The Drive on Metz

By James F. Dunnigan

Compiled by Christian Holm Christensen

Original credits

Game mechanics

Period	WWII
Level	operational
Hex scale	4 km (2.5 miles)
Unit scale	regiment (ııı)
Turn scale	1 day
# turns	7
Unit density	low
Complexity	1 of 10
Solitaire	9 of 10

References

- Dunigan, J.F., *The Complete Wargame Handbook*, William Morrow & Company, 1980

This version all text, illustrations, graphics, and layout by Christian Holm Christensen.

Preface

This is a revamp of *The Drive on Metz* published in James Dunnigan's book *The Complete Wargames Handbook*. All text and graphics is new in this edition. The rules have been rewritten. For example, the optional rules have been integrated into the main text so that it is easier to find them at the relevant time in the flow of the game.

The rules are cross-referenced. As rules have been restructured, including the optional rules, the text is more verbose and with some repetitions here and there, but the relevant information should be easier to find.

Some additional illustrations have been added to help understand the rules.

Contents

Rules

Introduction

The game is played in *turns* which are further subdivided into *phases*. Once all phases of a turn has been completed, then the game moves on to the next turn until the end of the game as stipulated in the scenario notes.

§1 Components

The game consists of

- A board with a map of the area around the boarder between France and Germany.
- 20 counters representing the American and German units, respectively, involved in the conflict.
- 1 game turn marker.
- These rules.

In addition, a 6-sided dice is needed to resolve die-rolls.

§1.1 The board

The map on the board shows the conflict area around Lorraine. Superimposed on the map are hexagon fields (*hexes*) meant to capture movement of troops. Each hex is labelled with grid coordinates.

Each hex has an associated *terrain*, as summarised in Table 1. Natural terrain are

Clear Mostly open terrain (fields, small forests).

Woods Dense vegetation, such as forests. Manoeuvring in these areas is limited, and therefore provides some cover for defending troops.

Rough Rocky and hilly ground which limits manoeuvrability.

River Another natural feature of the map are the river hex-*sides*. These represent waterways which limits manoeuvrability. Units generally need to spend a full turn (one day) to cross these.

Man-made features are

Towns or cities Denser populated areas with buildings and streets.

Fortifications Concrete and steel fortifications erected around the time of the First World War by both the Germans and French. These provide increased defensive capabilities.

Roads Paved and country roads through the terrain that allows units to move more easily through the terrain. Roads nullify the special river crossing cost of movement.

The third group in Table 1 relates to other units and relevant optional rules.

Terrain		MF cost	CRT shift**
	Clear	2	–
	Woods	4	⇐ 2
	Rough	3	⇐ 1
	River	All	⇐ 3†
	Town/city	–	⇐ 2
	Fortified	–	⇐ 3
	Reference	–	–
	Road	1	–
⚔	Division	–	⇒ 1*
✱	Withdrawal	+4*‡	–

Table 1: Movement and combat effects chart. The top part lists natural features, while the middle reflect manmade features. The bottom part relates to other units and are only used if the appropriate optional rule is in effect. The 'MF cost' lists the number of MFs a unit *must* spend to enter hex with that terrain. Note that crossing a river is *only* possible if the unit is adjacent to the rivet at the start of the turn, and it spends *all* of its MFs crossing the river. The second column lists the Combat Resolution Table (Table 3) column shift depending on the features of hex which the defender occupies. Note that left-shifts (⇐) are *not* cumulative, i.e., the largest column shift applies.

⚔ *Division* When two or more units of the same parent formation (division, see also §1.2), attack the same target, they enjoy an increase in efficiency from higher level command.

⊠⊡ *Tactical withdrawal* Generally, an *engaged* (§5) unit may *not* disengage on its own accord. However, with this optional rule, and armoured (⊡ or ⊠) *may* disengage by spending additional MFs.

Dots (•) with names next to them on the map indicate smaller villages and hamlets, and have no barring on the game. These are merely there for reference.

On the east (left) side of the board are three US reinforcement boxes and a box for the optional US 502/101 ABIREGT. The US units enters the board on turn 1 from these three boxes. To north is a German reinforcement box. On turn 2, DE 106 AREGT enters the board from this box. Units entering from a reinforcement box can enter the map on any hex adjacent to the reinforcement box.

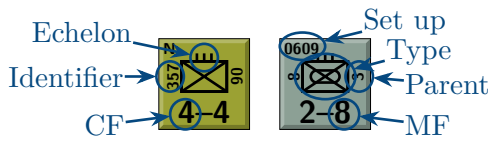South of the map is a turn track to keep track of the current turn.

Figure 1: Elements of units. The different parts of the unit are highlighted.

