Breakout & Pursuit simulates the historical events of the Allied breakout from the Normandy Peninsula, and the subsequent campaign across France in pursuit of the shattered German Army. The game also simulates many of the possibilities within the campaign between late July and early September 1944.

GAME SCALE
Each complete Game-Turn is three days of real time. Each map hex represents ten kilometers of land. Each division-sized unit would have 9,000 to 16,000 men at full historical strength.

GAME EQUIPMENT
THE GAME MAP
The 22"x34" map sheet portrays the area of France, Germany and the lowlands across which the decisive operations of Breakout & Pursuit took place. A hexagonal grid is superimposed upon the map sheet to regularize the movement and position of the playing pieces.

GAME CHARTS AND TABLES
Various visual aids are provided for the Players to simplify and illustrate certain game functions. The Scenario Description Chart determines the game set-up used, while the Time Record & Reinforcement Chart shows the subsequent arrival of reinforcing units. The Terrain Effects Chart shows the effects of map terrain on movement and combat actions; the Supply Chart summarizes the conditions and effects of the supply rules on movement and combat; and the Combat Results Table is used to determine the result of a given combat action.

THE PLAYING PIECES
Supplied in the game are two different colored sets of playing pieces (henceforth known as units). The units represent the opposing armies that did, or could have, fought in the campaign. The set-up charts show which units should be used in each Scenario, while additional arrivals are noted on the Time Record & Reinforcement Chart. It is recommended that Players count and store their units by type and color; this greatly reduces set-up time.

The playing pieces are distinguished by type, strength and mobility. These are represented by various numbers and symbols printed on the face of each piece.

SAMPLE UNIT:

EXPLANATION OF TERMS
Unit Size is used to determine which units qualify for Victory Points and for ending the game (only division-sized units will qualify):
XX = Division
X = Brigade
[BG] = Battle Group

Unit Designation is the nationality and specific name of the historical formation represented. Aside from historical interest, United Kingdom and Canadian units, only, will qualify for a certain type of supply:
UK = United Kingdom
Ca = Canadian
Fr = French
Gd = Guard
SS = Schutz Staffel
LW = Luftwaffe
GD = Gross Deutschland
Lehr = Demonstration

Unit Type is used to determine the general classification of the unit (Mechanized, Non-Mechanized, or Non-Combat). These classifications are of major importance in the game.

MECHANIZED UNITS

Armor (Panzers) 13-6
Armored Infantry (Panzer Grenadiers) 8-6

NON-MECHANIZED UNITS

Motorized Infantry 12-5
Infantry 9-6

NON-COMBAT UNITS (Allied only)

Supply
Naval Supply
Supply Pipeline
Truck

Combat Strength is the basic offensive and defensive power of the unit expressed as a number.

Movement [points] Allowance is the basic movement capability of a unit, expressed as a number representing the basic number of hexagons the unit may move in a single Movement Phase.

OTHER MARKERS: These markers illustrate certain actions, conditions and zones in effect during a portion of the game. The Supply, Paratroop and German Delay markers will define the use of these markers.

Unit Unsupplied marker
Unit Isolated marker
German Delay marker
Real Airdrop Zone marker
Dummy Airdrop Zone marker

EQUIPMENT INVENTORY
Each copy of Breakout & Pursuit should contain the following components:
One 22" x 34" Game Map
One set die-cut playing pieces (255 counters)
One Rules folder
One German/Allied OB/Setup sheet
One Turn Record/Reinforcement chart (with Scenarios on other side)
One 12" x 15" x 3/4" Game Box
One die.
GENERAL COURSE OF PLAY

Breakout & Pursuit is basically a two-player game. Each Player moves his units and executes attacks in turn, attempting to best fulfill the conditions of victory. Movement is accomplished by each unit expending a certain amount of its Movement Allowance to enter each hex. Combat is resolved by comparing the total Combat Strength of adjacent opposing units involved in the “battle,” and then expressing the comparison as a simplified probability ratio (odds). A die then is rolled and the outcome indicated on the Combat Results Table applied to the units involved.

SEQUENCE OF PLAY

Breakout & Pursuit is played in turns. Each Game-Turn is composed of two Player-Turns, the first Allied, the second German. Each Player-Turn is composed of seven Phases. The Player executing the Phase of his Player-Turn is called the “Phasing Player.” A typical Game-Turn will proceed as outlined below:

A. ALLIED PLAYER-TURN

1. REINFORCEMENT & REPLACEMENT PHASE: The phasing Player places all new units on the game map.

2. AIRDROPPED (Allied Player-Turn only): The Allied Player may place or reveal Airdrop Zone markers, and may then land Paratroop or Airlanding units, as allowed by the Airdrop rules (see Paratroop rules).

3. SUPPLY JUDGEMENT PHASE: The phasing Player determines the supply condition of all his units, placing “unsupplied” and “isolated” markers as necessary.

4. INITIAL MOVEMENT PHASE: The phasing Player may move all his units; Non-Combat units are always moved first.

5. COMBAT PHASE: The phasing Player may attack Enemy units adjacent to his own, at his option. At the start of each Attack the supply condition of the defending Enemy units is determined.

6. MECHANIZED MOVEMENT PHASE: The phasing Player may move (again) only his Mechanized units. This movement is in addition to that of the Initial Movement Phase. No Combat occurs during or after this phase. (See the unit type symbol on each unit to determine if it is mechanized or not; trucks and motorized infantry are not Mechanized units.)

7. Remove all supply condition markers.

B. GERMAN PLAYER-TURN

The German Player executes Phases 1 through 7, becoming the phasing Player. He naturally skips Phase 2 (Airdrop Phase).

C. The Game-Turn marker is advanced on the Game-Turn track, signaling the start of a new Game-Turn.

Note: Phases 4, 5, and 6 are the critical ones in each Player-Turn. The play of the game essentially centers around each Player in turn moving, having combat, and then moving mechanized units again.

GAME LENGTH

GENERAL RULE:
The game ends either as indicated on the Time Record & Reinforcement Chart, or after the Allied Player breaches the Rhine (as defined below).

CASES:
(A) The Time Record & Reinforcement Chart shows the Game-Turn on which each Scenario starts and ends. The game ends with an Allied Player-Turn, and also after the last German Phase of the last Game-Turn.

(B) BREACHING THE RHINE: The Game will end (no matter what its nominal length) and Victory evaluated at the end of any Allied Player-Turn in which the Rhine is breached. The Rhine is considered to be breached when all of the following conditions have been met:
1. The Allied Player occupies (with supplied, division-sized units) five non-adjacent hexes, which are east of the Rhine and south of the Ruhr.
2. These five occupied hexes (called Bridgehead Hexes) must each have no more than and no less than one intervening hex between them and another Victory hex. These separating hexes are called Communication Hexes. The Allied Player determines which hexes are to be considered Communication Hexes.
3. Communication Hexes must also be east of the Rhine and south of the Ruhr. They must be occupied by German units or controlled by German Units of Control. The presence of Allied units in a Communication Hex negates any German Zone of Control in that hex (for Victory calculation purposes).
4. The Allied Player must be able to trace an uninterrupted line between all five Bridgehead Hexes. This line must be traced only through Bridgehead and Communication Hexes. (See also Victory Conditions.)

MOVEMENT

GENERAL RULE:

During the Movement Phase, the phasing Player may move as many as or few as his units as desired. Units move hex by hex through the grid. Entering a hex requires a unit to expend one or more Movement Points.

PROCEDURE:

Move each unit individually, tracing the path of movement through the hexagonal grid. Once a unit has been moved and the Player’s hand withdrawn, the unit may not be moved again or the path retraced and/or changed during that Movement Phase.

CASES:

(A) Movement is never required, it is always voluntary. The phasing Player may move all, some or none of his units. During a Movement Phase only the phasing Player’s units are moved. No Enemy movement, and no combat may occur.

(B) Units may never enter a hex occupied by an Enemy unit. Exceptions: German units may enter hexes occupied solely by Allied Supply, Supply Pipeline, and/or Naval Supply units; Allied units may enter hexes occupied solely by German Delay markers). Units may never cross a Sea hex-side.

(C) Provided a unit is not entering an Enemy occupied hex, nor crossing a Sea hex-side, nor moving directly from one Enemy controlled hex to another, a unit may always move one hex in the Initial Movement Phase, and one more hex on the Mechanized Movement Phase if a Mechanized unit. The unit may move this one hex regardless of how many Movement Points it has. (Exception: Allied Supply, Supply Pipeline, and Naval Supply units. See Allied Non-Combat Units Rules.)

