

## Breakthrough: Cambrai Rules Outline (Base Game Only)

### Dawn Phase

- Reinforcements arrive in zones specified on reinforcement cards; players may swap units as desired (rule 5.5).
- Eliminated Garrison units are replaced into German-controlled free areas (max of 1 total per area).
- Weather roll (1d6): 1-4: Overcast; 5-6: Clear.

### Daylight Phase

- Players alternate impulses, and move impulse track marker (see pp. 2-3 for details).
- On British impulse, first roll of 2d6 is also the “Sunset DR”. If the British player does not roll 2d6 during his turn, he does so at the end of his turn.
  - If < than current impulse number, Daylight Phase ends.
  - If  $\geq$  than current impulse number, Daylight Phase continues.
  - If = the current impulse number, the weather flips.

### Night Phase

- Return turn marker to the “0” impulse.
- *The British player then:*
  - Rolls 1d6 for each Hurricane Barrage marker (all unused markers are lost at end of each Daylight Phase).
    - On Nov. 20: If the roll is  $\geq 4$ , the barrage marker refreshes.
    - After Nov. 20: If the roll is  $\geq 5$ , the barrage marker refreshes.
  - Replenishes his ammunition.
    - On Nov. 20, receive ammo points equal to 2d6+3.
    - On Nov. 21 & 22, receive ammo points equal to 2d6.
    - After Nov. 22, receive ammo points equal to 1d6.
  - Purchases new artillery markers by spending ammo points (all unused markers lost at end of Daylight Phase).
  - Roll 1d6 for each exhausted tank.
    - If  $\leq$  the tank’s exhausted defense value, the tank unit refreshes.
    - If  $>$  the tank’s exhausted defense value, or if the unit cannot trace a supply line to zone I, J, K, or L, the tank unit is replaced with a fresh unit of the next lower value (or is eliminated if already a 2-1-5 tank).
  - On Nov. 25, refreshes one infantry unit in zone J or K.
  - Dismounts Calvary as desired.
    - For each in-play calvary unit removed from the game, the British player may refresh an infantry unit anywhere on the map.
    - Both the calvary unit and refreshed infantry unit must be able to trace a supply line to zone I, J, K, or L.
- *The German player then:*
  - Rolls 1d6 for each in-play Hurricane Barrage marker. If the roll is  $\geq 5$ , the barrage marker refreshes.
  - Replenishes his ammunition.
    - On Nov. 20-22, receive ammo points equal to 1d6.
    - After Nov. 22, receive ammo points equal to 2d6.
  - Purchases new artillery markers by spending ammo points.
  - Refreshes infantry units that can trace a line to zone A, B, C, D, E, F, G, or H.
    - On Nov. 20-24, refresh 1 exhausted infantry unit.
    - After Nov. 24, refresh 2 exhausted infantry units.

### End Phase

- Check for a sudden death victory.
  - If the British player has a fresh calvary unit in zone B, C, or D that can trace a supply line to zone I, J, K, or L, he wins immediately.
  - On Nov. 21 or later, make a “Haig Decides” roll.
    - Roll 1d6 and add applicable modifiers:
      - +2 if British control or contest area 1
      - +2 if British control or contest area 6
      - +1 if British *contest* any area east of the Canal de St. Quentin, or zone G
      - +2 if British *control* any area east of the Canal de St. Quentin, or zone G
    - If  $\geq 7$ , the game continues; otherwise, the game ends immediately and the British player wins if he has 20 or more victory points (see below).
- The game ends normally after the Nov. 26 turn.
  - The British player receives 1 victory point for every Control marker that can trace a line to zone I, J, K, or L.
  - If the British player has 20 or more victory points, he wins; otherwise, the German player wins.

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### Impulses - The active player makes one of three types of impulses during the Daylight Phase.

1. Pass (do nothing except make a “Sunset DR” roll if British).
2. Regroup (move units in a single “active” area into one or more free areas adjacent to the active area).
3. Assault (choose one “active” area and perform any or all of the following actions from that area).

- Artillery & Air Support

- Perform a single **Hurricane Barrage**.

- Select any area up to two areas away from the active area to target.
- Select an enemy unit (i.e., primary target) within the target area.
- Roll 1d6+7 (modified +2 if there are four or more enemy units in the target area).
- The defender rolls 1d6 (+1 to +4 for terrain; and +2 if the weather is overcast).
- If the attacker’s roll is higher than the defender’s the target area suffers Casualty Points (CP) equal to the difference (-1 CP if the target area has a square identifier). The primary target must take the first CP.
- Flip the Hurricane Barrage marker to “used”.

Barrage CP	Action
2	Exhaust fresh non-tank unit
2	Eliminate exhausted non-tank unit
4	Exhaust fresh tank unit
4	Eliminate exhausted tank unit

- Assign one or more **Rolling Barrage/Direct Support** markers.

- Place markers in any area adjacent to the active area (max number of markers equal to the number of units participating in the assault)
- Rolling Barrage markers reduce the movement cost into the area by 2 (exception: canal crossings).
- Direct Support markers add +1 to your combat roll.

- Assign the **Air Support** marker (available only if the weather is “clear”) to add +1 to your combat roll.

- Move Units

- Move each unit in the active area individually at the following movement point (MP) costs.
- No area may contain more than 9 units total, excluding tanks and garrison units.
- No more than 5 units may cross a single bridge during an impulse (excluding retreats).
- If Nov. 20-21, then the British player must obey operational restrictions (rule 10.5.3).