§1.2   The units

The counters in the game represent various ground units, such as infantry (⊠), armoured, (▢), and *panzer-granedier* (⊠) units, and a separate marker to mark the turn on the turn track on the board.

The counters are colour coded according to the nationality or command structure to which they belong. The colours are

▢■ German Heer (army) and Waffen Shutzstaffel (ᛋᛋ, armed protective staff), DE for short.

▢ United States of Ameria units of the XX Corps under the command of General Lieutenant Patton, US for short.

Figure 1 shows the elements of ground units. These are

Set up : The set up information of the unit. Letters on the US units indicate that they arrive on turn 1 in one of the set-up boxes as indicated on the map. Hex coordinates on DE units indicate that the unit starts on the board at designated hex. A single number indicate which turn the unit arrives at.

   ⊠ *US airborne* The optional US 502/101 ABI unit has no set-up hex or turn. Instead this unit can enter the map at any clear (⬡) hex with no other unit in it in any US faction movement phase (§8).

CF : Combat factor. This represents the units fighting ability, both *offensive* and *defensive.* The higher the number the stronger the unit.

MF : Movement factor. The manoeuvrability of the unit. The larger the number, the more mobility of the unit.

Echelon : The size of the unit. There are two different sizes of units in the game.

   × Brigade.

   ııı Regiment.

Identifier : The unit identifier.

Parent : The parent formation (division) of the unit.

   ⋇ *Division* Units belonging to the same division has a distinct advantage when attacking if this optional rule is in use.

Type : The kind of unit. The unit types are

   ⊠ Infantry. Soldiers mainly travelling by foot and equipped with small arms.

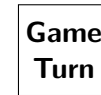   ⊠ German *Panzer-Grenadier* units. They are infantry transported by half-track and other armoured

Figure 2: The game turn marker

   vehicles.

▢ Units consisting of battle tanks (or *panzer* in German).

⊠▢ *Tactical withdrawal* Normally, an *engaged* (§5) unit may not voluntarily disengage. However, with this optional rule, armoured units (▢ and ⊠) units may at the cost of spending additional MFs.

In the following we will often use a short hand notation to designate units. This short hand consist of the command of the unit (US for US units and DE or SS for German Heer or ᛋᛋunits), the unit identifier, parent formation identifier, and the unit type (I: infantry, A: armoured, AB: airborne) and echelon (BDE: brigade, REGT: regiment). For example, the United States of America 357ᵗʰ regiment of the 90ᵗʰ infantry division may be written US 357/90 IREGT, while the 38ᵗʰ regiment of the 17ᵗʰ ᛋᛋ panzer-granadier division can be written SS 38/17 AIREGT.

The 'CC' of the brigades of the US 7ᵗʰ armoured division stands for 'combat command' and 'A', 'B', and 'R' designates the A, B, and reserve brigades.

The German regiments 'Fhnjkr' and 'Utrfhr' of the 462ⁿᵈ infantry division are Fahnenjunker *(Flag Cadette) and* Unterfuhrer *(Sub-commander), respectively, and were build from the near-by officer and non-commissioned officer schools.*

Finally, the game turn marker, shown in Figure 2 is used with the turn track on the board (§1.1) to keep track of the current turn.

§2   Optional rules

There are three possible optional rules in this game. The faction must mutually agree which of these rules should be in use.

⋇ §2.1   Division command

With this optional rule, if two or more units of the same division (parent identifier, see §1.2) attack the same target, then they benefit from the higher formation command and gain a right column shift when resolving combat. This *only* applies when *attacking*, but applies even if units of other division also attack the same target.

This optional rule slightly favours the US faction.

⊠▢ §2.2   Tactical withdrawal

Normally, an *engaged* unit (§5), that is a unit in an enemy unit's ZOC, *cannot* disengage, or move out of the enemy ZOC.

⭐ **US Turn**	
	Movement
	Combat
✚ **DE Turn**	
	Movement
	Combat

Table 2: Turn sequence.

With this optional rule, armoured units (▢ and ⊠) units *may* disengage enemy units by spending additional MFs (see also §8.1.1).

This rule tends to benefit the German faction.

⊠ §2.3 US airborne

This optional rule assumes that Patton has managed to convince the Allied Supreme Command Eisenhower, that the US 502ⁿᵈ regiment of the 101ˢᵗ airborne division is better used assisting in capturing Metz than to participate in Operation Market Garden.

With this optional rule, the US faction get *one* reinforcement in the form of US 502/101 ABIREGT (see also §8.2).

§3 Setting up

The faction should first agree on the optional rules (§2) to use. Then, each faction sets up its units.

⭐ The US faction places its units in the corresponding slots on the board.