(D) Each hex contains (“represents”) a certain type of terrain. The number of Movement Points a unit must expend to enter a hex varies with the terrain. See the Movement section of the Terrain Effects Chart for a full list of these different “entry costs.”

(E) Units may be moved as many or as few hexes as the phasing Player desires, as long as the unit’s Movement Allowance is not exceeded during the Movement Phase. Unused Movement Points may not be accumulated from Phase to Phase, nor transferred from unit to unit.

(F) A unit may move over different types of terrain in the same Movement Phase, provided the unit has enough Movement Points to expend when entering each type of hex.

Zones of Control

(G) Only Mechanized and Non-Mechanized units exert a Zone of Control. The six hexagons immediately surrounding a given unit (or stack of units) constitute the unit’s Zone of Control. Zones of Control never extend across a Sea hex-side, or the hex-side of a German Fortress. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and have an inhibiting effect upon Movement, Supply, and retreat due to Combat.

(H) Friendly units never negate or otherwise affect Enemy Zones of Control.

(I) All mechanized units and Allied Motorized Infantry units (Movement Allowance of 16) must expend two additional Movement Points to enter an Enemy Controlled hex, and one additional Point to leave an Enemy controlled hex. These units may move directly from one controlled hex to another (“through” a Zone of Control) by expending three additional Movement Points.

(J) All other units never expend additional Movement Points when entering or leaving an Enemy controlled hex. These other types of units may only leave an Enemy controlled hex if moving to an uncontrolled hex. The unit might subsequently again enter an Enemy Zone of Control, but it could not move directly from one controlled hex to another.

(K) Units may not retreat (due to Combat) into an Enemy controlled hex. Zones of Control have no other effect on Combat. Supply Paths may not be traced through an Enemy controlled hex (see Supply case A).

Stacking

(M) A maximum of three Mechanized and/or Non-Mechanized units may be stacked in one hex. This limitation applies only at the end of a Movement Phase, and throughout a Combat Phase. Thus units that would violate stacking limits when retreating due to Combat are eliminated instead (see Exploration of Combat Results on the Combat Results Table).

(N) Allied Non-Combat units (Supply units, Naval Supply units, Supply Pipeline units, and Truck units) never count for stacking purposes; i.e., any number of these units may be on a hex and still three Mechanized and/or Non-Mechanized units may be stacked on that hex. Similarly, the various markers (including German Delay markers) do not count for stacking purposes.
## TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>TYPE OF TERRAIN</th>
<th>MOVEMENT POINT (MP) COST TO ENTER</th>
<th>EFFECT ON COMBAT (when defending units on given terrain)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear hex</td>
<td>1 MP to enter</td>
<td>no effect</td>
</tr>
<tr>
<td>Coastal hex</td>
<td>1 MP to enter</td>
<td>no effect</td>
</tr>
<tr>
<td>Sea hex-side</td>
<td>Movement through prohibited</td>
<td>Combat through prohibited</td>
</tr>
<tr>
<td>River hex-side</td>
<td>German units expend two additional MP to cross&lt;br&gt; Allied units expend one additional MP to cross</td>
<td>Attacker subtracts “1” from Combat Results die roll if all units are attacking through River hex-sides.</td>
</tr>
<tr>
<td>Rough Terrain hex</td>
<td>no additional cost</td>
<td>Defender’s Combat Strength is DOUBLED.*</td>
</tr>
<tr>
<td>Town or City hex</td>
<td>no additional cost</td>
<td>Defender’s Combat Strength is DOUBLED.*</td>
</tr>
<tr>
<td>German West Wall hex</td>
<td>Allied units only expend one additional MP to enter</td>
<td>Defending German units’ Combat Strength is TRIPLED.*</td>
</tr>
<tr>
<td>German Fortress hex</td>
<td>Allied units may not enter until Fortress is destroyed</td>
<td>Fortress has intrinsic Combat Strength for defense (only) of FIVE.&lt;br&gt; Defending German units’ Combat Strength is TRIPLED.*</td>
</tr>
</tbody>
</table>

**ZONES OF CONTROL:**
Mechanized units and Allied Motorized Infantry (16 MP’s) must expend two additional MP to enter an Enemy-controlled hex, and one additional MP to leave. They may move directly from one controlled hex to another by expending three additional MP. All other units expend no additional MP to enter or leave an Enemy-controlled hex, but may never move directly from one controlled hex to another ("through" a Zone of Control).
GENERAL RULE:
Combat occurs between adjacent opposing units at the phasing Player’s discretion. The phasing Player is the Attacker, the nonphasing Player the Defender, regardless of their overall strategic position.

PROCEDURE:
Total the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strengths of all units on the hex under attack. State the comparison as a probability ratio: Attacker’s Strength to Defender’s Strength. Round off the ratio downward to conform to the simplified odds found on the Combat Results Table, roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before resolving any other attacks being made during that Combat Phase.

CASES:

(A) During the Combat Phase of his Player-Turn, the phasing Player may attack Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.

(B) Attacking is completely voluntary: units are never compelled to attack and not every unit adjacent to an Enemy unit need participate in any attack. However, Friendly units in the same hex may not attack different Enemy-occupied hexes in the same Combat Phase. Friendly units in a stack not participating in an attack are never affected by the results of the Combat.

(C) An Enemy occupied hex may be attacked by as many attacking units as can be brought to bear. Conceivably, as many as six stacks of units could be brought to bear against an Enemy occupied hex.

(D) Enemy units on the same hex must always defend as a single group with one combined Combat Strength. Under no circumstances may the defending units be divided and individually attacked, nor the Combat Strength of any unit divided and attacked separately, nor of the defending units on a hex ignored. Exception: see Allied Air-Strike.

(E) No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

(F) Terrain and supply effects upon Combat Strength and the Combat Results Table die rolls are cumulative. Supply effects are always calculated first. When Combat Strength is halved any fractions are rounded upward (i.e., “half” of nine is five).

(G) Combat odds are rounded-off in favor of the Defender. For example: an attack with a total Combat Strength of 26 against a hex defended by a total Combat Strength of 9 (26:9) would round-off to a “2:1” odds situation, and the 2:1 column on the Combat Results Table would be used.

(H) The Attacker has the option of decreasing the odds of his attack before rolling the results of the Combat. All units originally involved in the attack follow the results of the combat action, at the reduced odds (i.e., the Attacker may voluntarily make an attack at 3:1 instead of 5:1).

(Retreat and Advance)

(J) Due to an “Ar” or “Dr” Combat Result, units will retreat after combat. Retreating units may not retreat across a Sea hex-side or into an Enemy controlled hex; if forced to, the retreating units are eliminated instead. Enemy Zones of Control do extend into both unoccupied hexes and hexes occupied by Friendly units (see Zones of Control).

(K) If, as a result of a combat—action, a hex is completely cleared of Enemy units, then up to three Friendly units which participated in the combat-action may advance into the vacated hex. Such an advance takes place during the Combat Phase, and before any other combat-actions are resolved. Such an advance may not take place if an eliminated Enemy unit is replaced by a Battlegroup unit (see below).

BATTLEGROUPS:

(I) Units may be eliminated in a Combat-action due to an “Ar”, “De”, or “Ex” result; in addition, units may be eliminated due to an “Ar” or “Dr” result and a lack of retreat route (see case J). In all these cases, the eliminated unit may be replaced by an appropriate Battlegroup unit. At the start of Combat, only certain units may be replaced by Battlegroups. The table below indicates which units, when eliminated, are replaced by which Battlegroups:

<table>
<thead>
<tr>
<th>Parent Unit</th>
<th>Battlegroup Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>German</td>
<td>Battlegroup Value</td>
</tr>
<tr>
<td>5–6 thru 16–6</td>
<td>2–6</td>
</tr>
<tr>
<td>Allied</td>
<td>Battlegroup Value</td>
</tr>
<tr>
<td>8–16 thru 12–16</td>
<td>2–16</td>
</tr>
<tr>
<td>10–8 thru 16–8</td>
<td>3–8</td>
</tr>
<tr>
<td>Allied</td>
<td>Battlegroup Value</td>
</tr>
<tr>
<td>9–6 and 10–6</td>
<td>2–6</td>
</tr>
<tr>
<td>Allied</td>
<td>Battlegroup Value</td>
</tr>
<tr>
<td>9–5 thru 13–5</td>
<td>2–5</td>
</tr>
</tbody>
</table>

(N) Battlegroups are immediately placed upon the parent unit’s hex. Thus a battlegroup will prevent an advance into the hex of the eliminated parent unit (as outlined in case K) Battlegroups themselves may advance if the Enemy units leave their hexes completely vacated as a result of the Combat-action.

