the terrain the defending unit is on. If more than one type of terrain exists on that hex only the worst (for the attacker) is used. This gives the **Final Column** that will be used in that battle.

For example: A German 2-Strength defending unit is subtracted from a US 15-Strength attack. The CRT column used is "10+ >." Since the German unit is in a Fortified hex, it is shifted three columns to the left and the attack will be resolved on the "+4, +5" column.

The Attacking Player then rolls a die and cross indexes the result with that battle's Final Column and reads the result. That result is applied immediately, before going on to any other battles. After he has conducted all of his desired battles for that turn, the player announces the end of his Combat Phase.

Cases

[10.1] Declaring an Attack

The Attacking Player must clearly indicate to the Defending Player which of his units are involved in a given attack against a specific defending unit, calculating and announcing the Combat Differential and Final Column that will be used to resolve that battle. The Attacking Player may resolve his battles that turn in any order he chooses. Once the die is thrown, however, he may not change his mind.

[10.2] Higher & Lower Column Battles

The calculated Combat Differential is always determined to represent a specific column of results on the Combat Results

Table. If the Combat Differential in an attack is higher (or lower) than the highest (or lowest) shown on the table, it is simply treated as the highest (or lowest) column available.

[10.3] What the Combat Results Mean

The abbreviations on the Combat Results Table indicate which units are retreated.

NE: No Effect; nothings happens.

DR: Defender Retreats; the defending unit is forced to move one hex away from the attacking unit(s) by the defending player. The attacking player may then 'advance after combat' one of the attacking units into the defender's vacated hex.

DR2: Defender Retreat 2 Hexes; same as above, except the defending unit must retreat two hexes (see 10.4).

AR: Attacker Retreats; all of the units involved in the attack are forced to move one hex away from the defender's location by the attacking player. The defending unit may *not* 'advance after combat.'

[10.4] Movement as a Result of Combat

When a unit is retreated, it may retreat only if it does not have to enter a hex containing another unit (enemy or friendly) or enter a hex adjacent to an enemy unit (i.e., in an Enemy Zone of Control).

[10.41] **Rivers:** Retreating units may not cross rivers, even across a connected road hexside, when retreating.

[10.42] **Inability to Retreat:** Any unit that cannot retreat because of the above is destroyed and removed from play.

[10.43] **Advance After Combat:** Whenever a defending unit vacates a hex as a result of combat, one of the victorious attacking units from that battle may enter the vacated hex, even across a river hexside. If the units retreated *two* hexes, one victorious unit may enter *either* vacated hex.

[10.5] Terrain Effects on Combat

The Terrain Effects Chart on the Player Aid sheet shows how many columns the combat is shifted when the defender is on certain types of terrain.

The effects of more than one type of terrain (like a fortress in the woods) are **not** cumulative. If more than one type of terrain exists on a hex, only the worst (for the attacker) is used.

THE DRIVE ON METZ
SEPTEMBER, 1944

Table of Contents

[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major "**Rules**" sections as shown in large green SMALL CAPS font, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's subject matter, its components, the procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be "**Cases**" that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.12 is the second Subcase of the first Case of the fourth Rule.

Important information is in **red** text.

References to **examples** of a Rule or Case are in **blue** text and this font.

Text in shaded boxes, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

Patton in Pursuit

THE DRIVE ON METZ is a two-player game recreating General George S. Patton's attempt to seize the key city of Metz and get across the Moselle River before the retreating Germans could form an effective defense. The American forces, comprised of three divisions of the 20th Corps, had just completed an epic pursuit across France after the Allied breakout from the Normandy beachhead. The exhausted Allied forces were at the end of their supply line and had barely enough resources left for one last push.

If they had been able to get across the Moselle River, they would have compromised the entire German Westwall defenses. This would have enabled Patton to make an attempt at crossing the Rhine before the end of 1944 and might have ended the war months earlier.

The defending German forces, four divisions of the 82nd Corps of the German 1st Army, were a combination of hastily collected and organized units, including fresh units from the German interior and remnants of units that Patton had been pursuing across France.

The battle, which began on 7 September 1944 and lasted for about a week, was a singular opportunity that could have gone either way. Historically, the Germans won, but just barely.