  ⊠ *US airborne* The optional US 502/101 ABI unit need only be placed if this optional rule is used.

✚ The German faction places all units in the set up hex indicated on the unit counter (§1.2), *except* DE 106 AREGT which is placed in the north reinforcement box.

The game turn marker is placed on *Turn 1* of the turn track at the bottom of the board.

After this, the game can begin in earnest.

§4 Turn sequence

The game runs over 7. Each turn corresponds to a day, and is sub-divided into an US and German turn. Since the US faction is the aggressor in this conflict, then it goes first.

Each faction's turn is divided into a *movement* phase (§8) and *combat* phase (§9). Each phase *must* be completed before moving on to the next phase.

The following sections, after a few definitions, expands upon these phases in detail.

❀ §5 Zone of Control

An important concept is *Zone of Control* (ZOC). All units excerpt a zone of control in the six hexes surrounding the unit. ZOC *does* extend over river hex sides and
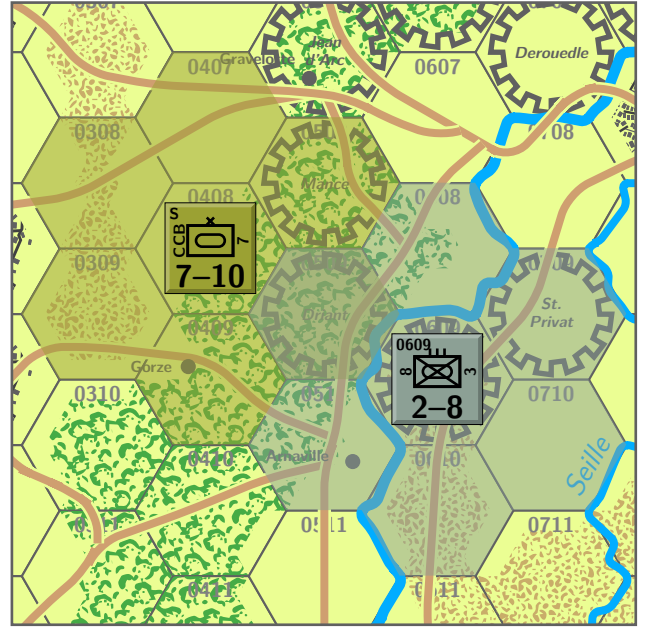

Figure 3: Zone of Control (ZOC). The units US 7/CCB ABDE and DE 3/8 AIREGT excerpt ZOC into the 6 hexes adjacent to them, as shown in the figure by the shaded areas. Note that hex 0509 is in ZOC of *both* units, and the ZOC extends into fortified hexes and across river hex sides.

into or out of fortifications, towns, or cities. This is illustrated in Figure 3.

A unit in an enemy units ZOC is said to be *engaged* with the enemy. A unit *must* stop movement when entering enemy ZOC. A unit may not *disengage* from any enemy unit by leaving enemy ZOC voluntarily.

⊠▢ *Tactical withdrawal* If this optional rule is in use, then armoured (▢ and ⊠) *may* disengage from enemy units by expending additional MFs (§8).

▤ §6 Stacking

At the end of the *movement* (§8) and *combat* (§9) combat phases at most *one* unit may occupy a hex.

Friendly units may *temporarily* violate stacking limitations during the movement and combat phases when moving through a friendly stack of units.

Units of opposing sides may *never* occupy the same hex, even temporarily.

If, at the end of *any* movement or combat phases, including opponents movement or combat phases, the stacking limitations are not observed, the controlling faction *must* eliminate (§9.4) units until the requirements are met. The controlling faction may freely choose which units to eliminate.

§7 Control

A hex, of any terrain, is *controlled* by the faction that last had a unit in or passing through it. Control of hexes, in particular objective hexes (Thionville 0701 and Metz

0807) are important for victory points (§10).

§8 Movement phase

§8.1 Movement

In a faction's movement phase, the faction may move as many or as few units, in any order, as it pleases. A unit is moved from hex to adjacent hex, in any direction, within the limitations described below.

Units of opposing sides may *never* occupy the same hex, not even temporarily.

Stacking limitations (§6) *must* be observed by the *end* of the movement phase. *During* the movement phase, however, they may be violated. If the stacking limitations are violated at the end of the movement phase, then the controlling faction *must* eliminate units (§9.4) until the limitations are observed.

§8.1.1 Enemy ZOC

When a unit enters enemy ZOC (§5), it *must* immediately stop and cannot move further that turn.

A unit may *not* leave enemy ZOC voluntarily. It *can* leave enemy ZOC if the enemy unit is retreated (§9.3) or eliminated (§9.4), or the unit is itself retreated, all as a consequence of combat.