(P) In the Combat Result of “Ex”, the original face (basic) value of the units is always used, not the Combat Strength minus the Battlegroup Combat Strength.

EXPLANATION OF RESULTS

\( Ae \) = Attacker Eliminated: All Attacking units involved in the combat-action are removed from the map (eliminated). Units in the same hex(es) but uninvolved in the attack are not affected.

\( De \) = Defender Eliminated: ALL units on the Defender’s hex are eliminated, including Non-Combat units or Fortresses.

\( Ex \) = Exchange: All units on the Defender’s hex are eliminated, including Non-Combat units or Fortresses. The Attacker must remove units whose total Combat Strength at least equals the total Combat Strength of everything the Defender lost. Original “face value” Combat Strength (shown on the unit) is used, unaltered by terrain or supply.

\( Ar \) = Attacker Retreats: The Defender moves all Attacking units one hex. If a choice of hexes is possible, the hex or hexes closest to the Attacker’s source of supply must be used. Units unable to retreat at all due to Enemy units, Enemy Zones of Control, or stacking limitations are destroyed instead.

\( Ad \) = Attacker Disrupted: All Attacking units are inverted to show that they remain stationary through the next Friendly Mechanized Movement Phase, have Combat Strength halved during the next Enemy Combat Phase, and also remain stationary through the following Friendly Initial Movement Phase of the next Friendly Player-Turn. Disrupted units may not advance after combat.

Note: see Combat Rules for greater detail on Retreat and Advance after Combat, and on the creation of Battlegroups.
GERMAN SUPPLY
(D) German units are considered “supplied” if they can trace a Supply Path to the East Edge of the map, or a Fortess hex are always considered “supplied”.
(E) German units unable to trace a Supply Path to the East Edge of the map, or not on a Fortress hex, are “isolated”. German units are never “unsupplied”, they are either “supplied” or “isolated”.

ALLIED SUPPLY
(F) Allied units are considered “supplied” if they can trace a Supply Path no more than four hexes long to a Supply Source. Allied units are “unsupplied” if the Supply Path traced is five to eight hexes long, and are “isolated” if no Path eight to less hexes to any Supply Source can be traced.
(G) Any Allied unit may use the Cherbourg hex, the Bayeux hex, and Active Supply Pipeline unit, or a Supply unit, as a Supply Source. United Kingdom (UK) and Canadian designations may also use the same Supply Source. The Naval Supply unit, provided the Naval Supply unit is on a coastal hex.
(H) Allied units determining their Supply state during the Allied Supply Judgement Phase (for Movement and attacking Combat Strength purposes) may use any of the Supply Sources. Allied units determining their Supply state during the German Combat Phase (for Combat Strength on defense) must trace a Supply Path to an Allied Supply unit if: (a) the German attack against supplied Allied defenders will be at 1 – 5 or greater, and (b) a Path of eight or less hexes can be traced to an Allied Supply unit. The Allied Player need not trace a Path to a Supply unit if the attack will be at 1–2 or worse odds against a supplied defender, or if the Path is five or more hexes and another Supply Source is within four hexes.

EFFECTS OF SUPPLY
(K) The effect of supply on Combat Strength for attack and Movement (points) Allowance is determined during the Supply Judgement Phase, and applies to all Friendly units throughout the Initial Movement Phase, the Combat Phase, and the Mechanized Movement Phase of that Player-Turn. The effect of supply on Combat Strength for defense is determined at the moment of combat, during the Enemy Combat Phase. See the Supply Chart for a summary of conditions and effects of the various Supply states.
(L) Units may remain unsupplied or isolated indefinitely; i.e., units are never lost through lack of supply alone.

ALLIED AIR-STRIKE
PROCEDURE:
At the start of the Allied Combat Phase of the first Game-Turn, the Allied player must make an attack on any German unit or units in a single hex. The Air Strike Combat Strength 20 is compared to the Combat Strength of the unit(s) being attacked, odds are computed as normal, a die rolled, and the Combat Results Table consulted. The Air Strike takes place separately from, and before, normal Combat procedures.

CASES:
(A) No more than one Air Strike attack per game is allowed. The attack must occur on the Combat Phase of the first Allied Player-Turn.
(B) Any one German unit may be attacked, other defending units in the same hex may be ignored (an exception to the normal combat rules). More than one German unit may be attacked, provided all are on the same hex. The group then has a single combined defensive Combat Strength. No more than one hex may be attacked.
(C) The Air Strike Combat Strength of 20 may not be divided and used for more than one Attack.
(D) Terrain effects and supply conditions do not affect the Air Strike Combat Strength or the Combat Strength of the target unit(s), or the Combat Results die roll. Only Combat Results effects pertaining to the Defender (Dx, Ex, and Df) are used in the Combat action.

ALLEO PARATROOP UNITS
GENERAL RULE:
Each Allied Paratroop unit may airdrop once onto any hex up to 14 hexes from any English Channel coastal hex. The Airdrop Cycle procedure is used to airdrop units onto the map hexes.

PROCEDURE:
The Airdrop Cycle may be started on any Allied Airdrop Phase. On the Phase of initiation the Allied Player places five Dummy and one Real Airdrop Zone markers on the map, each within 14 hexes of any English Channel coastal hex. The markers are placed inverted so the German Player is unaware which is the Real Airdrop Zone marker. On the third Allied Airdrop Phase the markers were placed (i.e., three Game-Turns later), the markers must be turned face up and the Dummy markers removed. The markers may not be revealed any earlier or later, and another cycle may not be started while the current one is in progress. Once the markers are revealed, on the same Phase the Allied Player may “airdrop” zero or more Allied Paratrooper units onto any hex or adjacent to the hex containing the Real Airdrop Zone marker. Unless the optional Airlanding unit is being used and the Allied Player plans to drop it also, the Real Airdrop Zone marker is removed after the Paratroop units are or are not landed. A new cycle may be started on the following Allied Airdrop Phase.
ALLIED NON-COMBAT UNITS

GENERAL RULE:
Allied Non-Combat units (Truck units, Supply Pipeline units, Supply units, and the Naval Supply unit) are used to visually display the position and status of the Allied supply network, and to represent the massive truck fleet used to transport supplies, Paratroop units, and American Infantry units.

PROCEDURE:
Allied Supply Pipeline units and Supply units are placed on the map during the first Reinforcement & Replacement Phase of each Allied Player-Turn. During the Supply Judgement Phase, which is before any Movement or Combat, Supply Paths are determined and perhaps Supply units expended. Then the Initial Allied Movement Phase is started, with Non-Combat units always moved first.

CASES:
(A) Allied Supply Pipeline units, Supply units, and the Naval Supply unit, when alone do not prevent German units from moving onto or through a hex, nor do they alone have a Zone of Control. However, if other Allied units are also in the hex, German units may not move into the hex (loosely: see Movement case G). Allied Truck units have a Combat Strength of five (1) for defense only, but no Zone of Control. German units may not move onto or through a hex occupied by a Truck unit (i.e., a Truck unit must be destroyed).

ALLIED TRUCK UNITS

(B) An Allied Truck unit, during any portion of its Movement in the Initial Movement Phase, may pick up and/or drop off Allied Supply units or Allied Non-Mechanized units with a Movement Allowance of five or six. The Truck unit may only carry one other unit at a time, and the carried must be placed under the Truck to signify its “carried” status. A unit may be carried an unlimited number of times in a Movement Phase.

(C) The embarkation (“picking up”) of a Non-Mechanized unit onto a Truck expense five Movement points for each of the units. Supply units are embarked without Movement penalty to either unit. Any unit may be disembarked (“dropped off”) with no Movement penalty to either unit.

(D) Non-Mechanized units carried by a Truck unit use their Combat Strength normally, but while carried assume the Movement Allowance of the Truck unit. If a Truck is attacked while carrying any unit, the Truck unit will always add its Combat Strength of “one” to the defense.

(E) Allied Supply Pipeline units are “active” or “inactive.” Units are only active when a line of contiguous, adjacent Pipeline units can be traced to a Pipeline unit on Bayeux. In other words, to be active, Pipeline units must be in a continuous line of hexes starting on the Bayeux hex. Inactive Pipeline units are indicated by a small red hex by a German unit destroying part of the Pipeline chain, as in case H. After putting new active units into the gap, the Allied Player may begin to reactivate any inactive portions of the chain, as detailed in case G.

