

# VICTORY IN THE WEST

## Volume 1

# PATTON'S 3<sup>RD</sup> ARMY

The Lorraine Campaign

8 Nov.-1 Dec. '44

## EXCLUSIVE RULES

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### [15.0] INTRODUCTION

*Patton's Third Army* is a simulation of the U.S. Third Army's November 1944 offensive in the Lorraine area of France. Each Game-Turn represents one day of real time and each hex represents approximately 2.6 miles from side to side.

### [16.0] SETTING UP THE GAME

#### GENERAL RULE:

After Players have chosen sides, they must deploy their forces on the map. The German Player sets up first, followed by the American Player.

#### CASES:

#### [16.1] GERMAN SET-UP

- 1629: 951/361/89, 43/13
- 1528: 952/361/89, 111/13
- 1426: 953/361/89
- 1423: 1125/559/13
- 1325: 1126/559/13
- 1425: 1127/559/13
- 1022: 126/48/13, 1431/13
- 1223: 127/48/13
- 1322: 128/48/13
- 1618: 110/11P/13, 15/11P/13
- 1518: 111/11P/13, 15/11P/13
- 0920: 37/17/13
- 1021: 38/17/13
- 1212: 59/19/82
- 1011: 73/19/82
- 1010: 485/82
- 1209: 74/19/82
- 0916: 1215/462/82, M/48F/82
- 1013: 1216/462/82
- 0817: 1217/462/82, M/53/82, M/811/82
- 1602: 712/416/82
- 1307: 713/416/82
- 1404: 774/416/82, 44/82
- 0919: M/1010/82, M/55/82
- 0816: M/22/13, M/45/82
- 0818: M/25/82, M/SS/82
- 1118: 43F/82
- 1412: 486/82
- 1521: 1/401/13, 2/401/13
- 1408: 1/318/82
- 1114: 2/318/82

#### [16.2] U.S. SET-UP

- 0812: 377/95/20
- 0715: 378/95/20
- 0617: 379/95/20
- 0708: 357/90/20, 358/90/20, 359/90/20
- 0822: 2/5/20
- 0821: 10/5/20
- 0720: 11/5/20
- 0615: A/10A/20, B/10A/20, R/10A/20
- 1008: 3Cav/20
- 1402: 329/83/20
- 1203: 330/83/20
- 1106: 331/83/20
- 1226: 134/35/12
- 1126: 137/35/12
- 1227: 320/35/12
- 0924: 317/80/12
- 1024: 318/80/12
- 1125: 319/80/12
- 1329: 101/26/12
- 1328: 104/26/12
- 1429: 328/26/12
- 1129: A/4A/12, B/4A/12, R/4A/12
- 1027: A/6A/12, B/6A/12, R/6A/12
- 1330: 2Cav/12

All remaining U.S. tank, anti-tank, and artillery units: **Either stacked with or adjacent to any regimental-sized unit belonging to the same corps, but never in a German Zone of Control.**

### [17.0] MOVEMENT RESTRICTIONS

#### GENERAL RULE:

Both Players may be restricted in the manner in which they may move their available forces during the opening turns of the game.

#### CASES:

#### [17.1] U.S. MOVEMENT RESTRICTIONS

On Game-Turn One, the U.S. Player may not move any of the six units that comprise the 4th and 6th Armored Divisions.

#### [17.2] GERMAN MOVEMENT RESTRICTIONS

[17.21] On Game-Turn One, the German Player may not move any of the four units that comprise the 11th Panzer Division. These four units may move without restriction on Game-Turn Two.

[17.22] Except as a result of combat, no German unit that is part of the Metz garrison (those units with an "M" in their unit designations) may ever leave the three hexes of Metz *or* the nine entrenchment hexes that surround the city. If such a unit leaves a Metz hex or an entrenchment hex due to combat, it is no longer under any movement restrictions for the remainder of the game.

[17.23] During the German Movement Phase of Game-Turn One, no German unit belonging to the 82nd Corps may move. However, if an 82nd Corps unit was attacked in the immediately preceding U.S. Combat Phase, that unit may move without restriction during Game-Turn One.