⬚⬚ *Tactical withdrawal* If this optional rule is in effect, then armoured units (⬚ and ⊠) *may* disengage from enemy ZOC, *if and only if*, upon the first hex entered,

- it spends an *additional* 4 MF,
- *does not* enter into enemy ZOC,
- *does not* move closer to the enemy edge (East edge for the German faction, West edge for the US faction), *and*
- *does not* cross a river hex side (⬡).

If the unit still has available MFs left, then it may continue moving as per normal movement.

Thus a unit may not move from enemy ZOC to enemy ZOC.

§8.1.2 Movement allowance

Each unit has a *movement factor* (MF, §1.2). This is its base movement per turn. These MF *cannot* be transferred between units *nor* can they be saved for later turns.

To enter a hex a unit *must* spend the required MFs to enter that hex. The cost of entering a hex is summarised in Table 1.

⬡ **Clear** To enter a clear hex, 2 MF is required.

⬡ **Woods** To enter a woods hex, the unit needs to spend 4 MF.

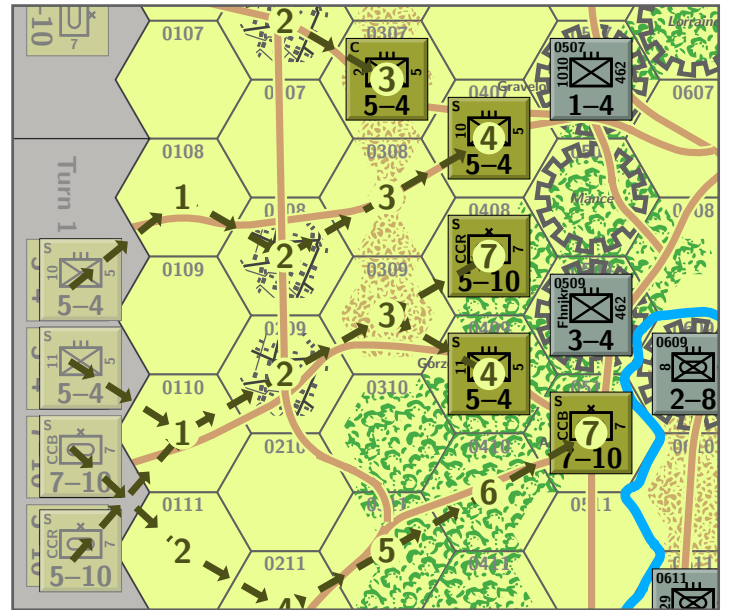⬡ **Rough** 3 MF are needed to enter a rough hex.

Figure 4: Movement. US 5/2 IREGT enters the board at 0106, and moves along the road to 0307, for a total cost of 3 MF. US 5/10 IREGT enters on the road on 0108 and likewise moves along the road to 0407 at a cost of 4 MF. US 5/10 IREGT likewise uses road movement (1 MF per hex) to reach 0408. US 7/R ABDE enters on 0110, moves along the road for 3 hexes at a cost of 3 MF, and then moves into the woods hex in 0408 at cost of 4 MF. In total it spends 7 MF. Finally US 7/B ABDE enters in the clear hex 0111 (2 MF) then to 0211 (another 2 MF because the road in that hex does not connect to 0111), and then along the road for three hexes to 0510 totalling 7 MF.

⬡ **Roads** If a unit follows a road, that is passes over a hex side with a perforating road connecting the source and target hexes, then only 1 MF is need *irrespective* of other terrain in the hex entered. Roads connecting hexes over a river hex side is assumed to represent bridges, and the normal full MF cost to cross a river hex side is nullified.

⬡ **River** Another natural feature of the map are the river hex-*sides*. These represent waterways which limits manoeuvrability. Units generally need to spend a full turn (one day) to cross these.

Other features, such as towns or cities (⬡) and fortifications (⬡) does not themselves impose an MF cost. Instead, the cost of entering hexes with these features is determined by the other terrain in the hex.

See also Figure 4 for an example of movement.

§8.1.3 Exiting the board

A unit may be voluntarily moved off-map be expending the same MFs as to enter the hex it leaves the map from. If a road goes off-map, then a unit may use road movement (1 MF) to leave the map. See Figure 5 for an example.

Figure 5: Leaving the map. Both US 90/357 IREGT and US 5/11 IREGT in 0904 and 0905, respectively, intends to leave the map. Hex 0905 is connect off-map by a road, and US 5/11 IREGT only need to spend 1 MF to leave the map. Hex 0904 is not, however, connected off-map by a road so it will cost US 90/357 IREGT 4 MF to leave the map.

A unit that leaves the map voluntarily *cannot* reenter the map.