(F) One Allied Supply Pipeline unit may be placed on the map during each Allied Reinforcement & Replacement Phase. Supply Pipeline units may only be placed adjacent to active Supply Pipeline units, or on Bayeux. Supply Pipeline units may never be placed on an Enemy occupied hex.

(G) In addition to case F above, on each Allied Reinforcement & Replacement Phase any three adjacent inactive Pipeline units may be turned face up and made active if one of the three is also adjacent to an active Supply Pipeline. Naturally, less than three units may be rendered active from inactive if the Allied Player desires.

(H) Supply Pipeline units once placed may never be moved. Supply Pipeline units have no Defense, and a Combat Strength of a hex occupied by a Pipeline unit is moved into or through by a German unit, the Supply Pipeline unit is destroyed. This act may immediately render other Pipeline units inactive.

ALLIED SUPPLY UNITS

(I) Allied Supply units may be placed on the map on the Bayeux hex, the Cherbourg hex, or on any active Supply Pipeline marker. Supply units due to arrive on a Game-Turn may be deferred and placed on the map at the start of any later Allied Player-Turn. Such withheld Supply units should be placed in the Paratroop & Reinforcement Staging Area. Allied Supply units have no intrinsic Movement Allowance; they may be moved only through one or more of the below procedures. These procedures may be repeated or combined — there is no limit to the distance an Allied Supply unit may be moved in one Game-Turn using these special procedures:

1. An Allied Supply unit may move up to ten hexes — unoccupied by Enemy units or Zones of Control — in a single move. The Supply Pipeline unit or Allied Truck unit. A Truck unit so moved is inverted: the Truck may not move that Allied Player-Turn.

2. A Supply unit on an Active Supply Pipeline unit may move to any adjacent Supply Pipeline unit.

3. A Supply unit may be carried by a Truck unit (see cases B, C, and D).

4. An Allied Supply unit is expended whenever a Supply Path is traced to it. Only Supply units are expended (Supply Pipeline markers, the Naval Supply unit, Cherbourg and Bayeux are not expended when a Supply Path is traced to them). See Supply, cases F through K.

ALLIED NAVAL SUPPLY UNIT

(M) The Allied Naval Supply unit may move onto coastal hexes only. It may move from any coastal hex to any coastal hex, regardless of distance or intervening Enemy units or Zones of Control. It may not move onto a coastal hex occupied by an Enemy unit or Enemy Zone of Control. It may not move onto a coastal hex of the Zuider Zee.

(N) When the Allied Naval Supply unit is moved, it is inserted during that Initial Movement Phase. On the Allied Initial Movement Phase of the following Game-Turn the unit, if stationary, may be turned face-up. Only when face-up can a Supply Path be traced to the Naval Supply unit. (Note: because Supply Judgement occurs before Initial Movement, the Naval Supply unit may not be used as a Supply Source on the Allied Player-Turn it is turned face up.)

(P) Only United Kingdom (UK) and Canadian (CA) units may trace a Supply Path to the Naval Supply unit. Tracing such a Path does not expend the Naval Supply unit. Again, see Supply cases F through K for the Supply Chart requirements and effects of supply.

GERMAN FORTRESSES

GENERAL RULE: RE West Wall HEXES

Each German fortress hex has a Combat Strength, solely for defense, of “five.” In addition, any German units defending on a Fortress hex have a Combat Strength tripled. German units on a Fortress hex are always supplied, but do not have a Zone of Control. Allied units may not occupy a German fortress unit until the Fortress is “destroyed.”

CASES:
(A) The Fortress has an intrinsic Combat Strength for defense of “five.” This value is added to the tripled Combat Strength of any defending German units on a Fortress hex. The Fortress Combat Strength may never attack, and German units on a Fortress hex for attack with a Combat Strength unaffected by the Fortress.

(B) German units on a Fortress hex have an Zone of Control, nor does the intrinsic Combat Strength of five affect a Zone of Control.

(C) A Fortress hex is always in a “supplied” state. German units on a Fortress hex may never be “isolated,” and may not trace a Supply Path to the East edge of the map.

(D) “Dr” Combat results do not apply when the defender is a German Fortress hex and/or German unit on a Fortress hex. When “Ex” or “De” Combat results are applied to a German defender, the Fortress hex is destroyed. The hex is no longer termed a Fortress hex for the rest of the game, but is simply a city hex (i.e., the Fortress ceases to exist). Note that in an “Ex” Combat result, Allied units attacking the Fortress hex must lose Combat Strength equal to the original face value of any defending German units plus five. (If F through K, see Supply for the Supply Chart requirements and effects of supply.)
GERMANN DE LAY MARKERS

COMMENTS:
Many small German elements, including erroneous impressions of an enemy by Allied commandos, hindered Allied advances in the early stages of the campaign. However, after a few days of hesitancy, they got the "feel" of Blitzkrieg warfare. To recreate this initial halting movement, German "Delay" markers are used.

GENERAL RULE:
German Delay markers exert a special Zone of Delay on the hex they occupy, and on the six adjacent hexes. This Zone of Delay affects Allied Movement. German Delay markers are destroyed by Allied units occupying their hex.

CASES:
(A) German Delay markers exert a Zone of Delay onto the hex they occupy and the six adjacent hexes. An Allied unit entering one of these Zone of Delay hexes must expend an additional Movement Point; to leave such a hex one additional Movement Point must be expended.
(B) The Zone of Delay only affects Allied Movement during Allied Movement Phases. It has no effect on Combat, Supply, Paratroop drops, or anything else.
(C) Allied units may occupy the hex occupied by a German Delay marker at the cost indicated in case A above. If an Allied unit finishes a Movement Phase stacked with a German Delay marker, at the end of the Phase the German Delay marker is eliminated.
(D) German Zones of Control always supercede Zones of Delay. Thus if a Zone of Control and a Zone of Delay extend onto the same hex, the Zone of Delay would impose no additional penalty for Allied units.
(E) German Delay markers, once placed on the map, may never move or participate in Combat.
(F) German Delay markers arrive as shown on the Time Record & Reinforcement Chart. They may be placed on the map during the German Reinforcement & Replacement Phase of the Game-Turn indicated, or during that Phase of any subsequent Game-Turn (i.e., they may be saved and accumulated). They may be placed on any hex that can trace a line of hexes to a German Combat unit. Neither the line of hexes, nor the hex to be occupied by the Delay marker, may be occupied by Allied units or Zones of Control. The German Combat unit which the line is traced from may be in an Allied Zone of Control.

VICTORY CONDITIONS

GENERAL RULE:
Throughout the game Players score Victory Points for destroying Enemy units. At the end of the game Victory Points for occupation of certain hexes or hex areas of the map are also computed, and the grand total compared. This Points ratio is used to determine which Player was the victor, and the level of victory obtained.

CASES:
Victory Points for destroying Enemy units:
(A) The Allied Player scores the listed number of Points for each German unit destroyed. Double the score if the German unit was completely surrounded by Allied occupied hexes and/or Sea hex-sides.

<table>
<thead>
<tr>
<th>German Unit Destroyed:</th>
<th>Allied Player's Points:</th>
</tr>
</thead>
<tbody>
<tr>
<td>10-6</td>
<td>8</td>
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<tr>
<td>15-6</td>
<td>6</td>
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<td>13-6</td>
<td>4</td>
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<td>12-6</td>
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<td>7-6</td>
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<tr>
<td>6-5</td>
<td>2</td>
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<tr>
<td>5-5</td>
<td>8</td>
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<tr>
<td>4-5 (mech.)</td>
<td>2</td>
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<tr>
<td>2-6 (BG)</td>
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<tr>
<td>9-12</td>
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<td>6-12</td>
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<td>2-4</td>
<td>8</td>
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<td>1-4</td>
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</tbody>
</table>

Delay Marker: 0

(B) The German Player scores the listed number of points for each Allied unit destroyed. Double the score if the Allied unit was completely surrounded by German occupied hexes and/or Sea hex-sides.