MP	Movement
1	Enter a vacant area
2	Enter a vacant area adjacent to a fresh enemy unit
3	Enter an area containing only an exhausted enemy unit
4	Enter an area containing a fresh enemy unit
All	Cross a canal without a bridge (infantry only)
All	Enter any adjacent area if unit has not spent any MP
*	<i>All units -1 available MP in overcast weather</i>

- Combat

- After movement is completed, the active player:

- Must resolve all **mandatory combats** (areas not contested at the beginning of the impulse that now contain units from the active area).
- May resolve any **optional combats** (areas that were contested at the beginning of the impulse that now contain new units from the active area).

- Although movement is usually completed before combat, there is an exception. The active player may choose a contested area as his active area, combat enemy units in the active area, and then move.

- If resolving a **combat before movement**, each attacking unit spends MP to activate.
  - 1 MP if all defenders in the active area are exhausted.
  - 2 MP if at least one defender is fresh.
- Only if the attack results in an overrun (see below) may the attacking units continue to move.
- Any units belonging to the active player that did not participate in the initial attack, may move at an additional MP cost as listed above (+1 or +2 depending on the state of the defenders).

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Attack Mod.	Description
Base	Attack rating for the point unit
+1	Each additional participating unit
+1	Each Direct Support marker
+1	If the Air Support marker is present
-1	Each different infantry/cavalry division

Def. Mod.	Description
Base	Defense rating for the forward unit
+1	Each additional <i>fresh</i> defending unit
+1 to +4	Terrain Effects Modifier
+1	Each unused Hurricane Barrage
-2	If any attacking unit cross a canal

- To resolve combat, complete the following.
  - The attacking player:
    - Selects one unit as his “point unit”.
    - Rolls 2d6 and adds any appropriate modifiers (see upper lefthand chart).
  - Then the defending player:
    - Selects one unit as his “forward unit”.
    - Rolls 2d6 and adds any appropriate modifiers (see upper righthand chart).
  - The players compare results, attack total (AT) versus defense total (DT).
    - If the AT < DT, the attack has been **repulsed**.
      - All attacking units are exhausted.
      - All attacking units in a mandatory combat must retreat.
      - All attacking units in an optional combat may retreat unless they started in the combat area.
    - If the AT = DT, the attack is a **stalemate**.
      - Both the point and forward units are exhausted.
      - Any participating tank is exhausted.
      - Attacking units may retreat.
    - If the AT > DT, the attack has been a **success**.
      - The point unit is exhausted.
      - Any participating tanks are exhausted.
      - The defending units must absorb CPs equal to the difference between the AT and DT (-1 CP if attacking in area with square or triangle identifier; see rule 11.6.1).
      - The forward unit must absorb first CPs.
  - If an attack is successful, the point unit is a tank, the defending player suffered more CPs than his units could absorb, and the attacked area does not contain a triangle identifier (immune to overruns), then the active player may execute an **overrun** before applicable units become exhausted.
    - The active player may assign additional Rolling Barrage/Direct Support markers to areas adjacent to the one just attacked.
    - All attacking units may move into areas adjacent to the area just attacked (MP costs apply).
    - The active player may resolve any additional combats that occur after this new movement.
  - Units may be required or have the option to **retreat** after combat.
    - Attacking units may only retreat into the areas from which they entered.
    - Units must retreat one at a time and respect the 9-unit stacking limit.
    - A unit forced to retreat, but without a valid retreat area, is eliminated.
    - If a unit has the option to retreat into more than one area it must follow retreat priority.
      - First, into a free area adjacent to the least number of enemy-controlled areas.
      - Then, into a friendly-controlled but contested area.
      - Finally, into an enemy-controlled but contested area.
  - Demolish Bridges
    - **Bridges** become British-controlled if crossed during assault resulting in stalemate or successful attack.
    - If the active player controls a bridge in the active area, and the enemy contests or controls one side of the bridge, then the active player may attempt bridge demolition.

Attack CP	Action
3	Eliminate fresh unit
1	Exhaust fresh unit
2	Eliminate exhausted unit
1	Retreat exhausted unit

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- Roll 1d6 plus modifiers. Demolition is successful if total is  $\geq 7$ .
  - +3 for each free area on either side of the bridge.
  - +2 for each contested, friendly-controlled side of the bridge.
  - +1 for each contested, enemy-controlled side of the bridge.
  - -1 at the Canal du Nord (more difficult to blow)
  - -1 if attempting demolition on Nov. 20 (surprise modifier).

### Advantage Marker

- When you have the Advantage marker, you may spend it on the following.
  - Reverse the Dawn Phase weather roll.
  - As attacker, turn a repulse into a stalemate.
  - As defender, turn a success into a stalemate.
  - As British during Night Phase, automatically refit one tank without making a roll.
  - Receive 2d6 additional ammo points during Night Phase.
  - Avoid sudden death (continue the game) after a “Haig Decision” roll.
- Once spent, or if not spent during a Daylight Phase, the Advantage marker transfers to the other player.
- **Special November 20 Turn**
  - No weather roll during Dawn Phase (weather starts clear).
  - British first impulse consists *only* of a Hurricane Barrage on areas 1, 3, 9, 10, and zone H (flip both Hurricane Barrage markers when completed).
  - “Sunset DR” does not end the turn early, but may change the weather.
  - British operational restrictions apply to movement (rule 10.5.3).
  - Cavalry units released as reinforcements have only 5 MP until the end of the turn.
  - British player receives a +3 modifier to ammo roll during the Night Phase.
  - Attacks that include tank units receive a +1 modifier to the attack roll.