

ANVIL-DRAGOON

RULES OF PLAY

INTRODUCTION

ANVIL-DRAGOON is a regimental/brigade level simulation of the invasion of Southern France in August 1944. One player represents the German forces employed in this area and maneuvers unit counters which represent the German forces which were or which could have been involved in this campaign. The other player represents the Allied commander, and maneuvers unit counters which represent the British, American, and French units which were, or which could have been included in the actual campaign. Depending on the scenario being played, a set of victory conditions are established, which will affect the actions taken by both players as they maneuver their units in an effort to fulfill the victory conditions and win the game.

GAME EQUIPMENT

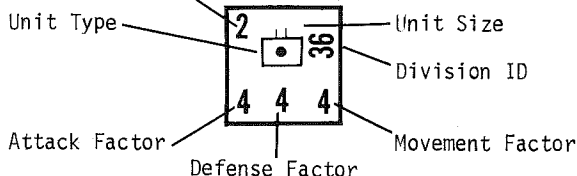
THE MAP

The mapsheet depicts the terrain in Southern France where the actual campaign took place. North is generally to the "top" of the map, south toward the ocean area.

UNIT COUNTERS

Referred to as units, unit counters, or units, the die cut playing pieces are used to portray the forces that actually did or could have fought in the campaign. The coded information on each counter is deciphered as follows:

Range (of an artillery unit)



Range: The number of hexes which an artillery unit may project its attack or defense factors.

Attack Factor: The relative strength of the unit in attacking.

Defense Factor: The relative strength of the unit on the defensive.

Movement Factor: The number of hexes which the unit can enter on a given turn. May be reduced by Supply Terrain or Zone of Control restrictions.

UNIT SIZE

Battalion " , Regiment " , Brigade x , Division xx , Corp xxx , Army xxxx.

UNIT TYPES

Panzer or Armored	Mechanized
Infantry	Low Grade Infantry
Garrison	Parachute or Airborne
Artillery	Commando
Headquarters	Airbase
Armored Cavalry	Ships (Naval Gunfire Spt.)
Airstrike	SSF Special Forces
Coastal Defense	Coastal Gun

American units are Light Green, British units are Green on White, French units are White on Green, German Army units are Gray, SS units are Black on White, Coastal Defense units are Black on White.

SEQUENCE OF PLAY

A game of ANVIL-DRAGOON, depending on the scenario, consists of 15 turns, each of which consists of two player turns. In all cases, the player turns are in the order of Allied, then German. The sequences are basically identical, although they differ in detail. The sequence is as follows:

ALLIED PLAYER TURN

REINFORCEMENT SEGMENT. The Allied player determines from the appropriate scenario if new units will be available on the current Game Turn. If so, the counters representing such units are placed in the Units Available Box. Also in this phase, any Allied Naval or Commando units which are to be withdrawn on this turn are removed from the board. If Commando units are surrounded and cannot trace a trail of hexes free of German or their Zones of Control to a beach hex, they are eliminated instead.

PLACEMENT PHASE. The Allied player now, within the limit described in the scenario, places units in the Units Available Box onto the assault hexes on the map. Notice that some units may not make assault landings, and that assault landings are limited to certain turns and levels, and that, in some cases, units placed in hexes designated to assault defended hexes may not be able to land, unless the defenders of those hexes are eliminated by other actions. On the first turn, naval units may be placed on any sea hex which has an identification number ending in 37. The Allied player must pay special attention to those units which were left on assault hexes during the previous turn and are still attempting to land.

SUPPLY DETERMINATION PHASE. The Allied player determines which of his units are out of Supply. Such units, for the upcoming movement phase are restricted in their ability to move on the map.

MOVEMENT PHASE. The Allied player now moves his units across the hex field of the map. Units are moved individually and the movement of one unit must be completed before the movement of another is begun. Within the limits of gentlemanly conduct, a player may change or revise his movement before the end of his movement phase. In such cases the end result may not be to have achieved a position which would have been impossible given the original position of the units. Movement is, of course, within all rules in the movement section.

COMBAT SUPPLY DETERMINATION PHASE. The Allied player now determines the supply status of all of his units. Note that units out of supply have reduced combat effectiveness. Attacking units in supply at the beginning of the Combat phase remain in Combat for the entire Combat phase. Supply for defending units is determined at the instant of combat.

COMBAT PHASE. Within the limits of the rules of combat, the Allied player now designates which of his units will attack German units with a view toward the destruction of or forcing the retreat of those units. After all attacks are designated, the Allied player conducts these attacks within the limits of the rules. Refer to the Artillery rules for their special effect on combat. This ends the Allied player turn.