GERMAN VICTORY POINT

<table>
<thead>
<tr>
<th>Allied Unit Destroyed:</th>
<th>German Player’s Points:</th>
</tr>
</thead>
<tbody>
<tr>
<td>17-8</td>
<td>28</td>
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<tr>
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<td>2-4</td>
<td>8</td>
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<tr>
<td>1-4</td>
<td>6</td>
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</tbody>
</table>

VICTORY POINTS for occupying areas:

C) The Allies score 100 points if, at the end of any Allied Player-Turn, the Rhine is breached. The Rhine is considered to be breached when all of the following conditions have been met:
1. The Allied Player occupies (with supplied, division-sized units) five non-adjacent hexes, which are east of the Rhine and south of the Ruhr.
2. These five occupied hexes (called Bridgehead Hexes) must each have no more than and no less than one, intervening hex between them and another Victory Hex. These separating hexes are called Communication Hexes. The Allied Player determines which hexes are to be considered Communication Hexes.
3. Communication Hexes must also be east of the Rhine and south of the Ruhr. They must be unoccupied by German units or German Zones of Control. The presence of Allied units in a Communication Hex negates any German Zone of Control in that hex (for Victory calculation purposes).
4. The Allied Player must be able to trace an uninterrupted line between all five Bridgehead Hexes. This line must be traced only through Bridgehead and Communication Hexes. (see also Game Length).

D) The Allies score 30 points if, at the end of the game, they were the last to occupy or pass through or move across the West Wall hex. The Germans score no points if the Allies fail.

E) The Allies score 20 points if, at the end of their third Player- Turn, after one or more Allied units moved south of the "Allied Breakout Line" (marked on map), three or more division-sized units move off one or more of the map edge hexes marked "D" while in a "supplied" state. These units leave the map and may not return. The Germans score 20 points if the Allies fail to get three division-sized units off the "D" map edge hex(es) within three turns after crossing the Allied Breakout Line. This case does not apply in the Pursuit Scenarios.

F) The Player controlling (last to have his units occupy or pass through) the hexes listed below receives the points indicated:
Paris (all three hexes): 10
Antwerp: 10
Each Fortress hex: 10
Reims: 5

In the Pursuit Scenarios the Allied Player controls the St. Malo Fortress hex (847); otherwise, at the start of every Scenario the German Player controls all the above hexes.

SPECIAL POINTS

G) The Germans score 8 points each time the Allied Player starts the airdrop procedure cycle (i.e., each time the six inverted Drop Zone markers are placed on the map).

THE POINTS RATIO

H) Compare the number of Allied Points scored to the number of German Points scored. Reduce the numbers by dividing the German points into the Allied points, and compare the result to one. The resulting VICTORY POINTS ratio shows how successfully the Allies achieved their triple goal of occupying France, destroying the German Army, and occupying the western defenses of Germany:
If the Allied Player has one or more supplied units on Essen (1400) and Dusseldorf (1502), and has won a Decisive Victory, World War II will be over before Christmas, 1944.

OPTIONAL RULES

The following additions reflect special Allied capabilities which were planned, but never actually used, in the historical campaign.

CASES:

(A) Allied Paratroop Rehabilitation: The British 6th Paratroop Division unit (“7-6”) which starts the game on the map, may be exchanged for the “10-6” counter of the same historical unit. This exchange may be made anytime during the tenth Allied Initial Movement Phase the unit is in the Paratroop & Reinforcement Staging Area. In other words, when the “7-6” spends ten consecutive Game-Turns in the Staging Area it becomes a “10-6” after the tenth Game-Turn.

(B) Allied Airlanding Division: The British 52nd Airlanding Division unit (“10-6”) may only enter the game by airdropping onto the map. This special unit is dropped onto the Real Drop Zone marker or any adjacent hex on the Initial Movements Phase directly after the Initial Movement Phase in which any “regular” airlift unit starts the game on the map. In other words, the Airlanding unit lands on the same Game-Turn as the Paratroop unit, but may only land on the Turn immediately following a paratroop drop. The Real Drop Zone Marker is the only unit drop point in the entire campaign. The Allies could only make one drop per turn.

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GAME QUESTIONS
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All questions concerning the rules of play should be submitted in the following format: 8½ x 11 paper with ample space between questions. All questions should be so phrased that they may be answered with a simple one word or number response. Multiple-choice questions may also be asked. Don’t include any other material in your question letter.

ALL QUESTIONS MUST BE ACCOMPANIED BY A STAMPED, SELF-ADDRESSED ENVELOPE. Write to:

Simulations Publications, Inc.
Game Questions Editor (Breakout & Pursuit)
44 East 23rd Street
New York, N.Y. 10010

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PLAYER’S NOTES

Breakout & Pursuit uses the same basic rule system pioneered in Kursk, and subsequently used in France 1940, The Battle of Stalingrad, and The Moscow Campaign. Typical of the Kursk system, Zone of Control effects, Terrain effects, and Supply rules are modified to duplicate the specific aspects of the particular campaign. In addition, Breakout & Pursuit has special rules for Allied Non-Combat units, Paratroop units, Air Strikes, German Fortresses, and German Delay units. Finally, the rules for the basic Movement and Combat system have been further refined and clarified.

In the Breakout and Campaign Scenarios, the German situation is extremely delicate. SPI Players must face the facts that the Germans usually had to withdraw from the Normandy vicinity on the second to fourth Game-Turn, or risk encirclement and total annihilation (what happened in the actual campaign). Keeping the Allies contained for the maximum period of time, while losing the minimum number of Mechnized units, is a difficult task requiring very careful judgement.

Once the Germans withdraw from the Normandy area, the Allied Player is faced with really tough decisions. In the Breakout Scenarios, the decision is easier. In the Campaign or Pursuit Scenarios, he must divide his force between chasing German units, attacking the coastal fortresses, and striking directly for the West Wall and Rhine. Although such “blitzkriegs” over France invariably look disastrous for the German cause, a few judicious sacrifices and threats around the ever-growing Allied truck-borne supply network can have a tremendous effect. The main German goal, however, is to remain in the vicinity of the West Wall and prepare for counter-attack or hold. As the Allies approach the map sheet’s eastern edge, they must establish a chain of truck staging points for moving supplies to the front. This flexible network channels attacks, and the Germans can concentrate defending troops in the one or two threatened sectors while leisurely holding the rest of the front.

Breakout & Pursuit presents game problems unique in the SPI divisional scale. It is the only game that invariably encompasses true mobile warfare of the “blitzkrieg” tradition. The possibilities and problems of a front vastly larger than the number of units involved are quite novel. Further, the actual breakout attacks and defenses on the Normandy peninsula will set the stage for all later maneuvers: errors by either Player in the first few turns will secretly multiply, and come home to roost at the end of the Scenario. As the German Player is already four McNamara opponents, the German Player can win the game despite huge initial losses. Time, space, and units are essentials to victory, but the relationship between the three in Breakout & Pursuit is quite different.

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DESIGNER’S NOTES

World War II consisted of several distinct types of ground combat. In Russia, where most of the ground fighting took place, operations were characterized by a majority of walking infantry with horse-drawn heavy weapons supported by a minority of fully-motorized units. The ratio was something like 85% walking troops to 15% motorized. In the Pacific there were either wholly (96+%) walking units on each side (China), or fully-motorized on one side (the western allies) against non-motorized troops (Japanese). In the Pacific, however, the nature of the terrain forced both sides to undertake most of their operations on foot. Thus only in the European theatre could both sides use substantial numbers of motorized units.

Breakout & Pursuit covers the largest fully-motorized campaign of the war. The Allied armies were completely motorized. The Germans were motorized to a greater extent than in any other theatre. For this game we decided to use the same game system used in our other division level WWII games. Up until now these have been primarily eastern front, with the exception of France, 1940 (which was a rather special case). Using this system the Breakout & Pursuit I think did, however, present some rather unique problems. The Germans and Allied forces had different capabilities which produced different inter-relationships. That means different game mechanics. This was also the case in the various eastern front divisional level games.

For Breakout & Pursuit some examples are the logistical rules for the allied advance, rules for the “semi-motorized” American infantry division, and rules for the superiority of German small unit tactics (thus, the ability of the Germans to slow up allied advances when they really had no substantial losses in the way). Allied airpower was another novel feature. The Allies had complete control of the air. This is manifested by inflicting overall cuts in German combat power. Not only a reduction in Combat Points (due to restrictions on daylight tactical missions, and overall reduction of the German supply system) but also in a reduction of their Movement Points (generally, the Germans could only make large movements at night).