### [18.0] U.S. SUPPORT AND SUPPLY RESTRICTIONS

#### GENERAL RULE:

The U.S. Player is subject to some restrictions with regard to the number of attacks he may make without penalty during the course of the game. Before the start of play, the U.S. Player is assigned

75 "Support Points," which he may allocate in any way he sees fit among the two corps at his disposal (12th and 20th) at the start of the game. The U.S. Player performs these allocations openly by placing each corps Support Marker on the desired number of Support Points on the U.S. Support Track. In general, the more Support Points allocated to a corps at the start of the game, the longer the units of that corps will be able to attack without penalty. Once Support Points have been allocated, they may not be transferred.

#### CASES:

#### [18.1] HOW SUPPORT POINTS ARE USED

[18.11] Immediately upon resolution of each U.S. attack, the U.S. Player must subtract one Support Point from the Support Marker of each U.S. corps that participated in this attack (**Exception:** see 18.12). This is performed by adjusting the Support Marker one space toward zero on the Support Track. Each corps may lose a maximum of one Support Point per combat.

[18.12] If a U.S. attack results in a *breakthrough* (see 9.97), no U.S. Support Points are lost.

#### [18.2] REST

[18.21] The U.S. Player may increase the number of Support Points allocated to a corps by having one or more of its divisions *rest* during a Game-Turn. A division qualifies for rest if *all* of its units meet the following criteria during the Game-Turn Indication Stage:

1. They must have been in supply during the last Mutual Supply Determination Phase;
2. They must not have moved in the last U.S. Movement Phase;
3. They must not have attacked or defended during the Combat Phases of the current Game-Turn.

**Note:** At the end of a U.S. Player-Turn, it will be convenient for the U.S. Player to note on a piece of scrap paper which of his divisions are eligible for rest. Then, at the end of the German Player-Turn, those divisions listed which have not been attacked by the German Player fulfill the requirements of rest.

[18.22] In order for a division to fulfill the requirements of rest, at least one unit of the division must have conducted an attack during the game. In addition, no component units of the division may have been eliminated from play during the game.

[18.23] Each division that fulfills the requirements of rest makes its parent corps eligible to increase its Support Points. During the Game-Turn Indication Stage, the U.S. Player rolls a single die for each division that has rested.

1. If *all* the component elements of the division are at least *ten* hexes away from the nearest German unit, the division's parent corps Support Marker is increased by the number shown on this die roll.

2. If any element of the division is within *nine* hexes of a German unit, the division's parent corps Support Marker is increased by *one-half* the number shown on this die roll (round fractions down, with a minimum result of one).

[18.24] The U.S. 83rd Division may not provide additional Support Points to 20th Corps, regardless of whether or not it fulfills the requirements of rest.

#### [18.3] EFFECTS OF REACHING ZERO SUPPORT

[18.31] If, due to continued attacks, a corps Support Marker reaches zero or below, the following penalties are imposed on *all* units comprising that corps:

1. All units are considered out of supply (if a unit would normally be out of supply, it is considered isolated);

2. No "support bonuses" may be awarded to any artillery units of that corps (see 9.6);

3. No divisional integrity combat bonuses may be awarded to units of that corps (see 9.4).

[18.32] The U.S. Player must continue to reduce his corps Support Markers due to each attack even if they have been reduced to zero or below. If a Support Marker goes below zero, it should be flipped over to its "negative" side on the Support Track. If Support Points are added to a marker due to rest, they are added to this negative figure.

#### [18.4] U.S. SUPPLY RESTRICTIONS

[18.41] All U.S. units belonging to the 20th Corps are automatically out of supply during Game-Turn One, regardless of normal supply considerations. In addition, no 20th Corps artillery unit may provide a support bonus during this Game-Turn.

[18.42] All U.S. units belonging to the 83rd Division, 20th Corps are automatically out of supply for the entire length of the game, regardless of normal supply considerations.