GERMAN PLAYER TURN

REINFORCEMENT/PLACEMENT SEGMENT. The German player checks the appropriate scenario to see if he receives new units on this turn, and if so he selects the unit counters which represent these units and places them on the board where they are designated to arrive. If the specific hex where the Reinforcement units are to arrive is occupied, the German player may position these units on the next vacant hex to the North.

SUPPLY DETERMINATION PHASE. The German player now determines which, if any of his units are out of supply. In the case of coastal defense units, this could result in their being removed from play. Regular units, if out of supply, are restricted in their ability to move during the immediately following movement phase.

MOVEMENT PHASE The German player now moves units subject to the same rules which the Allied player was subject to.

COMBAT SUPPLY DETERMINATION PHASE. The German player now determines once again if his units are in supply. As in the American supply determination phase, supply for German units attacking is determined at the beginning of the Combat phase while supply for defending Allied units is determined at the instant of combat.

COMBAT PHASE. Following the same rules and restrictions as the Allied player, the German player now conducts his attacks against Allied units.

This ends the German Player Turn. The passage of one game turn is now recorded on the Turn Record Track.

MOVEMENT

Basically, a unit is moved from hex to hex expending a given number of movement points for each hex depending on the type of terrain included in the hex. Each unit is assigned a given movement point allowance, and may not expend more points than it has. If, in the course of movement, the unit reaches a point that it does not have enough points left to enter another hex it must stop. Within the limitations set forth in the Zone of Control rules, a unit may always move at least one hex in its turn.

Players may move some, all, or none of their units. A unit is not required to move its entire movement point allowance. Units of opposing players may never exist in the same hex at the same time. During one player's movement phase, the units of the other player may not move or be moved.

The movement of a unit may be affected by supply and enemy zones of control.

COMBAT

Basically, during each player's combat phase, he will designate certain of his units to attack certain enemy units with a view toward displacing or destroying them, as a means to the end of winning the game. This is accomplished, basically, by comparing the attack strength of all attacking units as modified by terrain and other considerations with the defense strength of the units in the hex under attack as modified. In all combat situations, the special rules under COASTAL DEFENSE, GARRISONS, ARTILLERY, AIR POWER, NAVAL GUNFIRE, LANDING SEGMENT, COMMANDOS, COASTAL GUNS, ARMORED CAVALRY, SUPPLY, TERRAIN EFFECTS, and ZONES OF CONTROL should be consulted for the particular effect of those rules on the combat in question. The attacking strength and defending strength as modified are expressed as a ratio of attacking to defending strength, and the fractions if any rounded to the defenders favor. This ratio is found as a column on the combat results table, and compared with a die roll for the results of the action.

Units (excepting artillery, air and naval gunfire) can only attack adjacent units. Units are never required to attack. With the exception of armored cavalry they are always required to defend. Units which are stacked together in one hex are treated as a single combat factor for defense. Units stacked together in a hex may attack separate units in adjacent hexes. Several stacks may attack a single defending stack.

Terrain effects on combat are cumulative. That is, a unit attacking across a river and into a mountain hex is penalized twice. For example, if three 6-6-5 Regiments were attacking a 2-4-4 Regiment which was on rough ter-

rain across a major river, the 18 factors of Americans would first be reduced to six by the river. The four factors of Germans would be doubled to eight, and the attack, which on plain terrain would have been a four-to-one is reduced to a one-to-two and probably cancelled.

Units retreated by combat may not enter an enemy ZOC unless it is occupied by a friendly unit. If this would violate the stacking rules, the unit is eliminated instead. The attacking player in each instance is the player whose combat phase the attack occurs in. This is not related to the overall situation on the board at the time.

The effects of combat take place immediately and before any other combat is resolved. The effects of one combat do not directly affect the next.

When a defending unit is forced to retreat by a combat, the attacking player may at his discretion advance units which participated in that specific attack into the vacated hex, ignoring terrain costs and zones of control. The advanced units may not be in violation of stacking. The decision to advance units into the hex must be made at once, and before other combat is resolved.

Supply for purposes of combat is determined before the combat phase in the combat supply determination phase unlike other games where the supply is determined at the instant of combat.

Artillery, Coastal guns, Air Strikes, and Naval Gunfire are not reduced if involved in an attack on units across a river hexside. Non-artillery units involved in the same attack are reduced. As Rough terrain and Mountains affect the defending unit, and not the attacking unit, air strikes and artillery fire are treated identically to non-artillery units in attacks against units in such hexes. In attacks against units which are both across a river and on rough or on mountain hexes, artillery and air strikes are unaffected by the river, but all units are affected by the rough or mountain hexes.

