

The game has a slight bias toward the Germans. This reflects the reality of the historical situation. **THE DRIVE ON METZ** is a real test of your decision making ability.

Why are These the Victory Conditions?

The victory conditions represent the goals of the two sides.

The Americans wanted to get across the Moselle and beyond if possible. In addition, the Americans wanted to seize the two key cities in the area to deny the Germans access to these locations as transportation centers.

The Germans wanted to prevent the Americans from achieving their goals while at the same time getting their valuable mobile units out of the battle so they could be used as reserves and/or be rebuilt. The Germans would also seize any opportunity to get into the American rear area. German doctrine, even on the defense, was very aggressive.

Time pressure is on both players and the game is very unforgiving of mistakes. Both sides must never forget the victory conditions. One moment's inattention can bring on disaster.

After playing the game a few times, try adding any or all of these optional rules. They can be used to add play balance to the game and provide a more accurate reflection of the choices available to commanders in battle.

[11.0] OPTIONAL RULES

The basic game is slightly biased toward a German Marginal Victory in order to reproduce the result of the historical campaign. You can balance the game by agreeing to use any combination of the following Optional Rules and Scenarios before the game starts. Try these after you feel comfortable with the basic game.

[11.1] Command Control

If, in a given battle, the attacking forces contain more than one unit from the same division, the attacker may apply a one-column shift to the *right* on the Combat Results Table applied *after* shifting to the left for any Terrain Effects.

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. If the US attack enjoyed Command Control, it would then receive one shift to the right and be resolved on the "+6, +7" column.

Note that each unit's ID symbol is color-coded by division for easier recognition during play.

This rule reflects the benefit of having units that are used to working with each other fight together, and from having higher level commanders present.

Bias: This Option Rule will help the Americans.

[11.2] Tactical Withdrawal

Armored units (units with a Movement Allowance of eight or more) may, in their Movement Phase, withdraw from Enemy Zones of Control. They do this by paying +4 MPs (four additional Movement Points) in addition to the normal terrain costs to move to a hex that is **not** in the Zone of Control of an enemy unit.

[11.21] The first hex moved to may not be across a river.

[11.22] The unit exercising tactical withdrawal may continue to move after the first hex, if it has any Movement Points remaining.

Bias: This rule usually helps the Germans, although it can be very useful to the Americans.

Note that players can always attack at a poor differential and try to 'disengage' their units from the enemy in hopes that they'll remain free to maneuver next turn.

[11.3] "Screaming Eagles" Scenario

Most games have a number of additional setups for players to try. These are called "scenarios." This one is an example based on **THE DRIVE ON METZ**.



Patton convinces Eisenhower that a regiment of the 101st Airborne Division would be more useful dropped near Metz than used (as it historically was) in the Netherlands for Operation Market Garden.

[11.31] During the American Movement Phase of any Game Turn, the American player receives the 502nd parachute regiment of the 101st Airborne division.

[11.32] This unit is placed on any empty clear terrain hex on the map (even one in an Enemy Zone of Control) but can move no further during the Friendly Movement Phase in which it "lands" nor participate in combat during the following Friendly Combat Phase. Afterward it is treated as a normal American unit for the rest of the game.

[11.33] Award the German player 5 Victory Points when this scenario is selected.

[11.4] US 90th Division Cohesion Scenario

Many games offer varying capabilities to the timing, location, and abilities of the units in them.



The 359th regiment of the 90th division didn't make it to this battlefield on time to participate in the game due to tactical considerations and logistical reasons. But this did not have to be the case...

[11.41] Add the 359th regiment of the 90th division unit to the game. It arrives on Game Turn 4 from the west edge anywhere in the Northern Group sector.

[11.42] Award the German player 3 Victory Points when this scenario is selected.

[11.5] German Reorganization Scenario

After their retreat across France, the German forces depicted in **THE DRIVE ON METZ** were depleted, exhausted, and demoralized. But these units could have fared better with more (or better) weapons, more troops, and/or better leadership.



[11.51] There is an alternate set of German units provided, each with a stripe along its bottom. These units have Combat Strength one higher than their historical counterparts. During setup, the German player randomly selects one or, at most, two units and replaces the historical unit with its "improved" version.

[11.52] Award the American player the number of Victory Points indicated on the chosen units when they are selected.