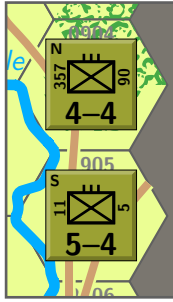A unit *cannot* move off-map as a result of a retreat (§9.3) in combat. Instead, the unit is eliminated (§9.4).

§8.2   Reinforcements

Some units, specifically all US units and DE 106 AREGT, enter the board as *reinforcements*. These units start in specific reinforcement boxes (§1.1) and may enter the board via *any* hex adjacent to the reinforcement box which is *not* occupied by an enemy unit. A unit entering the board *must* expend the MFs to enter the first hex (see also Figure 4).

If all possible entry hexes are blocked by enemy units, then a reinforcement unit *must* enter at the *closest* hex it can legally enter.

To enter the board, a reinforcement unit *must* spend the MFs required to enter the entry hex. See also Figure 6 for an example.

⊠ *US airborne* If this optional rule is in effect, then the US faction may drop US 502/101 ABIREGT during *any* US movement phase. The unit may be dropped

– in *any* clear terrain hex (⬡),

– possibly in enemy ZOC,

– which is *not* occupied by a friendly or hostile unit,

– and *cannot* move further that turn.

As the unit can be dropped in enemy ZOC, it may attack in the turn it is dropped.

Once dropped, the unit behaves as any other unit and *cannot* be dropped on a later turn.

▲ §9   Combat phase

Combat *can* happen between adjacent units, or in other words, one opposing units are in each others ZOC. During a factions combat phase, that faction is considered the *attacker* while the opposing faction is considered the *defender*.
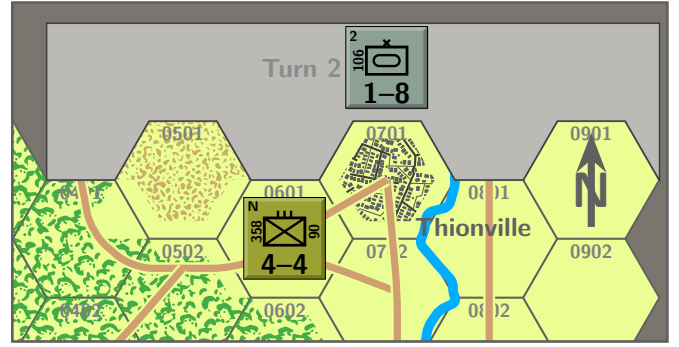

Figure 6: Reinforcements. The unit DE 106 AREGT is scheduled to enter the map. Since US 90/358 IREGT occupies 0601, it cannot enter via that hex. It can enter 0701 at the cost of 2 MF, but then *must* stop because it enters enemy ZOC. The German unit can also enter the map at 0401 or 0801 at the cost of 1 MF using road movement, and can then spend its remaining 7 MF for further movement. Hexes 0501 and 0901 are also valid entry hexes at costs of 3 MF and 2 MF, respectively.

defender.

Combat is entirely *voluntary*. That is, the attacker *does not* need to attack adjacent units.

Several units may attack a common target, but combat is always against a *single* defending unit. Another way of saying this, is that a combat is attack into *one* hex, and all attackers *must* be adjacent to the target hex.

An attacking unit may only attack *once* during a turn, and a defending unit may only be attacked *once* during a turn.

The attacking faction declares all combats and then resolves them in any order desired. A combat must be *fully* resolved (including retreats and advances) before moving on to the next combat. See also Figure 7 for an example.

§9.1   Combat factors and modifiers

The combat factors (CF, see §1.2) of *all* attacking units is summed, and the CF of the defending unit is then subtracted to calculate the *combat factor differential*, $\Delta\,\mathrm{CF}$.

If the $\Delta\,\mathrm{CF}$ is smaller than -1, then it is treated as -1. If $\Delta\,\mathrm{CF}$ is greater than 10, then it is treated as 10.

The combat differential is then matched to a column in the *combat resolution table* (CRT, Table 3).

For example, if $\Delta\,\mathrm{CF} = 3$, then the matched column is "+2, +3". If the raw $\Delta\,\mathrm{CF} = -3$, then the column is ≤ -1.

Then, the terrain and features of the hex occupied by the *defending* unit is cross-index with the "CRT shift" column in Table 1, and a possible column shift is applied.