SUPPLY

GENERAL RULE: Units must establish a supply path to a source of supply. The source may and will vary with the units being supplied. The length of the supply path may and will vary with the units being supplied. In all cases, however, the supply path must be free of enemy units and their zones of control. For the purposes of this rule the presence of a friendly unit negates the enemy zone of control for the hex it occupies.

The supply path includes the hex occupied by the supply unit but does not include the hex occupied by the unit which is being supplied.

Units which are out of supply have all of their factors reduced by half. Drop all fractions. For example, an American parachute Regiment (3-4-4) out of supply would be treated as a 1-2-2.

Two special considerations with regard to supply are that the two German coastal defense gun counters never need supply and Allied Airborne units are supplied on turn 1. After that, they must find a source of supply by conventional means.

GERMAN SUPPLY. German units are considered to be in supply when they can trace a chain of hexes not exceeding 50 movement points either to (but not including) one of the board exit hexes in the North East corner or to one of the Italian border hexes (the easternmost row of hexes) south of Hex 2919.

Additionally, all German units are considered to be in supply on turn one regardless of Allied actions. Both supply determination phases in the first German Player-turn are skipped.

German units are also in supply if Marseilles is in German hands and a supply path of no more than 10 movement points can be established. This capability lasts for the entire game, as some German held ports lasted for the rest of the war. Considering the victory point value of Marseilles, the possibility of the German player voluntarily allowing some units to be trapped in the city is not remote.

ALLIED SUPPLY. Allied units are divided into British, American, and French, each of which have their own supply

systems. However, all are basically variations on the same system and not particularly difficult to learn.

AMERICAN SUPPLY. American units are considered in supply if they can establish a supply path consisting of an unbroken chain of hexes no longer than eight movement points to either a supplied American or British Headquarters unit or to a beach hex. American Headquarters units are considered in supply if they can establish an unbroken supply path of no more than 40 movement points to a beach hex.

BRITISH SUPPLY. British units are considered in supply so long as they can establish a supply path of no more than six movement points to a supplied British or American headquarters unit or to a beach hex. British headquarters units are considered supplied if they can trace a supply path no more than thirty movement points to a beach hex.

FRENCH SUPPLY. French units are considered to be in supply as long as they can trace a supply path of no more than six movement points to a supplied French headquarters unit or to a beach hex. French headquarters units are considered supplied if they can trace a supply path no longer than twenty movement points to a beach hex. In actuality the French were used primarily for the capture of Marseilles.

ZONES OF CONTROL

Each unit has a zone of control with the exception of the airbase unit and the naval gunfire units. Air strike markers are not units, though they may approximate the effect of a zone of control through the interdiction rules explained in the aircraft section.

A zone of control represents the ability of a unit to direct fire against or to respond to enemy units which move within a given distance approximated as the size of one hex. In effect, if a unit marches to within a few miles of an enemy unit, the enemy unit will maneuver some or all of its troops in a position to engage this unit with fire or direct combat, and the unit will have to cease further movement in order to defend itself against this attack. Often, the intention of the unit was to attack the enemy unit in question and stopping to deploy for combat is planned in advance.

For game purposes, units which move adjacent to (enter the zone of control of) enemy units must cease all movement for that movement phase. Units which begin the movement phase in an enemy zone of control may not move directly to another enemy zone of control even if it is the zone of control of a different enemy unit.

Mechanized and armored units, including Armored Cavalry, can, to a limited extent, move through enemy zones of control. In such a case, the mechanized unit must pay an additional cost of two movement points to leave an enemy zone of control if moving directly to another enemy zone of control or if it entered the enemy zone of control in question during the movement phase in question. If the mechanized unit in question began the turn in an enemy zone of control and moves to a hex not in an enemy ZOC it does not expend any additional movement points for that particular action. For mechanized units, the cost of penetrating zones of control is in addition to the movement point cost of entering the hex itself. In some cases this cost may be prohibitive. This would reflect that the terrain is sufficiently rugged that the speed the armored unit is not great enough to avoid the reaction of the enemy unit.

STACKING

Stacking units (concentration of additional combat units in a given area) is permitted within the following limits. British, German, and American units represent Regimental, Battalion, or Brigade sized units and may be stacked to a maximum limit of three units. French units which bear markings as divisions are three times the size of the other units in the game and may not stack with any other unit. All headquarters units are large formations

and cannot stack with other units. All artillery units are Battalions and stack as regular units. Commando units count as regular units for stacking except that one may be added "free" to an otherwise filled stack of the same nationality (British, French, Americans). This is in apparent violation of the French Divisional stacking rules with respect to the French commando Battalion.