[2.0] GENERAL COURSE OF PLAY

THE DRIVE ON METZ is basically a two-player game: one player assumes the role of Germany and the other player assumes the role of the United States. Each player moves his units and executes attacks on enemy units in turn, attempting to fulfill the game's **Victory Conditions**.

To move from one space (called a "**hex**") to another, each unit expends a portion of its **Movement Allowance**. Combat is resolved through **battles** by comparing the total **Strength Points** of adjacent opposing units and expressing the comparison as a simple differential (e.g., '+3' means that the attacking side has a three Strength Point advantage in that battle). A die is rolled and the outcome indicated on the **Combat Results Table** (CRT) is then applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] The Game Map and Scale

The 8.5" x 11" game map represents the area of Lorraine (France) just west of the Moselle River in the vicinity of the ancient fortified city of Metz as it appeared in 1944. The total area of the game map is 44 x 36 kilometers. The game scale for the map is 1:250,000 (one hexagon is 4 kilometers across). Each Game Turn represents one day of real time.

A hexagonal grid has been superimposed to regulate movement and the position of the playing pieces. Explanations of the terrain features will be found on the **Terrain Effects Chart** (TEC).
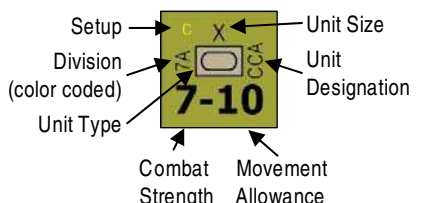
[3.2] Game Charts & Tables

Various game aids are provided for the players in order to simplify and illustrate certain game functions. These are the Combat Results Table (CRT), the Terrain Effects Chart (TEC), the **Turn Record Track**, and the **Victory Point Track**. These are explained later in the appropriate rules section.

[3.3] The Playing Pieces

[3.31] The playing pieces represent actual military units that fought in this campaign. The numbers and symbols on the playing pieces represent the strength and type of unit simulated by that particular piece. The playing pieces shall henceforth be referred to as "**units**."

[3.32] Sample Unit

Setup · Unit Size · Division (color coded) · Unit Designation · Unit Type · Combat Strength · Movement Allowance · 7-10

Unit **types** are either infantry (foot soldiers), armored (German "panzer"), or armored infantry (German "panzer grenadier").

Types		Sizes	
Infantry		X	Brigade
Armored (Panzer)		III	Regiment
Armored Infantry (Panzergrenadier)			

Unit **types** are either infantry (foot soldiers), armored (German "panzer"), or armored infantry (German "panzer grenadier").

Combat Strength measures a unit's value in battle as expressed in Strength Points; higher numbers are stronger.

Movement Allowance determines how far the unit can move expressed in **Movement Points**; higher numbers are faster.

Unit **size** is provided for historical interest only and has no effect on game play. Each unit represents approximately 3,000 to 4,000 soldiers and their equipment

Unit **identification** is also for historical interest, but can affect gameplay when using Optional Rule 11.1.

The map is divided into hexagons (we call them "hexes") which define units' positions like the squares of a chessboard. The map also shows important terrain such as forests, cities, fortifications, rivers, and railroads.

The **Player Aid sheet** includes the Terrain Effects Chart that more fully explains each terrain type and how it works in the game, the Combat Results Table, the **Game Turn Record Track**, a **Victory Point Track** for keeping score during play, and a reminder of the **Sequence of Play** during a turn of **THE DRIVE ON METZ**.

The six-sided die, which players must provide, is used **only** with the Combat Results Table to determine the result of battles. The die has **nothing** to do with movement of units.

[4.0] SEQUENCE OF PLAY

Procedure

How Turns Work: The players take turns moving their units and making attacks as described in this Rule.

Each **Game Turn** is divided into parts or "**phases**" that are performed in the exact order listed below. All actions in one phase must be finished before the next phase can begin. The first three phases constitute the American "**Player Turn;**" the next three form the German Player Turn.

American Player Turn

1. **American Moselle VP Phase.** The American player checks to see which, if any, of his units are east of the Mosselle River and scores 1 **Victory Point** for each of them (see Case 6.1).

2. **American Movement Phase.** The American player may then move his units. He may move as many or as few as he wishes, one after another, within the limitations of the rules of movement.

3. **American Combat Phase.** The American player may attack adjacent enemy units. He may perform these attacks in any order he wishes, applying the results immediately as each is made.