A unit in a woods hex is attacked with $\Delta\,\mathrm{CF} = 6$ (column "+6, +7"). The woods hex gives a $\Leftarrow 2$ shift, which means the resulting column is "+2, +3".
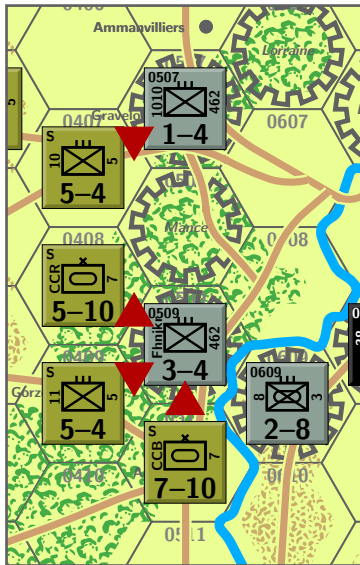
Figure 7: Combat. Continuing the situation after the US movement shown in Figure 4. To the north, US 5/10 IREGT attacks DE 462/1010 IREGT in 0507. The combat difference is $\Delta\,\mathrm{CF} = 4$, but since the German unit occupies a fortified ($\Leftarrow 3$) and woods hex ($\Leftarrow 2$), there is a three left column shift so that the combat is resolved in the "0" column. To the south, US 7/CCB ABDE *could* attack DE 3/8 AIREGT in 0609. Instead, however it joins US 7/CCB ABDE and US 5/11 IREGT in attacking DE 462/FHNJKR IREGT in 0509. We have $\Delta\,\mathrm{CF} = 14$, capped to 10, and there is a $\Leftarrow 3$ since the German unit is in a fortified hex. The combat is to be resolved in the "$+4, +5$" column.
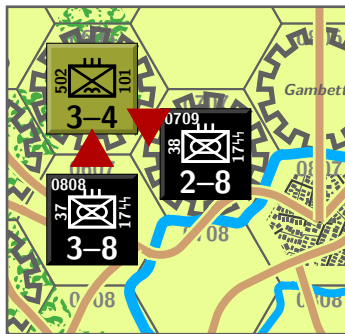

Figure 8: Column shift. The SS 17/38 AIREGT and SS 17/37 AIREGT attack US 101/502 ABIREGT in 0606, which is woods and fortified hex. In this combat $\Delta\,\mathrm{CF} = 2$, which gives the column "$+2, +3$" before adjust for the target hex. Defending in a woods hex (⬡) gives a $\Leftarrow 2$ shift, and from a fortified hex (⬡) $\Leftarrow 3$. Thus, the resulting column shift is $\Leftarrow 3$ and the CRT column becomes "≤ -1".

If more than one hex terrain or feature are applicable, then the *largest* column shift is used. See also Figure 8.

⋈ *Division* If this optional rule is in effect, then if two or more units of the same parent formation (§1.2) attack the same target, then the attack gain a $\Rightarrow 1$ column shift.

Die roll	∆ CF							
	≤ -1	0	1	$+2$ $+3$	$+4$ $+5$	$+6$ $+7$	$+8$ $+9$	≥ 10
1	–	D1	D1	D1	D2	D2	D2	D2
2	–	–	D1	D1	D1	D2	D2	D2
3	A1	–	–	D1	D1	D1	D2	D2
4	A1	A1	A1	–	D1	D1	D1	D2
5	A1	A1	A1	A1	–	D1	D1	D1
6	A1	A1	A1	A1	A1	–	D1	D1
A1	Attacker retreat 1 hex							
–	No effect							
D1	Defender retreat 1 hex, attacker advance							
D2	Defender retreat 2 hexes, attacker advance							
Retreat not into ⬡ or across ⬡								

Table 3: Combat resolution table.

Units of other higher formations (divisions) may partake in the combat, and they may even share parent formation. However, no more than $\Rightarrow 1$ can be obtained, no matter how may divisions attack the target.

In Figure 8 both SS 17/38 AIREGT and SS 17/37 AIREGT are of the same higher formation (⊢⊣ 17ᵗʰ Panzer-Grenadier division), and would thus receive $\Rightarrow 1$ and so the final CRT column would be "0".

§9.2   Combat resolution

Once the final CRT column has been determined, then the attacking factor rolls a single six-sided dice and then cross-indexes that die roll result with the determined column in the CRT, Table 3.

The result of the combat is then determined.

A1 *All* attacking units *must* retreat (§9.3) 1 hex away from the defending unit. The defending unit *may* advance (§9.5) into one of the hexes vacated by the attackers.

– No effect. Neither attacking or defending units need to retreat.

D1 The defending unit *must* retreat (§9.3) 1 hex away from the attacking units. *One* attacking unit *may* advance (§9.5) into hex vacated by the defending unit.

D2 The defending unit *must* retreat (§9.3) 2 hex away from the attacking units. *One* attacking unit *may* advance (§9.5) into hex previously occupied by the defending unit.