There is one rather special consideration involved in stacking, however, and that is Division Integrity. For example, the American divisions consist of three regimental counters and an artillery unit. German Panzer Divisions consist of one Panzer, two Panzer Grenadier, one Artillery and one armored cavalry unit. For this reason, American Infantry and German Panzer Divisions are marked with the historic Division Identifications. The entire Division may be stacked in one hex so long as no other unit is there also. In the case of the German Panzer Divisions, either four or five units may stack together, it is really no penalty to have sent one unit of the division somewhere else. Most unit counters do not have historic designations because they represent hypothetical variations or, in the case of the Germans, the actual units in this area were changed from time to time.

Any German 3-3-3 artillery unit may be stacked with German infantry units for free in addition to the normal stacking limits.

PREPARING FOR PLAY

The Scenario to be played is determined by mutual agreement. The Allied player selects his initial forces and secretly records the landing assault hexes they are to be placed in, and the hex numbers of the landing hexes for his airborne units. With this information written down he leaves the room briefly while the German player sets up his defenses. The Coastal Defense guns and units are deployed in accordance with the special rules section for those units. Other forces are deployed in accordance with the instructions included in the scenario. The Allied player then returns and positions his units on the landing assault hexes and the parachute landing hexes he previously indicated in his written orders. Play proceeds from this point with the airborne landing segment and the Allied Combat Phase. Refer to the special airborne rules.

LANDING SEGMENT

The Allied Player begins the game with no units on the map, and must land his units by amphibious assault. In the actual campaign portrayed in the game, the Allies had become highly proficient at landings, and Anvil-Dragon was expected to be the last amphibious operation of the European war. There was no particular shortage of ships or transports, and the system had been pretty well smoothed out. Thus, the landing sequence in this game has been somewhat simplified as, unlike Normandy, it was the pursuit after the landing, not the landing itself, which was the critical phase.

The landing phase stretches over the entire Allied Player turn, from placement to Combat phases.

During the Placement phase, units are positioned on the landing assault hexes. They are presumed to be in supply for the next movement phase. If there is no German unit in the hex which the landing hex faces, the unit may move into that hex, but no further, during the movement phase of the turn in question. Units which move ashore in this phase may have combat against adjacent German units in the ensuing combat phase. If the unit making such a move is an artillery unit, it may attack non-adjacent German units. Note that this ability to move units into unoccupied coast hexes makes it absolutely critical that the German Player occupy all hexes which are faced by landing assault hexes, or the Allied player will be able to pour in huge reinforcements, including the big French Armored units, for free.

During the Combat phase, units on assault hexes must attack the German defenders in the beach hexes they face. If successful, (the German defending units are eliminated or retreated) the Allied units may advance into the coast hex so vacated. Only Infantry, Commando, or Special forces units can attack from assault landing hexes. Other

units (artillery, HQ, Armor, etc) cannot attack and are not required to do so. Note that if the German unit turns out to be a "0" coastal defense unit, the attack is an automatic DE and the infantry advances. Airstrikes, Naval gunfire, and units already ashore may assist the units making the assault by also attacking the defending unit. It is permissible to place non-Infantry units (such as a Headquarters unit) in an assault hex facing a defending unit knowing that the HQ cannot possibly attack and thus cannot eliminate the defending unit and cannot land. It is also permissible for other units already ashore, or naval gunfire, or both, to attack the unit and secure the beach. After the combat phase, all units facing hexes not occupied by German units may land on those hexes. In all cases, units may not stack on beach or assault hexes in violation of the stacking rules.

In the event that units which cannot make an amphibious assault are placed in an assault hex and the defending units are not eliminated, it is returned to the pool of units available off of the map.

In the event that units which are making an assault landing receive an AE result, they are eliminated.

In the event that units which are making an assault landing receive a result of AR or NE, they are presumed to still be in the act of landing (clinging to a narrow strip of beach or some such poetic phrase) and remain in the assault hex until they are eliminated by obtaining an AE result in a subsequent Allied player turn or they obtain a DE or DR result and can advance into the beach hex and operate normally. Naturally, both players can reinforce the battle in question. For example, let us say that a 6-6-5 Allied Regiment is assaulting a hex which is occupied by the German "5" coastal gun Regiment. The Attack, which is at 1 to 1 because other landings have been given the support units does not achieve the DE required to eliminate a Gun unit, and the landing is still in progress. On his player turn, the German player places a 2-4-4 Infantry regiment in the hex, and maneuvers a 3-3-3 artillery unit into a supporting position. The attack, on the next Allied player turn will thus be 6 to 12, or 1-2, and quite possibly result in the loss of an American Regiment. However, the Allied player brings up Naval and Aircraft support and is able to increase the odds sufficiently to retain his precarious position until units can advance to the area overland and attack the gun from the rear, or Commandoes are able to attack the fort with their special weapons and techniques.