German Player Turn

4. **German Movement Phase.** The German player may move his units. He may move as many or as few as he wishes, one after another, within the limitations of the rules for movement.

5. **German Combat Phase.** The German player may attack adjacent enemy units. He may perform these attacks in any order he wishes, applying the results immediately as each attack is made.

6. **No American Moselle VP Phase.** The German player checks to see if any American units are east of the Mosselle River and scores 1 Victory Point if there are none (see Case 6.2).

Housekeeping

7. **Game Turn Phase.** Advance the Game Turn marker or, if the last turn was played, stop and determine the winner.

These two Player Turns are repeated seven times. The game is over at the end of the seventh Game Turn and the players determine the winner as per Rule 6.0.

[5.0] STARTING THE GAME

Procedure

1. Set aside set aside the two American and eleven German units with Victory Point (VP) values in their upper-right corners; these units are only used when using certain Optional Rules (see 11.0).

2. Place the German units first. The 106th Panzer Brigade is set up on the Game Turn Track to arrive as a **reinforcement** on Turn 2. The other ten German units are setup on the map as indicated by hex number on the individual units' top-left corner and as shown in the Game Setup illustration.

3. Then the American player sets up. Place the eight American units along the west edge of the map into groups as indicated on the individual units and as shown in the Game Setup illustration. These units will all enter play as reinforcements during the American Movement Phase of Game Turn 1 (see Rule 8.0).

3. Place the Game Turn marker in the number '1' box on the Game Turn Record Track.

4. Place each player's Victory Point markers in the matching boxes along the left-most side of the Victory Point Track (the "0" and "00" boxes).

After following these steps to set up the game, the American player begins the game and follows the Sequence of Play (as

per Rule 4.0) until the seventh Game Turn is completed.

[6.0] HOW TO WIN

Players win by obtaining more Victory Points (VPs) than their opponent. Victory Points are obtained as follows:

[6.1] American Victory Points

- **1 Victory Point** for each unit that begins the American Movement Phase on the EAST side of the Moselle River (i.e., in one of the lightly-shaded yellow hexes).

- **5 Victory Points** for an American unit being the last unit to enter or pass through Thionville [hex 0701].

- **20 Victory Points** for an American unit being the last unit to enter or pass through Metz [hex 0807].

- **5 Victory Points** for each unit to exit the EAST side of the map before the end of the game.

[6.2] German Victory Points

- **10 Victory Points** for each unit to exit the WEST edge of the map by the end of the game.

- **7(-) Victory Points** are obtained for each unit of the 3rd Panzergrenadier or 17th SS Panzergrenadier Divisions to exit the EAST or SOUTH edge of the map by the end of the game. The number of victory points varies according to the Game Turn in which the unit is exited. If the unit exits on Turn one, 7 points are obtained. Turn two, 6 points; etc. as shown on the Game Turn Record Track.

- **1 Victory Point** at the end of each German Combat Phase if there are no US units on the EAST side of the Moselle River.

- **1 Victory Point** for each US Combat Strength point eliminated during play.

[6.3] Using the Victory Point Markers

The VP markers may are used to keep track of each player's score. Adjust them as Victory Points are earned so that players always know what the current score is.

[6.4] Determining the Winner

Victory is determined at the end of the game by comparing each player's Victory Point score. If one side has 5 more points than the other, it has won a Marginal Victory; 10 points is a Substantial Victory, and 15 or more points is a Decisive Victory. If neither side is more than 4 points ahead, the game is a Draw.

[7.0] MOVEMENT OF UNITS

General Rule

Each unit has a Movement Allowance number printed on it which represents the basic number of hexes it may move in a single Movement Phase. Each player moves only his own units during the Movement Phase of his Player Turn (called the "Friendly" Movement Phase), as shown in the Sequence of Play (Rule 4.0).

Procedure

Units move one at a time, hex by hex, in any direction or combination of directions that the player desires. The Movement Phase ends when a player announces that he has moved all of his desired units.

Cases

[7.1] A Unit's Movement Allowance

A unit may never exceed its Movement Allowance. That is, during its Movement Phase, each unit may move as far as its Movement Allowance permits.

[7.11] Each unit spends one or more Movement Points of its total allowance for each hex that it enters. Individual units may move less than their Movement Allowance.

[7.12] Units may not, however, lend or accumulate unused Movement Points.