§9.3   Retreat

A *defending* unit suffering a D1 or D2 result *must* retreat *away* from the attacking units. In the case of a D1 result the defending unit must retreat 1 hex away. In the case of a D2 result the defending unit must retreat 2 hexes away.

Attacking units suffering a A1 result *must all* retreat one

Figure 9: Combat resolution. Continuing the situation in Figure 7. The attack on 0507 is resolved in the "0" column. The US faction rolls a 2 and the result is "−" i.e., no effect. Both units stay where they are. To the south, the attack on 0509 is resolved in the "+4. + 5" column. The US faction rolls 1, resulting in "D2". DE 462/FH-NJKR IREGT *must* retreat two hexes to 0607, the only viable retreat hex (0508 is in enemy ZOC, and 0708 is behind a river hex side). Note that if DE 462/1010 IREGT had been forced to retreat to 0607, then DE 462/FHNJKR IREGT had been blocked from retreating two hexes and would instead have been eliminated. US 5/11 IREGT advances into 0509 and then 0608, pursuing the retreating German unit.

hex away from the defending unit.

When a unit retreats it *may not*

- move in or through a hex occupied by another unit, friendly or hostile,
- move into enemy ZOC (§5),
- move over a river hex-side (⬡) *even if* connected via a road, emphnor
- move off-map.

If a unit cannot retreat within these limitations, then the unit is immediately eliminated (§9.4).

§9.4   Elimination

When a unit is eliminated, for example because it cannot retreat in a legal way, then that unit is *immediately* removed from the map. Such units *cannot* reenter the map.

§9.5   Advance after combat

If a defending unit suffers a D1 or D2 result or is eliminated as a result of a combat, then the attacking faction has the option to *advance after combat.*

One, and *only* one, attacking unit *may* pursue the retreating defending unit. That is, if the defender retreats

one hex (D1), or is eliminated, then one attacking unit may move into the hex vacated defending unit. If the defending unit is retreated two hexes, then one attacking unit may move into the hex occupied by the retreating unit or into the hex through which the defending unit retreated.

If attacking units suffer a A1 result, then the defending faction has the option to advance the single defending unit into one of the hexes vacated by the attacking units.

Advances *can* be across a river hex-side.

§10   Victory points

The winner of the game is decided via *victory points* (VPs). Victory points are awarded contiguously over the game and it is advised for the factions to keep track of their VPs via the provided score chart or similar.

The awarding of VPs is summarised in Table 4.

★ US VP		
5/🔲		East of *Moselle* for 3 consecutive turns
5/🔲		Exit map on East edge
5		Control Thionville (0701)
20		Control Metz (0807)
✠ DE VP		
10/🔲		Exit map on west edge
8 − turn/🔲*		Exit map on East or south edges

Table 4: Victory points.

★ §10.1   US victory points

- 5 VP for *each* US unit *east* of the Moselle river for at least 3 consecutive turns before the end of turn 7.
- 5 VP for *each* US unit that moves voluntarily off-map over the *east* edge of the map (hex column 09XX) before the end of turn 7.
- 5 VP for controlling (§7) Thionville (0701) by the end of turn 7.
- 20 VP for controlling (§7) Metz (0807) by the end of turn 7.

✠ §10.2   German victory points

- 10 VP for *each* German unit that voluntarily moves off-map over the west edge of the map (hex column 01XX).
- 8 − turn VP per *Panzer-Grenadier* (⊠) that voluntarily moves off-map over *either* the east (hex column 09XX) or south (hex row XX11) edges of the map. The number of VPs awarded depends on the turn during which the units moves off-map. If the unit moves off-map on the first turn, then 7 VP are awarded, on turn 2 gives 6 VP, and so on down to turn 7 where only 1 VP is awarded.

Δ VP	Victory
≥ 5	Marginal
≥ 10	Substantial
≥ 15	Decisive

Table 5: Victory conditions.

§10.3   Victory determination

The faction with the most VPs wins the game. The degree of victory is determined by how many more VPs the victor has over the loser (Δ VP), and is summarised in Table 5

The Drive on Metz

Optional rules

⋈	Division command
⊠▢	Tactical withdrawal
⊠	US airborne

Victory points

☆ US VP	
5/▢	East of *Moselle* for 3 consecutive turns
5/▢	Exit map on East edge (09XX)
5	Control Thionville (0701)
20	Control Metz (0807)

✚ DE VP	
10/▢	Exit map on west edge (01XX)
8 − turn/⊠*	Exit map on East (09XX) or south (XX11) edges

*Only ⊠ units. VP depends on turn exited (7 on first, 1 on last)