#### [18.5] U.S. SUPPORT TRACK (see map)

### [19.0] IMPROVED POSITIONS

#### GENERAL RULE:

Certain hexes on the map are designated as *improved positions* hexes. All improved positions hexes are considered normal entrenchment hexes with one exception: German units defending in improved positions are *not* doubled. Instead, each *stack* defending in such a hex is increased in Combat Strength by *two* (this addition is made after the stack's Strength is doubled due to an attack across a river hexside). Like entrenchments, improved positions may only benefit the German Player.

### [20.0] WEATHER AND MUD

#### GENERAL RULE:

The state of the weather influences air operations as well as the condition of the ground.

#### CASES:

#### [20.1] WEATHER

[20.11] At the beginning of every Game-Turn starting with Game-Turn Two, the U.S. Player should roll a single die and consult the Weather Table (20.15) in order to determine the state of the weather for the rest of the Game-Turn.

[20.12] If the weather is *clear*, both Players may use all of their assigned Air Points during the current Game-Turn (see 22.0). If the weather is *light overcast*, only one-half of each Player's Air Points may be used (round fractions down). If the weather is *heavy overcast*, then neither Player may use Air Points for the duration of the Game-Turn.

[20.13] Some results on the Weather Table may call for *rain*. If rain occurs, *mud* is created (see 20.2).

[20.14] If the weather in the immediately preceding Game-Turn was *clear*, the U.S. Player should subtract *one* from his weather die roll. If the weather in the immediately preceding Game-Turn was *heavy overcast*, the U.S. Player should add *one* to his weather die roll.

#### [20.15] Weather Table (see map)

### [20.2] MUD

[20.21] Mud is in effect during each Game-Turn in which rain takes place, as well as the following three Game-Turns. Place the Mud Marker on the Game-Turn Track three spaces ahead of the Game-Turn in which rain occurs. **Example:** It rains on Game-Turn Two. Mud is in effect during Game-Turns Two, Three, Four, and Five. If it also rains on Game-Turn Three, mud would be in effect on Game-Turn Six, but no further.

[20.22] During mud Game-Turns, the following special rules are in effect:

1. All stream hexsides are considered river hexsides;

2. All mechanized units pay increased Movement Point costs for certain types of terrain (4 in clear, 6 in woods, 8 in hilltop). In addition, non-mechanized units pay *two* Movement Points to enter a woods hex;

3. In all combats, the combat ratio on the CRT is shifted one column *to the left* (in favor of the defender).

### [20.3] GAME-TURN ONE WEATHER

The weather on Game-Turn One is automatically heavy overcast accompanied by rain. Thus, mud is in effect on Game-Turns One, Two, Three, and Four. In addition, no Air Points may be used on Game-Turn One. Note that on Game-Turn Two, the U.S. Player must *add one* to his weather die roll (see 20.14).

### [21.0] U.S. BRIDGES

#### GENERAL RULE:

Due to the proficiency of American forces in constructing bridges at short notice, U.S. mechanized units have a limited capability to cross river hexsides. If any U.S. mechanized unit begins the U.S. Movement Phase adjacent to a river hexside, *not* in an Enemy Zone of Control, that unit may expend its *entire* Movement Allowance to move across that hexside. However, such a maneuver is only possible if the unit *does not* enter an Enemy Zone of Control upon crossing the hexside. This movement may be accomplished even if a unit is out of supply or isolated.

### [22.0] AIR POINT AVAILABILITY

#### CASES:

#### [22.1] U.S. AND GERMAN AIR POINTS

[22.11] During Game-Turns One through Seven, the U.S. Player has *eight* Air Points available per Game-Turn. From Game-Turn Eight to the end of the game, the U.S. Player has *six* Air Points available per Game-Turn.

[22.12] During Game-Turns One through Nine, the German Player has no Air Points available. During Game-Turns Ten through Thirteen, the German Player has *one* Air Point available per Game-Turn. From Game-Turn Fourteen to the end of the game, the German Player has *two* Air Points available per Game-Turn.