The German situation, while critical, was not hopeless. The battle of attrition in the weeks preceding the actual breakout had much to do with the subsequent mobile battle. This attrition battle was pretty much one of numbers. The Germans were out-numbered and made mistakes in the attrition battle. These are dealt with in a special scenario. Given more undepleted motorized units they could have handled the “withdrawal” across France much more advantageously. The Allies didn’t expect the Germans to make the mistakes they did. They really expected a blood bath in a skillful German delaying action across the breadth of France. The Allied “breakout” was completely unexpected by both the Allies and the Germans. The Germans, of course, made the mistakes which brought upon their own collapse. The Allies simply took advantage of obvious opportunities. These opportunities could have been exploited enough to end the war in 1944. The Allies made their own mistakes during their pursuit. Mistakes which are still debated today. As it was they were able to turn the blitzkrieg on the Germans with a vengeance... and produced one of the fastest moving campaigns of World War II.

BREAKOUT & PURSUIT DESIGN CREDITS

Game Design:
James F. Dunnigan
Physical Systems Design and Graphics:
Redmond A. Simonsen
Game Development & Rules Composition
Arnold Hendrick
Production:
Breakout & Pursuit

The following corrections and amplifications follow the sequence as presented in the Breakout & Pursuit Rules Folder.

EXPLANATION OF TERMS (Correction): A reference is made that only division-sized units qualify for scoring Victory Points. This is not the case (see Victory Conditions).

SEQUENCE OF PLAY (Correction): Players should ignore the reference to Replacements during the Allied Player-Turn. There are no Allied Replacements.

ZONES OF CONTROL (Omission): Allied Zones of Control never extend into German Fortress hexes.

TERRAIN EFFECTS CHART (Omission): Allied Zones of Control do extend into German West Wall hexes. Allied Zones of Control never extend into German Fortress hexes.

COMBAT (Clarification): Terrain and supply effects upon Combat Strength and the Combat Results Table die rolls are cumulative. Units whose Combat Strength has been halved due to receiving an "Ady Combat Result" may be further impaired by supply effects. Units which retreat into Friendly occupied hexes which are subsequently attacked during the same Combat Phase are subject to the results of that attack.

BATTLEGROUPS (Clarification): In accordance with the rules governing their creation, BattleGroups may be formed at the option of the owning player. Note: The Allied 17-8 Armored Division may be replaced with a 3-8 Battlegroup.

SUPPLY (Clarification): Allied units are never required to trace a path to a Supply Source except during the German Combat Phase and then only under the conditions detailed under Allied Supply Case (H).

SUPPLY EFFECTS CHART (Omission): When halved as a result of Supply Effects, any remaining fraction of a unit's Movement Allowance is rounded downward, i.e., half of five is two.

ALLIED PARATROOP UNITS (Omission): Allied Paratroop Units are considered "supplied" on the Game-Turn in which they are Airdropped. At the beginning of the next Allied Supply Judgment Phase they become subject to normal supply requirements. Allied Paratroop Units may move and/or attack normally on the turn they are dropped. They may be dropped onto German controlled hexes. Paratroop Units in the Staging Area may either be Airdropped (see Allied Paratroop Units for procedure) or may enter play as additional reinforcements at Cherbourg on any Allied Reinforcement Phase.

ALLIED TRUCK UNITS (Clarification): Allied Truck Units are always "supplied." Truck Units are considered Motorized Units and pay the appropriate Movement Point costs to enter and/or leave German controlled hexes. A non-mechanized unit may not be carried as unlimited amounts of time in Truck Units during a Movement Phase. Passenger units must have sufficient Movement Points to board the Truck Unit (five). Truck Units do not have a Zone of Control except when carrying a non-mechanized unit. Non-mechanized combat units being carried by a truck unit are not required to dismount for combat. When attacking an Enemy unit, a passenger unit being carried by a Truck Unit may use its normal Combat Strength (subject to supply and Terrain Effects). When defending, the Truck Unit’s Combat Strength of “1” is added to the Combat Strength of the defending passenger unit. A Truck Unit may carry a maximum of one passenger unit (supply or combat) at a time, although assuming it has sufficient Movement Points it could pick up and drop off several units in a single Movement Phase.

ALLIED SUPPLY PIPELINE UNITS (Clarification): Allied Supply Pipeline Units may not be withheld but must appear as dictated by the Allied Reinforcement Chart. Supply Pipeline Units may be placed in German controlled hexes. Supply Pipeline Units may be activated by the presence of German Zones of Control. A Supply Pipeline Unit is destroyed (removed from the map) if a German Unit enters the hex in which it is located. When a Supply Pipeline Unit is destroyed a gap is formed in the Pipeline Chain, and Supply Pipeline Units no longer connected to the Bayeux hex by a chain of “active” Supply Pipeline Units are rendered “inactive.” After putting newly arrived “active” Pipeline Units into the gap, the Allied Player may begin to reassemble the inactive Supply Pipeline Units (see Allied Supply Pipeline Units, Case G).

ALLIED SUPPLY UNITS (Clarification): Allied Supply Units may move during the Allied Initial Movement Phase. The procedure for moving Allied Supply Units are as follows:

1) Pipeline Movement — An unlimited number of Allied Supply Units may move over the “active” portion of the Allied Pipeline Unit chain during the same Movement Phase. A Supply Unit may move any distance along a chain of “active” Supply Pipeline Units. In addition to Pipeline Movement, during the same Movement Phase a Supply Unit may also be either Shuttled or Transferred by an Allied Truck Unit. A Supply Unit may never combine Transfer and Shuttle Movement during the same Movement Phase.

2) Shuttle Movement — A Supply Unit may move a maximum of ten hexes per Movement Phase by Shuttle Movement (although it may combine Shuttle Movement with an unlimited Pipeline Movement during a single Movement Phase). In Shuttle Movement a Supply Unit may move up to ten hexes (overland) to an Allied Truck Unit. The Truck Unit so moved to may not move at all during this Movement Phase, but it is instead inverted to signify the Truck Unit’s participation in the Shuttle Movement. In effect, the Truck Unit is moving the Supply Unit although the Truck Unit need not actually be moved. When moving to the Truck Unit the Supply Unit may ignore Terrain costs, but it may not move through German occupied or controlled hexes. Shuttle Movement may be used to maintain a constant flow of Supply Units to the front by stationing Truck Units every ten hexes between the Pipeline and the Front. Truck Units helping to Shuttle Supply Units may not move in any Movement Phase in which they perform the Shuttle function.

3) Transfer Movement — This is simply carrying a Supply Unit as a passenger unit in an Allied Truck Unit. A Supply Unit may be embarked and/or dropped off a Truck Unit at no Movement Point penalty to either unit. A Supply Unit using Transfer Movement may never, however, be Transferred by more than one Truck Unit in a single Movement Phase. A Supply Unit may never be Transferred more than fifteen hexes in a single Movement Phase. A Truck Unit Transferring a Supply Unit must pay the normal entry costs to enter various terrain hexes. A Truck Unit Transferring a Supply Unit may continue moving (assuming it has remaining Movement Points) after dropping off the Supply Unit.

Allied Supply Units are eliminated if a German Unit enters the hex the Supply Unit occupies, or if all Allied Combat Units with which they are stacked are eliminated. A Truck Unit either Transferring or Shuttling a Supply Unit may employ its Combat Strength of “1” in defending both itself and the passenger Supply Unit.

ALLIED NAVAL SUPPLY UNIT (Clarification): If a German unit enters the hex the Allied Naval Supply Unit occupies, the Supply Unit is not destroyed. On the next Allied Initial Movement Phase the Naval Supply Unit may move to any other coastal hex, regardless of intervening distance or intervening German units or German controlled hexes. The Allied Naval Supply Unit can never be destroyed. British and Canadian units may not use the Naval Supply Unit as a source of supply when the Naval Supply Unit is in a hex occupied by a German unit or a German Zone of Control.

GERMAN FORTRESSES (Clarification): West Wall Hexes are not considered German Fortresses, German units in West Wall hexes must meet normal supply requirements. German units in West Wall hexes do exert a normal Zone of Control, and Allied Zones of Control do extend into West Wall hexes. "Dr" Combat Results are applicable to German units defending in West Wall hexes. Allied units may enter vacant West Wall hexes at a cost of one additional Movement Point. West Wall hexes have no intrinsic Combat Strength, although German units defending a West Wall hex have their Combat Strength tripled.

GERMAN DELAY MARKERS (Clarification): Unlike German Zones of Control which only affect allied mechanized and motorized infantry units, German Zones of Delay affect all Allied Units.

THE MAP (Correction): The Breakout & Pursuit Mappesheet contains a geographical error. The German cities Bonn and Remagen are in each other’s correct locations. Bonn should be in hex #1903. Remagen is located in hex #2103.

