

Stand at Mortain

By Paul Rohrbaugh

Game Rules (as of 9/26/2006)

SET-UP: Place all US units (lt. green) except CCA/B/R units anywhere but the eastern hexrow. CCA/B/R units may enter play on Turn 2 or later along west mapedge when US player chooses to Activate them. Place all German units (black and dark green) along the east mapedge. These enter play on Turn 1 or later when the German chooses to Activate them. Up to 2 friendly ground units may stack in a hex. Tiger unit 102 stacks/ activates free with any other German units. German and US ground units cannot stack together.

TURN BEGINS: Players shuffle a card deck (include 1 joker card). German player draws a card. If black, he can "Pass" or Activate units (including previously Activated units) equal to 1/2 the number on the card (round up). Aces equal "1." Black "face" cards allow 1 unit, or 1 stack of units, to Activate. If a red card is drawn, US player can Pass or Activate the same way. Activated ground units can:

- a) Move 1 hex **OR**
- b) Not move, and instead Fire.

Game has no Zones of Control. Turn end occurs when the Joker is drawn (in Activation or in Combat) or when all cards are drawn (what-ever comes first, ignore a Joker if drawn before both players can Activate at least once).

COMBAT: Combat is voluntary. All ground units can fire up to 2 hexes, or if on a hill fire 3 hexes. Units may fire into but not through village, city, hills, and forests. Use the unit's Anti-Tank (AT) number vs. Tanks, Anti-Infantry (AI) number vs. Guns and/or Infantry. Indicate any number of firing unit(s) and a single target unit. Firing player draws card (any suit/color can be used by both players to resolve combat). -1 to card's number if all firing units and target are adjacent and -1 if Tiger 102 unit is making an AT attack. Add the terrain modifier. If card drawn plus the total of all modifiers is less than or equal to sum of all

firing unit's printed AT or AI numbers, flip target unit over. Otherwise it's a miss. Already flipped units are eliminated. Redraw face cards or treat as a miss (firing player's option). After resolving a combat, return to drawing cards to Activate units.

US AIR/OFF BOARD ARTILLERY (OBA)

MARKERS: One of these (either/or) US markers are available once per turn. Drawing a red odd number or Jack means the Air marker may be used instead of Activating ground units. Any other red card drawn means the OBA marker may be used instead of Activating ground units. Air and OBA markers can target any one enemy unit or stack. OBA marker can conduct an AT or AI attack with strength of 3. Air marker can either:

- a) make an AT or AI attack with a strength of 4 **OR**
- b) impose a +1 Combat modifier on all enemy units in the target **hex**, and all adjacent hexes, for rest of turn.

GAME LENGTH: The game lasts 6 turns (card deck shuffles).

WHO WINS: German player wins if, by end of Turn 6, five of his units exit the west edge of the map, or no US units are left in the game. Otherwise the US player wins.

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