#### [22.2] HEAVY BOMBER ATTACKS

[22.21] During any clear or light overcast Game-Turn prior to Game-Turn Eight, the U.S. Player may make *two heavy bomber attacks* against German units or stacks that occupy a Metz hex or an entrenchment (non-improved position) hex. Both attacks must take place in the same Game-Turn, although they may not be made against the same



stack. The German target hexes may be in a U.S. Zone of Control. After the Game-Turn in which they occur, heavy bomber attacks may not take place again for the remainder of the game.

**[22.22]** Heavy bomber attacks take place at the beginning of the U.S. Player-Turn. The U.S. Player simply points to the two stacks that are to be the subjects of the attacks. He rolls a single die for each attack. If the weather is clear, a die roll of 1 or 2 indicates "no effect." A die roll of 3 through 6 indicates "success." If the weather is light overcast, a die roll of 1 through 3 indicates "no effect," while a die roll of 4 through 6 indicates "success."

**[22.23]** If a heavy bomber attack is successful, the German Player must choose one of two options:

- He may eliminate any individual unit in the hex. *Or...*
- He may reduce any regiment to cadre status that has not already been reduced to this state (even if it does not possess a Strength Chit).

## [23.0] VARIABLE GERMAN REINFORCEMENTS

### GENERAL RULE:

Starting with Game-Turn Eight, the German Player must roll a single die at the beginning of each of his Friendly Movement Phases in order to determine if he has the three units of the 15th Panzergrenadier Division available to him as reinforcements. On a die roll of 1, these units may enter the map during the current Movement Phase from Entry Hex A. On a die roll of 2 through 6 the 15th Panzergrenadier Division is not available for use during the current Game-Turn. If the German Player has rolled a 1, he no longer undertakes this die roll for the remainder of the game. If he does not roll a 1 during a particular Movement Phase, he continues to undertake this die roll in each succeeding Game-Turn until he obtains a 1 or the game ends.

## [24.0] SPECIAL RULES

### CASES:

#### [24.1] THE GERMAN 347TH DIVISION

The German 347th Volksgrenadier Division was composed of only two regiments. Thus, it may receive a divisional integrity combat bonus when attacking, even though only *two* regiments are adjacent to the Enemy unit(s) which is the subject of the attack.

#### [24.2] STRENGTH CHITS

Due to counter limitations, there are a smaller number of strength chits provided in the game than combat units requiring them. On certain rare occasions, there may be no strength chits available for a unit when it is first performing combat. In this instance, such a unit is automatically considered to possess an imaginary strength chit of the following type:

- If the unit is Morale Level 1, A:6/B:4/C:2 (front) and A:3/B:2/C:0 (back).
- If the unit is Morale Level 2, A:9/B:6/C:4 (front) and A:4/B:3/C:2 (back).
- If the unit is Morale Level 3, A:12/B:8/C:7 (front) and A:6/B:4/C:3 (back).

## [25.0] VICTORY CONDITIONS

### GENERAL RULE:

There are two versions of *Patton's Third Army*. The first is a simulation of the first twelve days of the American offensive (November 8-19). The second is simply an extension of the first game, which carries the offensive into the beginning of December (November 8 — December 1). At the end of the chosen game, both Players must evaluate their performances and declare a victor.

### CASES:

#### [25.1] THE BATTLE FOR METZ 8-19 November 1944 (Game-Turns 1 through 12)

**U.S. Marginal Victory:** At the end of the game, a hypothetical German unit in hex 1017 must not be considered in supply. In addition, the U.S. Player must occupy or have been the last to pass through four of the following five towns (or entrenchment hexes): Morhange (2022), Chateau-Salins (1527), Falquemont (1819), Dieuze (2125), and Koenigsmacker (1209).

**U.S. Substantive Victory:** Same as U.S. Marginal, but a U.S. unit must occupy or have been the last to pass through hexes 0917, 0918, and 1017 at game's end. In addition, no more than three of the nine entrenchment hexes surrounding Metz may be occupied by German units.