TIME RECORD/REINFORCEMENT CHART (Correction): When using the German Set-Up Modification "1," the German 3rd Panzer- Grenadier Division is not available as a reinforcement on Game-Turn 11 (it is in the initial set-up).

GERMAN REPLACEMENTS (Clarification): German Mechanized Replacement Points may be taken only from previously eliminated units including eliminated BattleGroups. If replacement points equal or less than the Turn Allowance are not available from eliminated units, all replacement points for that Game-Turn are forfeited.
THE SCENARIOS

Each Scenario of Breakout & Pursuit is really a separate game. These games fall into three general categories. “Breakout” Scenarios which portray the Allied breakout from their positions on the Normandy Peninsula, “Pursuit” Scenarios which portray the Allied conquest of France, and “Campaign” Scenarios which portray the whole campaign for France. Many variations of the basic historical situation are possible: some give the Allied and/or German Player increased latitude in the placement or use of units (representing a replanning of the offensive or defensive effort), and some give the German Player units faster, or in greater numbers (representing more distant historical “what ifs”) that depend upon High Command decisions in Berlin, or the situation on the Eastern Front.

To duplicate these diverse possibilities, there are two “Orders of Battle” and four separate set-ups for each Player, three German set-up alterations, two extra rules, and three German reinforcement options. The Scenario Description Chart summarizes which are used in each Scenario. The Time Record & Reinforcement Chart is used during the play of the Scenario to determine reinforcements and replacements available.

The Playability Notes for each Scenario give a rough guideline of which side is favored. These guidelines assume perfect play by both Players. In the Breakout and Campaign Scenarios the German Player has very difficult and delinquent problems; thus as Player competence recedes from the ideal, the Allies become more and more the favored side. In the Pursuit and Campaign Scenarios, the Allied Player begins to experience acute problems, and must make extremely crucial and far-reaching decisions too. These games thus present both Players with game-problems of roughly the same complexity.

SETTING UP

The German Player always sets up first. After he sets up all his units (i.e., his Order of Battle), including any alterations allowed, the Allied Player sets up his units. The Scenario Description Chart specifies which set-up each Player uses in each Scenario.

ALLIED REINFORCEMENTS

Allied reinforcing units are shown on the Scenario & Time Record Chart. All Allied reinforcing Combat units arrive on the Cherbourg hex. Allied reinforcing Supply Pipeline units may be placed on the Bayeux hex, or on or adjacent to any active Pipeline unit. Allied Supply units may be then placed on any active Pipeline marker, on Bayeux, or on Cherbourg.

All arriving units are placed on a specific hex during the Allied Reinforcement & Replacement Phase, at no cost to their Movement Allowance. They may then move on the Allied Initial Movement Phase. Arriving units may delay their arrival to any subsequent Allied Reinforcement & Replacement Phase (by placing the arriving units in the Paratroop & Reinforcement Staging Area, instead of directly on a map hex).

GERMAN REINFORCEMENTS

On the Time Record & Reinforcement Chart, the code letter above each unit must match the German reinforcement option being used in that Scenario; otherwise, the unit does not arrive. The map-edge code below each unit designates where the unit may arrive.

German reinforcing units arrive on the Reinforcement and Replacement Phase of the Game-Turn specified, or that Phase of any subsequent Game-Turn. Arriving German units may be placed on any map edge hex with a code matching that given on the Time Record & Reinforcement Chart. The act of placing a German reinforcing unit on the map expends one Movement Point for that unit on the Initial Movement Phase following the placement (i.e., German units must “move onto” the map).

German Delay markers are placed on the map in a special way. See German Delay marker rules, case F.

HOW TO READ THE ORDER OF BATTLE SET-UP CHARTS

Above the unit picture(s) is the “Free” set-up, which may be a specific hex number, or a specific area of the map. Below the unit picture(s) is the “Historical” set-up hex. Both the Allied and German Players have Historical and Free set-ups for 25 July 1944 and 24 August 1944.

UNIT DESIGNATIONS IN AUGUST SET-UPS

No specific unit designations are given for either army in the August set-ups. More general designations, including nationality and special types (such as SS, UK, etc.) have been authentically preserved. During game development, it was decided playing pieces with the proper values were more appropriate than playing pieces with improper values but proper names. In some cases, the remnants of several German units have been combined into game equivalents (remnants of four German Panzer divisions which operated in the same area, and whose total strength was “six” in game terms, might be represented by three 2—6 units). This is especially true of the straggling infantry formations that barely escaped the Falaise debacle.
SCENARIO DESCRIPTION CHART
The Breakout Scenarios (1.0 Series)
Game-Turns 1 through 9,
July Orders of Battle.

Scenario 1.1
The Historical Breakout
Germans: Historical set-up, Reinforcement code “h”
Allies: Historical set-up
Special Rules: A&G
Balance: Favors Allies moderately

Scenario 1.2
The Historical Breakout with
a replanned Allied Attack
Germans: Historical set-up, Reinforcement code “h”
Allies: Historical set-up
Special Rules: G
Balance: Favors Allies heavily

Scenario 1.3
The Historical Breakout
With a Freer German Response
Germans: Historical set-up, Reinforcement code “h”
Allies: Historical set-up
Special Rules: A
Balance: Favors Allies moderately

Scenario 1.4
The Historical Breakout,
with Freer Allied attack and German Response
Germans: Historical set-up, Reinforcement code “h”
Allies: Historical set-up
Balance: Favors Allies slightly

Scenario 1.5
The Breakout,
with Free Deployment
Germans: Free set-up, Reinforcement code “a”
Allies: Free set-up
Balance: Balanced

Scenario 1.6
The Historical Breakout,
with German East Front Reinforcements
Germans: Historical set-up, Reinforcement code “e”
Allies: Historical set-up
Special Rules: A&G
Balance: Favors Germans slightly

Scenario 1.7
The Breakout,
with Free Deployment and East Front Reinforcements
Germans: Free set-up, Reinforcement code “e”
Allies: Free set-up
Balance: Favors Germans moderately

Scenario 1.8
The Breakout,
with Free Deployment including the 15th Army
Germans: Free set-up; Set-up Modification “f”
Allies: Free set-up
Balance: Favors Germans significantly

Scenario 1.9
The Breakout,
with Total German Redeployment
Germans: Free set-up; Set-up Modifications “f” and “r”
Allies: Free set-up
Balance: Favors Germans heavily

The Pursuit Scenarios (2.0 Series)
Game-Turns 11 through 16
August Orders of Battle

Scenario 2.1
The Historical Pursuit
Germans: Historical set-up, Reinforcement code “h”
Allies: Historical set-up
Balance: Balanced

Scenario 2.2
The Pursuit, with Freer German Withdrawal
Germans: Free set-up, Reinforcement code “h”
Allies: Historical set-up
Balance: Favors Germans moderately

Scenario 2.3
The Pursuit, with Freer Allied Deployment
Germans: Historical set-up, Reinforcement code “h”
Allies: Free set-up
Balance: Favors Allies slightly

Scenario 2.4
The Pursuit, with Free Deployment
Germans: Free set-up, Reinforcement code “h”
Allies: Free set-up
Balance: Balanced

Scenario 2.5
The Historical Pursuit,
with German East Front Reinforcements
Germans: Historical set-up; Set-up modification “e”
Allies: Historical set-up
Balance: Favors Germans significantly

Scenario 2.6
The Pursuit,
with Free Deployment and East Front Reinforcements
Germans: Free set-up; Set-up Modification “e”
Allies: Free set-up
Balance: Favors Germans significantly

The Campaign Scenarios (3.0 Series)
Game-Turns 1 through 16
July Order of Battle

Scenarios 3.1 through 3.9 have exactly the same description as the corresponding Breakout Scenarios (i.e., 3.5 is the same as 1.5 except that 3.5 is 16 Game-Turns in length.)
Balance Note: If the Scenario used favors one side or the other in the Breakout situations, that edge will usually be slightly magnified in the Campaign situation.
PURSUIT SCENARIOS

PHASE RECORD

Reinforcement & Replacement

Airdrop

Supply

Judgement:

Movement &

Combat Attack

Values

Initial

Movement

Combat

Mechanized

Movement

Reinforcement

& Replacement

Supply

Judgement:

Movement &

Combat Attack

Values

Initial

Movement

Combat

Mechanized

Movement

HOW TO USE THE PHASE RECORD
Place the Phase Record marker at the top of the track at the beginning of the Allied Player-Turn. Move the marker to the Phase being played as that Phase begins. At the end of the German Player-Turn, advance the Turn Record marker one step, and return the Phase Record marker to the top of the Phase Record.
GERMAN REINFORCEMENT OPTIONS

**“h” THE HISTORICAL SITUATION**

The German Player only receives Reinforcement units marked “h”.