Turn sequence

☆ **US Turn**
Movement
Combat
✚ **DE Turn**
Movement
Combat

Victory conditions

Δ VP	Victory
≥ 5	Marginal
≥ 10	Substantial
≥ 15	Decisive

Unit types

⊠	Infantry
⊠	Airborne infantry
⊠	Armoured infantry
▢	Armoured
⊓⊓⊓	Regiment
×	Brigade

Movement & combat effects

Terrain	MF cost	CRT shift**
Clear	2	–
Woods	4	⇐ 2
Rough	3	⇐ 1
River	All	⇐ 3†
Town/city	–	⇐ 2
Fortified	–	⇐ 3
Reference	–	–
Road	1	–
⋈ Division	–	⇒ 1*
Withdrawal	+4*‡	–

†If *all* attack across

‡*Only* ▢ and ⊠ and *not* across ⬡

*Optional

**Not cumulative except ⇒

Combat resolution table

Die roll	Δ CF							
	≤ −1	0	1	+2 +3	+4 +5	+6 +7	+8 +9	≥ 10
1	–	D1	D1	D1	D2	D2	D2	D2
2	–	–	D1	D1	D1	D2	D2	D2
3	A1	–	–	D1	D1	D1	D2	D2
4	A1	A1	A1	–	D1	D1	D1	D2
5	A1	A1	A1	A1	–	D1	D1	D1
6	A1	A1	A1	A1	A1	–	D1	D1

A1	Attacker retreat 1 hex
–	No effect
D1	Defender retreat 1 hex, attacker advance
D2	Defender retreat 2 hexes, attacker advance

Retreat not into ⬡ or across ⬡

Echelon, Identifier, CF — Set up, Type, Parent, MF

★ (US) VP	Turns east of Moselle — 5			Exit over east edge — 5	✠ (German) VP	Exit over west edge — 10	Exit over south or west edge — 8—turn
N 357 90 — 4–4	☐	☐	☐	☐	0502 1125 559 — 1–4	☐	
N 358 90 — 4–4	☐	☐	☐	☐	0403 1126 559 — 1–4	☐	
C 2 5 — 5–4	☐	☐	☐	☐	0505 Utrfhr 462 — 2–4	☐	
S 10 5 — 5–4	☐	☐	☐	☐	0507 1010 462 — 1–4	☐	
S 11 5 — 5–4	☐	☐	☐	☐	0509 Fhnikt 462 — 3–4	☐	
C CCA 7 — 7–10	☐	☐	☐	☐	0609 8 3 — 2–8	☐	Turn ___
S CCB 7 — 7–10	☐	☐	☐	☐	0611 29 3 — 2–8	☐	Turn ___
S CCR 7 — 5–10	☐	☐	☐	☐	0807 Metz — 1–1	☐	
502 101 — 3–4	☐	☐	☐	☐	2 106 — 1–8	☐	
Control Thionville	10 VP			☐	0808 37 17th — 3–8	☐	Turn ___
Control Metz	20 VP			☐	0709 38 17th — 2–8	☐	Turn ___

The Drive on
Metz

Turn 2

2
106 ⊠
1–8

N

Turn 1

357 N
4–4 ⊠
90

358 N
4–4 ⊠
90

Turn 1

2 C
5–4 ⊠
5

CCA C
7–10 ☐
7

Turn 1

10 S
5–4 ⊠
5

11 S
5–4 ⊠
5

CCB S
7–10 ☐
7

CCR S
5–10 ☐
7

Any turn
Optional

502
⊠ 101
3–4

Thionville

Moselle

Trieux

Abbeville

St. Privat

Ammanvilliers

Lorraine

Gambetta

Gravelotte d'Arc

Derouedle

METZ

Mance

St. Privat

Otrant

St. Blaise

Seille

Gorze

Achaville

Hex numbers (grid references): 0101, 0201, 0102, 0202, 0103, 0203, 0104, 0204, 0105, 0205, 0106, 0206, 0107, 0207, 0108, 0208, 0109, 0209, 0110, 0210, 0111, 0211, 0301, 0302, 0303, 0304, 0305, 0306, 0307, 0308, 0309, 0310, 0311, 0411, 0401, 0402, 0403, 0404, 0405, 0406, 0407, 0408, 0409, 0410, 0501, 0502, 0503, 0504, 0505, 0506, 0601, 0602, 0603, 0604, 0605, 0606, 0607, 0701, 0702, 0703, 0704, 0705, 0706, 0801, 0802, 0803, 0804, 0805, 0806, 0807, 0808, 0809, 0810, 0811, 0901, 0902, 0903, 0904, 0905, 0906, 0908, 0909, 0911

7 Sep 1944	8 Sep 1944	9 Sep 1944	10 Sep 1944	11 Sep 1944	12 Sep 1944	13 Sep 1944
1	2	3	4	5	6	7