**U.S. Decisive Victory:** Same as U.S. Substantive, except the U.S. Player must occupy or have been the last to pass through eight of the following ten towns: Morhange, Chateau-Salins, Falquemont, Dieuze, Koenigsmacker, Saarburburg (1707), Sarreguemines (2817), Saarlouis (2213), Sarre-Union (2822), and Sarrebourg (2827).

**German Marginal Victory:** A hypothetical German unit in hex 1017 is in supply at game's end.

**German Substantive Victory:** Same as German Marginal, except the U.S. Player occupies or was the last to pass through less than *five* of the ten towns listed under U.S. Decisive Victory.

**German Decisive Victory:** Same as German Substantive, except the U.S. Player occupies or was the last to pass through less than three of the ten towns listed under U.S. Decisive Victory.

**Draw:** None of the above victory conditions are fulfilled at game's end.

### Modifiers:

- Shift the Level of Victory one step in the U.S. Player's favor if, at the end of the game, three non-cadre regiment or brigade-size U.S. units are *east* of the Saar River, but north of all hexes ending with the number 16 (i.e., a German Marginal Victory would become a *Draw*).
- Shift the Level of Victory one step in the German Player's favor if, at the end of the game, any three German combat units are west of the Moselle River (but do not occupy any entrenchment or Metz hexes).

#### [25.2] THE BATTLE FOR METZ (EXTENDED) 8 November to 1 December 1944 (Game-Turns 1 through 24)

If the Players decide to continue the game until Game-Turn 24, the victory conditions are the same as in Case 25.1, except they are shifted *two* levels in the German Player's favor (i.e., a U.S. Decisive Victory would become a U.S. Marginal Victory, and a U.S. Substantive Victory would become a *Draw*). In addition, the following are the requirements for U.S. Substantive and Decisive Victories in this version of *Patton's Third Army*:

**U.S. Substantive Victory:** Same as U.S. Decisive in Case 25.1, except the U.S. Player must occupy or have been the last to pass through *three* of the following four town hexes: Trier (1901), Merzig (1909), and Saarbruecken (2614, 2715).

**U.S. Decisive Victory:** Same as U.S. Substantive above, except the U.S. Player must occupy or have been the last to pass through both Neunkirchen (3010) and Nohfelden (3004).

**Note:** Ignore victory modification (1) in Case 25.1, but use modification (2).

### PLAYER'S NOTES

**U.S.:** The U.S. Player must "strike while the iron is hot". At the beginning of the game, he is at his strongest while the German is at his weakest. Initially, the weather and lack of air support limit the U.S. Player's ability to attack with force. As the game progresses, the U.S. gains in strength slightly, but then his situation begins to decline as support points are consumed and divisions are weakened by combat losses. Since at least the first four turns will be muddy, the U.S. Player must proceed with caution, picking a few key points in the German line for strong attacks. Where possible, hilltop defenses should be avoided. Once mud disappears, the U.S. Player must move fast, as it can rain at almost any time. Once a defensive position has been penetrated, it must be reinforced and held, lest the U.S. Player finds himself fighting for the same terrain twice. The U.S. Player should save his armor for attacks where the combined arms bonus may be utilized. By turn 5, the U.S. Player should plan to rest at least one weakened division from each corps.

**German:** For the most part, the Germans are on the defense. Ground must be given grudgingly, and maximum use must be made of favorable terrain. As quickly as possible, the German Player must adjust his defenses to take advantage not only of strong defensive positions, but also to regroup his regiments and artillery units. If the initial river lines can be held through some lucky chit draws, some bad weather, and a little bailing wire, the Germans may buy enough time to reinforce their defenses, at which point they become very difficult to crack. Also, during the first five days, the German Player can take advantage of an overambitious U.S. Player and selectively counterattack. Finally, the German Player must make maximum contact with U.S. units from entrenchments and improved positions to force the U.S. Player to either withdraw or counterattack, using up precious support points.

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