[7.12] Units are never forced to move during their Movement Phase.

[7.2] Terrain Costs for Movement

Units must spend more than one movement point to traverse some terrain types. The basic cost to enter a clear terrain hex is two (2) Movement Points. The basic cost to enter some terrain hexes is higher; these costs are specified in the **Terrain Effects Chart** on the Player Aid sheet.

[7.21] If a unit does not have sufficient Movement Points to enter a given hex, it may not do so.

[7.22] A hex containing more than one type of traversable terrain is entered at the **higher** of the costs.

[7.23] When a unit enters a hex through a road hexside, it pays only the cost for moving one hex along the road, regardless of the type of terrain entered in that hex. Conversely, a road has absolutely no effect on movement if the hex is entered through a non-road hexside (i.e., to receive this movement benefit, the unit must be moving along connected road hexes).

[7.3] Stacking Effects on Movement

Only one unit is allowed in a hex at the end of any Phase.

[7.31] A unit may never enter or pass through a hex containing an enemy unit.

[7.32] A unit may never **end** its Movement Phase in the same hex as another friendly unit.

[7.33] One or more units may move through a hex containing another friendly unit, but the moving units may never end the Movement Phase in the same hex as another unit. If this should inadvertently happen, the opposing player gets to choose which of the illegally placed units are to be destroyed (so that only one remains in the hex).

[7.4] Enemy Zones of Control

A unit must stop upon entering a hex adjacent to an enemy unit.

[7.41] Whenever a unit enters a hex that is directly adjacent to any of the enemy player's units, the moving unit must immediately stop and move no farther.

[7.42] Note that there are six hexes adjacent to most hexes on the map. The six hexes adjacent to an enemy unit are called the Zone of Control of that unit (as shown here).
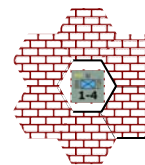
[7.43] If a unit begins its Movement Phase of its turn adjacent to an enemy unit (i.e., in its Zone of Control) it may **not** leave that hex. Units may only exit an enemy Zone of Control as a result of *combat* (either the enemy unit is destroyed or retreated or your unit is retreated).

[7.5] Exiting the Map

Units may leave the map through movement during a Friendly Movement Phase to obtain victory points.

[7.51] The cost in Movement Points to leave the map is the same as the cost to enter the hex the unit is leaving from.

For example, if the unit were leaving the map from a Clear hex, it would cost 2 MPs to exit; if there were a road along that hexside, however, it would cost only 1 MP.

[7.52] When units do leave the map, they may never return.

[7.53] Units may **not** leave the map as a result of combat. If forced to leave the map by the Combat Results Table, they are eliminated instead.

[8.0] REINFORCEMENTS

How additional units enter the game.

General Rule

In addition to the forces with which they start the game, both players receive units during the Movement Phases of specified Game Turns.

Procedure

At any time during the specified Movement Phase, newly arriving units may enter the map through the hexes indicated.

Cases

[8.1] How Reinforcements Enter

When reinforcements arrive on the map, they behave identically to units already on the map. The arrival (into the proper hex) costs the reinforcing units the appropriate number of Movement Points for that terrain type. If entering on a road, it is assumed that they are entering the map through a road hexside. The units move (and they may participate in combat) in the Player Turn of arrival.

[8.11] **Blocked Entry:** If possible, however, units must enter in the hexes specified. If the entry into the arrival hex cannot be performed as a legal move, the reinforcing units may be brought in at the closest hex at which it would be legal to place them.

For example, if the arrival hex is enemy occupied, the reinforcing units would be diverted to the closest hexes not occupied by enemy units.

Note that if the entry hex were enemy controlled; only one unit could enter there (and would stop in that hex).

[8.2] Delaying Reinforcements

The entry of reinforcements may be delayed for as long as the Owning Player wishes. Should that player so desire, he may hold back all or part of the reinforcements due him in any Game Turn. This is indicated by placing them ahead one Game Turn on the Game Turn Record Track where these units may be considered for entry during *that* turn (or voluntarily delayed again to the *following* Game Turn, and so on).

[8.3] American Reinforcement Schedule

American units enter the map on Game Turn 1 and shown on the Setup illustration.

[8.4] German Reinforcement Schedule

The German 1-8 (106th Panzer Brigade) unit enters the map on Game Turn 2 as