French units may never assault land, with the exception of the Commando unit.

There is never any limit to the number of Allied units which can be landed on any given turn. This is restricted solely by the availability of beaches to land the non-Infantry units. It is, of course, a good idea to land Divisions and National forces together, or at least in the same area, to take advantage of the artillery rules.

There is no provision in this game for evacuation of Allied units. Airborne and Commando units, when scheduled for withdrawal, are, if in supply simply removed from the board and do not count for German victory. If an Airborne or Commando unit is out of supply when scheduled for withdrawal, are eliminated and count for German Victory conditions. Allied units which have reached shore and are forced to retreat into an all sea hex are eliminated instead.

SPECIAL RULES

Some units in this game are operated in a different manner than most, and for this reason have been grouped into this section for more detailed explanation of their functions.

ARTILLERY

Both players are provided with artillery units. These can be easily distinguished by the presence of an additional factor on the counter, in the upper left corner. This is the range in hexes of the artillery carried by the unit in question. The attack and defense factors of

the artillery unit may be used in combats taking place at that distance from the unit. An artillery unit may, in a friendly combat phase, add its attack factor to any attack so long as the unit under attack is in range.

In an enemy combat phase, after your opponent has indicated all of his attacks, the defender may direct some or all of his artillery be used to provide defensive support to his units under attack. This decision is made after all attacking units are allocated, and can change the combat odds involved. To perform this task, the supporting artillery unit must be within range of the unit being supported. Artillery may not be used to attack or support more than one unit per combat phase, but may participate in both combat phases of one game turn.

THE ITALIAN BORDER

On the East edge of the board South of row 19, the Allies could exit the map into Italy. This would cause considerable distress to the German forces in Italy. In the actual campaign, the Germans pulled forces from the Italian front to screen the mountains, and the Allies, who were more interested in the German frontier North of Switzerland than the Italian frontier and the considerable Alpine ranges, did not do much more. As the Victory Conditions take into consideration the possibility of invading Italy, this front must be handled by more than abstract means. On turn 1, in the Reinforcement phase, the German player gets six 2-4-4 Regiments on the East edge of the board south of Row 19. These Regiments represent troops borrowed from the Italian theater. They are prohibited from moving more than two hexes from the edge of the map, that is, they may operate only on columns numbered 28, 29, and 30. If other German units retreat into the Alps, they could, of course, later sortie from these areas and cause minor problems for the Allies, so it is not entirely possible to ignore this front if the Allies do not wish to fight on it. In the Scenarios involving a Normandy type Invasion in this theater, this front is ignored. That is, no Allied units can leave the map from this front and no German special Italian forces are available.

For all game purposes, including supply, entering or leaving the mapsheet, and victory the Italian border is presumed to include hexes 2920 to 2935 inclusive.

AIRPOWER

Only the Allied player receives air support in the game. This is in the form of three air support units. The units may be used to add four attack factors to an attack if the hex occupied by the defender is within the operational range of the air units. Alternatively, the air units may be used to interdict German movement. In this use, the counters are placed on an otherwise empty hex, and left during the German movement phase. They count as an Allied Zone of control. Only the hex so occupied by the air unit counts as a zone of control. Air units cannot be used in defense.

Air units may only be used south of the Air Range Limit line (—————) marked on the map until the airbase unit can be landed. So long as the air base is out of a German Zone of Control and is on the board, the range of air units is unlimited. Note that landing areas 1 - 3 are out of range of air support.

NAVAL GUNFIRE

The Allied Player is provided with four units of Naval gunfire. Two are cruisers (6-4-8) and two are Battleships (10-2-8). Each represents two naval vessels of the appropriate class. These units are considered to be artillery units with ranges as noted (4 and 3) and may be used as such to support units on landings and as far inland as their range will permit.

Naval Gunfire units are, however, different from artillery in a number of ways. First, they can only be placed on or moved into all-sea hexes. Secondly, they are allowed to attack coastal defense units (those usually deployed upside down) by artillery fire without the participation of a ground unit. This allows, over a period of time, the Allied player to develop a pretty clear idea as to the German defenses, at the cost of his gunfire support. When firing alone against coastal defense units

only a DE result affects the unit, however it is exposed in any event. Naturally, a zero unit is removed at once. Finally, Naval gunfire units can be fired upon by the German Coastal gun units. If the result is a DE, the Naval unit is lost for two turns, if a DR, for one turn. The Germans are not likely to actually sink anything, as the ships would pull out of range when hit once or twice.

