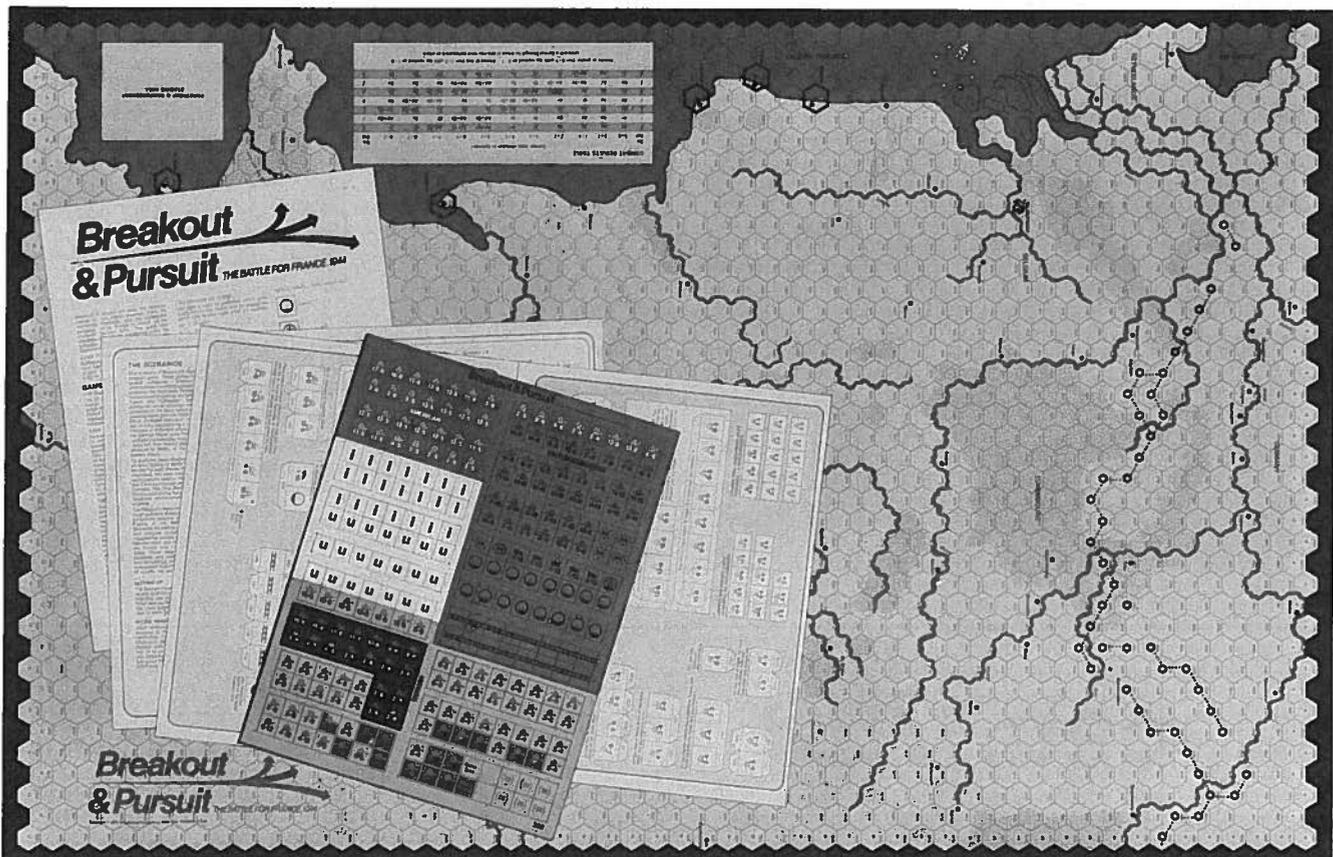


Breakout & Pursuit

The Battle for France, 1944

• Allied blitzkrieg across France • Scenario and Campaign Games • Airstrikes, paratroops, logistics



One month after D-Day. The Allied Expeditionary Forces were still cordoned along the thin strip of Normandy coastline which they had torn off Hitler's Atlantic Wall. The Cotentin Peninsula had dipped under the weight of the Allied build-up, but the German Seventh Army, dug into the hedgerows, held the British, Canadian, and American divisions with their backs against the Channel. Then, on July 25, the Battle of Normandy erupted. The US First Army made the end run through western Normandy in what Omar Bradley has termed "Operation Cobra." Pivoting on their left flank secured by Montgomery's British Second Army, the motorized Americans broke through the German bottleneck at St. Lo and swept southward into the interior of France.

The Allied breakout from Normandy and their subsequent race across France to breach the German defenses on the Rhine developed into the most mobile campaign of World War II. *Breakout and Pursuit* simulates this campaign. Hastily assembled

German remnants formed into Battle groups and struggled to contain the Allied version of the Blitzkrieg. Utilizing the game system developed for *Kursk and France '40*, *Breakout and Pursuit* incorporates new game mechanics to reflect features particular to the Battle for France in 1944. These new rules account for the Allied air supremacy as well as their potential for airdropping paratroopers. Game play reflects the Allied logistical difficulties overcome in the actual campaign by the construction of vast supply pipelines. To reflect German expertise in delaying actions, the game employs both battle group units formed from otherwise eliminated parent units and special German delaying units that exercise "zones of delay" to impede Allied advances.

Starting with "Cobra," the *Breakout Scenarios* run nine Game-Turns and explore the Allies' opportunity to breach the Germans' Normandy defenses. The seven turn *Pursuit Scenarios* cover the motorized-armor chase from the Seine

River to the Rhine River. In sixteen Game-Turns, the entire campaign from July to September is presented.

Providing answers to debates stimulated by the conduct of the actual campaign, the game includes two Order of Battle variants, as well as four deployment plans for each army. The Germans benefit from three additional alternative deployments and three different reinforcement schedules. The game is scaled to ten kilometers per hex with each Game-Turn representing three days. The two-color 22"x34" map-sheet portrays the battleground of France from Normandy to the Rhine, supposedly impregnable behind Hitler's West Wall. The die-cut counters represent all major units participating in the actual campaign. Beginning in a stalemate situation in Normandy, *Breakout and Pursuit* soon develops into a close re-creation of the fastest moving campaign of World War II. *Breakout and Pursuit* is available (boxed) from Simulations Publications for \$6.00.