This option duplicates the conditions and decisions made in the actual campaign.

**“e” THE EASTERN FRONT**

The German Player only receives Reinforcement units marked “e”.

This option presumes the desperate situation on the Eastern Front had been averted, and troops from Army Group Center were moved west.

**“r” REDEPLOYMENT**

The German Player only receives Reinforcement units marked “r”.

This option presumes a better estimation of plans and abilities was made, and redeployment of troops guarding French coasts, and reserves was made.
ALLIED 24 AUGUST 1944 ORDER OF BATTLE and SET-UPS
(to be used with the Pursuit Scenarios)

In this set-up the Allied Player initially controls the St. Malo Fortress

On or adjacent to a Supply Pipeline unit:

- UK 14-8
- UK 11-16
- UK 10-16
- UK 7-8
- UK 6-6
- (1):15

1037
1038
1039

- UK 12-8
- UK 10-16
- UK 9-16
- (1):15
- CA 16-8
- UK 8-16
- (1):15

1138
1139
1140

- UK 10-16
- UK 9-16
- UK 7-8
- UK 10-8
- UK 12-16
- UK 10-16

1238
1239

11-5
9-5
12-5
12-8
16-8
12-8
11-5
1539
1540
1638
1733
1735
1738
1832

11-5
13-8
12-5
BG
12-8
BG
11-5
13-8
12-5
1935
1837
1838
1939
2038
2132
2431

- (1):15

2338
2535
2537

Any coastal hex
North of the Allied Breakout Line.

On or adjacent to Argentan (1433)

- 13-8
- 12-5
- 12-5

1340
1439
1440

These units are always placed on the map last. They may be in either the Paratroop & Reinforcement Staging Area, or stacked with any unit(s) on map.

- UK 7-6
- UK 10-6
- UK 9-6
- 4-6
- 10-6

1038
Paratroop & Reinforcement Staging Area

- 840
- 940
- 1039
- 1138
- 1139

* Optional Rules only
GERMAN 24 AUGUST 1944 ORDER OF BATTLE and SET-UPS
(to be used with the Pursuit Scenarios)

<table>
<thead>
<tr>
<th>Coastal hexes north of the Seine River</th>
<th>Hexes adjacent to North of the Seine River or Paris (2029, 2129, 2130)</th>
</tr>
</thead>
<tbody>
<tr>
<td>XX 5-5</td>
<td>BG 2-6</td>
</tr>
<tr>
<td>420</td>
<td>1232</td>
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<tr>
<td>425</td>
<td>1233</td>
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<td>936</td>
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<tr>
<td></td>
<td>1532</td>
</tr>
<tr>
<td></td>
<td>1731</td>
</tr>
</tbody>
</table>

On any hex or hexes both North and within four hexes of the Seine River:

<table>
<thead>
<tr>
<th>BG 2-6</th>
<th>BG 2-6</th>
<th>BG 2-6</th>
<th>XX 1-4</th>
</tr>
</thead>
<tbody>
<tr>
<td>1130</td>
<td>2326</td>
<td>2228</td>
<td>2428</td>
</tr>
</tbody>
</table>

On any hex or hexes North of the Seine River, but not adjacent to it:

<table>
<thead>
<tr>
<th>4-5</th>
<th>3-4</th>
<th>2-4</th>
</tr>
</thead>
<tbody>
<tr>
<td>1227</td>
<td>1327</td>
<td></td>
</tr>
</tbody>
</table>

On any one hex exactly four hexes of Rouen, and South of both the Seine and Eure Rivers:

<table>
<thead>
<tr>
<th>XX 3-4</th>
<th>2-4</th>
<th>2-3</th>
</tr>
</thead>
<tbody>
<tr>
<td>1535</td>
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<td></td>
</tr>
</tbody>
</table>

On any hex South of the Loire River:

<table>
<thead>
<tr>
<th>XX 6-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>2735</td>
</tr>
</tbody>
</table>

On any hex or hexes no more than 15 hexes from any map-edge hex marked "A".

GERMAN MECHANIZED UNITS AVAILABLE AS REPLACEMENTS:

<table>
<thead>
<tr>
<th>15-6</th>
<th>12-6</th>
<th>12-6</th>
<th>11-6</th>
<th>11-6</th>
</tr>
</thead>
<tbody>
<tr>
<td>10-6</td>
<td>8-6</td>
<td>8-6</td>
<td>5-6</td>
<td>5-6</td>
</tr>
</tbody>
</table>

GERMAN NON-MECHANIZED UNITS AVAILABLE AS REPLACEMENTS:

<table>
<thead>
<tr>
<th>2-6</th>
<th>2-6</th>
<th>2-6</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-6</td>
<td>2-6</td>
<td></td>
</tr>
</tbody>
</table>
ALLIED 25 JULY 1944 ORDER OF BATTLE and SET-UPS
(to be used with the Breakout and the Campaign Scenarios)

Free set-up for all units: Anywhere North of the 25 July Front Line, or in the Paratroop & Reinforcement Staging Area

<table>
<thead>
<tr>
<th>13-8</th>
<th>12-8</th>
<th>11-5</th>
<th>11-8</th>
<th>6-6</th>
<th>17-8</th>
<th>16-8</th>
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<tr>
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<tr>
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<table>
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<th>12-5</th>
<th>12-5</th>
<th>10-16</th>
<th>9-6</th>
<th>4-6</th>
<th>10-6</th>
</tr>
</thead>
<tbody>
<tr>
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<td>842</td>
<td>939</td>
<td></td>
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</tr>
</tbody>
</table>

Paratroop & Reinforcement Staging Area

<table>
<thead>
<tr>
<th>9-16</th>
<th>8-16</th>
<th>6-6</th>
<th>12-16</th>
<th>12-16</th>
<th>10-6</th>
<th>9-6</th>
<th>4-6</th>
<th>10-6</th>
</tr>
</thead>
<tbody>
<tr>
<td>940</td>
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<td></td>
<td></td>
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</tr>
</tbody>
</table>

Optional Rules Only

Anywhere North of "25 July Front Line."

SPECIAL RULE A
No Allied unit may move on the Initial Movement Phase of the first Allied Player-Turn. All other phases of the Player-Turn proceed normally, including Combat at the Allied Player's discretion. (Commentary: in effect this rule will force the game to start with the opening Allied attack, for it gives the Allied Player no opportunity for modifying the historical deployment before opening the offensive.)
GERMAN 25 JULY 1944 ORDER OF BATTLE and SET-UPS
(to be used with the Breakout and the Campaign Scenarios)

SPECIAL RULE G
All German units starting on or adjacent to a coastal city or coastal fortress hex, or on Rotterdam or Amsterdam, may not move until one or more Allied Combat units move onto or through a hex North of the Seine River above the "2000" row of hexes. (Commentary: this rule decreases the command latitude of the German Player to those units actively involved in the historical campaign. The 15th Army garrisoning the Northern French Coast was not involved until the Allied forces were so far into Northern France a second invasion was obviously impossible.)

One of the following units must be on, or adjacent to, each of the hexes listed below. The remainder may be on any hex North of the Seine River, and no more than two hexes from a coastal hex: 205, 408, 417, 420, 515, 621, 725, 833, 928, 931, 936, 1213, 1232, 1343.

The units below are to be placed:
Anywhere on the map except North of the "25 July Front Line."

GERMAN SET-UP MODIFICATION "4"
(employed in Scenarios 1.8 and 1.9)
Up to eight of all German units which are slated to set up within six hexes of a coastal hex, and North of the Seine River, may instead set up within four hexes south of the July 25th Front Line. (COMMENTARY: this modification of the July 25th set-up assumes the possibility of a major Allied second invasion on the northern French or Belgian coast was ignored, and many of those units transferred directly to the Normandy defenses.)

GERMAN SET-UP MODIFICATION "5"
(employed in Scenarios 1.9 and 3.9)
The following additional units may be placed anywhere on the map, except within four hexes of the 25 July Front Line, or north of the 25 July Front Line.

(COMMENTARY: the above additions to the 25 July set-up assume various reserves and garrisons of southern France and northern Italy that were eventually sent to the breakout area were used there as reserves from the start. A more realistic appraisal of Allied abilities elsewhere would have allowed those fronts to be "denuded" and these reserves made available.)