Naval units which enter the range of a German coastal gun unit during their movement phase must stop and be attacked by the coastal defense gun unit immediately. Any given ship unit may only be attacked by a given gun unit once per turn. It is possible that all four units could be attacked by both gun units on one turn, but either gun could attack any one ship only once. If a Naval unit enters a gun units range on a given turn and is attacked, the result is taken at once. Gun units are never adversely affected by their attacks, just as Naval units cannot be affected by their attacks. If the Naval unit is still within range of the gun on the German combat phase, it may be attacked again by that gun. If it starts the movement phase in the Germans range, it may attack the German gun.

Due to requirements in other theaters, the Naval units must be withdrawn from the game at various times. One Battleship unit must be withdrawn in the Reinforcement phase of turn 4, the other on turn 7. One Cruiser is to be withdrawn on turn 6. History nuts may wish to know that the last remaining cruiser is French.

COMMANDOES

The Allies are provided with four Commando units. Commandoes which attack coastal defense units or guns do so on the Commando attack table. Commando units are not required to use the Commando attack table. The decision of which table to use is made after the German unit is turned right side up but before supporting artillery fire is allocated. When using the Commando attack table no artillery or air support is allowed for either player. When Commando units are stacked with other units they have the option of combining their conventional attack strengths with the non-Commando units or attacking on the Commando attack table alone. If they elect the latter and the attack fails the non-Commando units must immediately attack the coastal unit unless they are non-Infantry units on an assault landing hex.

AIRBORNE LANDING PHASE

All Allied airborne units available in the scenario must be landed on turn one. Prior to the German set-up, the Allied Player must select a specific clear terrain hex for the unit to attempt to land. After the German set-up and before assault landing on the beaches, the Allied player must resolve the landing of his parachute units. This is done as follows: First, roll a die. If the result is 1-3, the unit has landed as planned. If not the unit lands one hex from the drop zone in a direction determined by die roll (1 is north, the rest clockwise). If the unit landed on Rough terrain, it cannot attack in the Combat phase of that turn. If the unit landed on a German unit, the German unit immediately attacks the Airborne unit (If the German has no Attack factor, use the Defense factor unless the unit is a coastal defense unit with a strength of 0 in which case it is eliminated) assuming a defense factor 1 for the Airborne unit. If two or more units land on a German unit, each is attacked individually. If the Germans are not able to destroy it or force it to retreat, the Allied unit is frozen in position and must attack the German unit on its combat phase. If the Airborne unit lands adjacent to a German unit, the German unit has an option to attack it at once using normal odds. If the Airborne unit survives the landing, it may attack adjacent German units in the Combat phase of turn one. Airborne units may only land South of the Air Limit line.

GARRISONS

The German Player positions, before the game, six garrison units, one each in the following cities: Grenoble, Montelimar, Avignon, Asbres, Reiz, and Digne. These units are frozen in position until one of the following

actions occurs: They are forced to retreat out of the city by combat; an Allied unit comes within two hexes; supply paths to the city are cut (it is surrounded). At that time, the unit is free and may move normally. The unit consists of various occupation Army bureaucrats, and is very important to the German War effort. As such, the unit can be "carried" by another German unit at a rate of one garrison unit per carrying unit. However, the unit still counts for stacking and will reduce German offensive and defensive power in the hex. Carrying is portrayed by both units beginning the turn in the same hex and moving together at the faster rate for the entire movement phase.

COASTAL DEFENSE UNITS

The German player is provided with a number of coastal defense units, which bear a peculiar symbol shown in the unit identification chart. These units consist of positional defenses, low grade (mostly foreign) troops, and a few German officers and NCO's. These units have a Zone of Control but cannot move. If a result of DE or NR is achieved against them, they are destroyed. Initially, all coastal defense units are deployed upside down, within three hexes of the beach (including both the beach and occupied hex). Such units are turned right side up only if attacked by an Allied unit, and only after the Allied unit is committed to the attack. Naturally, if the defense factor of the unit is "0", the attack is an automatic DE. Coastal defense units are treated as units for supply purposes, but beginning with the supply determination phase of the German fifth player turn, any unsupplied coastal defense unit is removed from play owing to desertions. There may never be more than one Coastal Defense unit stacked in a given hex at one time.

COASTAL DEFENSE GUN UNITS

Two of the German Coastal Defense units have attack factors and artillery ranges. These are heavily defended coastal defense guns. One of them (10-10-0) is a pre-war French structure and must always be deployed in hex 0633. The other (5-5-0) is a wartime German structure and may be placed anywhere within the restrictions applied to all coastal defense units. It represents the sum of effort applied by the TODT organization. Coastal Defense gun units can fire in any direction including landward, may attack ship units, and are treated as artillery units for regular combat purposes. Coastal defense guns never need supplies. DR results against Coastal Defense Gun units are treated as no effect.

GERMAN REGIMENTAL BREAKDOWN

At any time in the German movement phase, the German player may breakdown some of his 2-4-4 Infantry Regiments into Battalions in order to gain more units to hold the line. Two 1-2-4 Battalions are formed from each of the regiments so broken down. No more than three regiments can be broken down in the entire game, and once broken down they cannot reform. The Battalions count as Regiments for stacking. This may be done before the game begins with the German forces initially on the board. No other unit in the game can breakdown.

ARMORED CAVALRY

One (insome scenarios two) German armored Cavalry battalions are involved in the game. These units are 2-4-6. When attacked at odds of 6-1 or less, the units may elect to substitute a DR result for the combat before the die is rolled. In this case, the die is not rolled. When stacked with other units, and Armored Cavalry unit may retreat independently of the other units before combat and the attack is conducted against only the remaining units. However, the defensive factor of the Armored Cavalry unit is still added to that of the defending stack even though the Armored Cavalry unit cannot be adversely affected by the attack.

SCENARIOS

There are various scenarios for the game ANVIL-DRAGOON, each of which represents a possible alteration of the Historical Campaign to consider various alternatives which were, or could have been, open to the Allies.

#1 THE HISTORIC SCENARIO

German Forces: One 10-10-0 Coastal Gun, one 5-5-0 coastal gun, eight 0-3-0 Coastal Defense, six 0-1-0 coastal Defense, four 0-0-0 Coastal Defense, two 0-3-3 within four of hex 2434 (Nice), two 0-3-3 in 0112, three 2-4-4 within five of hex 0225 (Marsailles), six 0-1-1 Garrison units as specified in the Garrison rules, one 3-3-3 Artillery unit in Marsailles, one 3-3-3 Artillery anywhere.

German Reinforcements: Special Italian Border Forces on turn 1, also on turn 1: one 8-6-6, two 4-6-6, one 2-4-6, one 3-3-6 (11th Panzer), hex 0112.

Turn 2: Three 2-4-4 hex 0112.

Turn 3: Two 0-3-3, one 3-3-3, hex 0112.

Turn 4: Three 2-4-4, hex 0112.

Allied Forces: Available turn 1: US: two 3-4-4 Prcht Rgt, nine 6-6-5 Inf Rgt (34,36,45 Divisions), three 4-2-4 SSF, one BB, one CA, three Airstrikes. British: one 3-3-4 Prcht, one BB. French: one 4-2-4 Commando, one CA.

Available turn 2: US: three 4-4-4 Arty (34,36,45 Div Arty), one 6-6-4 Arty, one 0-2-4 Corps HQ, one 8-8-6 Tank Brigade. French: one 16-16-6 Mech Div, one 18-16-6 Tank Division, two 15-15-5 Inf Divs, one 4-4-4 Arty, one 0-4-2 Army HQ unit.

Available turn 5: one Airfield counter.

SPECIAL RULES

All Airborne and Command units must be withdrawn on turn three. Game length is 15 turns.

VICTORY CONDITIONS

The Allied Player receives one point for each German infantry unit destroyed or out of supply at the end of the game, five points for each mechanized unit destroyed or out of supply at the end of the game, two points for each Garrison unit destroyed or out of supply at the end of the game. Additionally, the Allied player receives one point for each city he holds at the beginning of each turn of the game. For example, if a given city is captured on turn four and never retaken, the Allied player would receive a total of 11 points for it during the course of the game. The city of Marsailles, however, is worth five points per turn.

The Allied Player receives one point for each unit exited into Italy if the exit hex is still in supply at end of the game.

The Allied player loses one point for each unit lost in the game (Airborne units cost two points).

Points are totaled at the end of the game. The level of Allied victory is determined as follows: Below 60; German Decisive, 60-72 German substantive; 73-84 draw; 85-96 Allied substantive; 97-114 Allied Decisive, 115 and up, Allied Climactic victory.

This scenario is intended to be balanced. Players may wish to "spot" a less experienced player a few points.

#2 SIMULTANEOUS OPERATION

This variant presumes that the operation is conducted simultaneously with the Normandy operation, and that a sufficient amount of shipping is available. In this scenario, the German high command has a considerable amount of difficulty in deciding what to do with the strategic reserve. This is reflected in the game by random chance. This scenario is for players who enjoy having a totally uncontrollable element dramatically change the game.

German Forces and Reinforcements are the same as in the Historic Scenario excepting that the two 0-3-3 regiments at Nice are replaced with three 2-4-4s. Additionally, on turn 4, the German player rolls a die. If the result is a 5 or 6, the 11th Panzer must be immediately removed from the map. If not, roll again on turn six. In this case, a roll of five or six means that the 2nd SS Panzer Division (consisting of one 10-7-6, two 5-7-6, one 2-4-6, and one 3-3-6) arrives on the board exit hexes on turn 7. Allied forces are the same. Victory is the same.

#3 HASTY INVASION

This scenario postulates that the Normandy landings are having considerable difficulty and DRAGOON must be launched without adequate preparation.

The Scenario is identical to Scenario #1 (Historic) with the modified Panzer Division Deployment rules from Scenario #2 (Simultaneous Deployment), excepting that the Allies have only two airstrikes, no BBs (they keep the CA units), two 3-4-4 Parachute units (no British 3-3-4), and can only land a maximum of six Infantry units by assault on any one turn.

Game Length is 15 turns. The Victory Conditions are the same as Scenario #1. This Scenario favors the Germans moderately.

#4 THE BRITISH OPTION

This Scenario postulates a purely British Invasion for the purpose of assisting the Allied Front in Italy. The German OB is the same as in the Historic Scenario. The Allied OB is as follows:

Available turn 1: one 3-3-4 Airborne, nine 5-5-5 Infantry, one BB, one French CA, one French 4-2-4, three US 4-2-4 (substituting for Royal Marines).

Available turn 2: One 0-4-2 HQ, one 6-6-4 Arty, all of the French units.

SPECIAL RULES

The German player is told before the game that the Historic Scenario will be played.

VICTORY CONDITIONS

Three British 5-5-5 Regiments must be exited into Italy, and the exit hex kept in supply, in six turns for the British to win. If not, the Germans do.

This scenario is short and vicious, and can be finished in time to still play a regular game. It is primarily intended to keep the German player deploying his units under the same potential Allied threats as they actually faced.

#5 THE "ANZIO" LANDINGS AT NICE

This scenario postulates a landing by the Allies at Nice to totally upset the Axis defenses in Italy.

German Defense is set up just as in the Historic Scenario, plus the 2nd SS arrives hex 2501 turn 4.

Allied Forces available turn 1: US: Six 6-6-5, (of two Divisions), three 4-2-4 SSF, two Airstrikes, one CA. British: Six 5-5-5, one BB. French: one 4-2-4, one CA.

Available turn 2: US: two 4-4-4, one 6-6-4, one 0-4-2, British: one 0-4-2, one 6-4-6, plus all French units.

Game length is 10 turns.

VICTORY CONDITIONS

Eliminate all German units within three hexes of Nice, exit three British or American Regiments into Italy, keep exit hexes in supply.

The Germans win by avoiding the Allied Victory Conditions. The German player does not lose if the Allies obtain the Conditions and later lose them.

#6 OVERLORD

This scenario postulates that the Overlord Invasion takes place in Southern France.

Germans deploy as in Scenario #2.

Second SS Panzer arrives turn six at hex 2101.

Italian Front: Allies cannot exit and need not cover the frontier. The six 2-4-4 Regiments arrive turn 1, hex 2901 instead. The Italian Front can still be used for German supply, but units voluntarily or involuntarily exiting the map into Italy cannot, unlike other scenarios, return later. The German player may receive up to six destroyed Infantry units and up to 3 destroyed Mechanized units (those with a movement factor of 6) back as replacements the turn after they are destroyed. They are received at the North exit hexes.

Allied Forces: Turn one; US: three 3-4-4 Prcht, nine 6-6-5 Regiments, three 4-2-4 SSF, three airstrikes, one BB and one CA. British: nine 5-5-5, one BB, three 3-3-4. French: one 4-2-4, one CA. Unlike the Historical Scenario, the Allied paratroops and ship units are not withdrawn. However, the Commando units must still be withdrawn.

Available turn 2: US: Six 4-4-4, two 6-6-4, two 0-4-2, nine 5-5-5. British: one 6-4-6, one 6-6-4, one 0-4-2. All French units.

Available turn 3: six US 8-8-6.

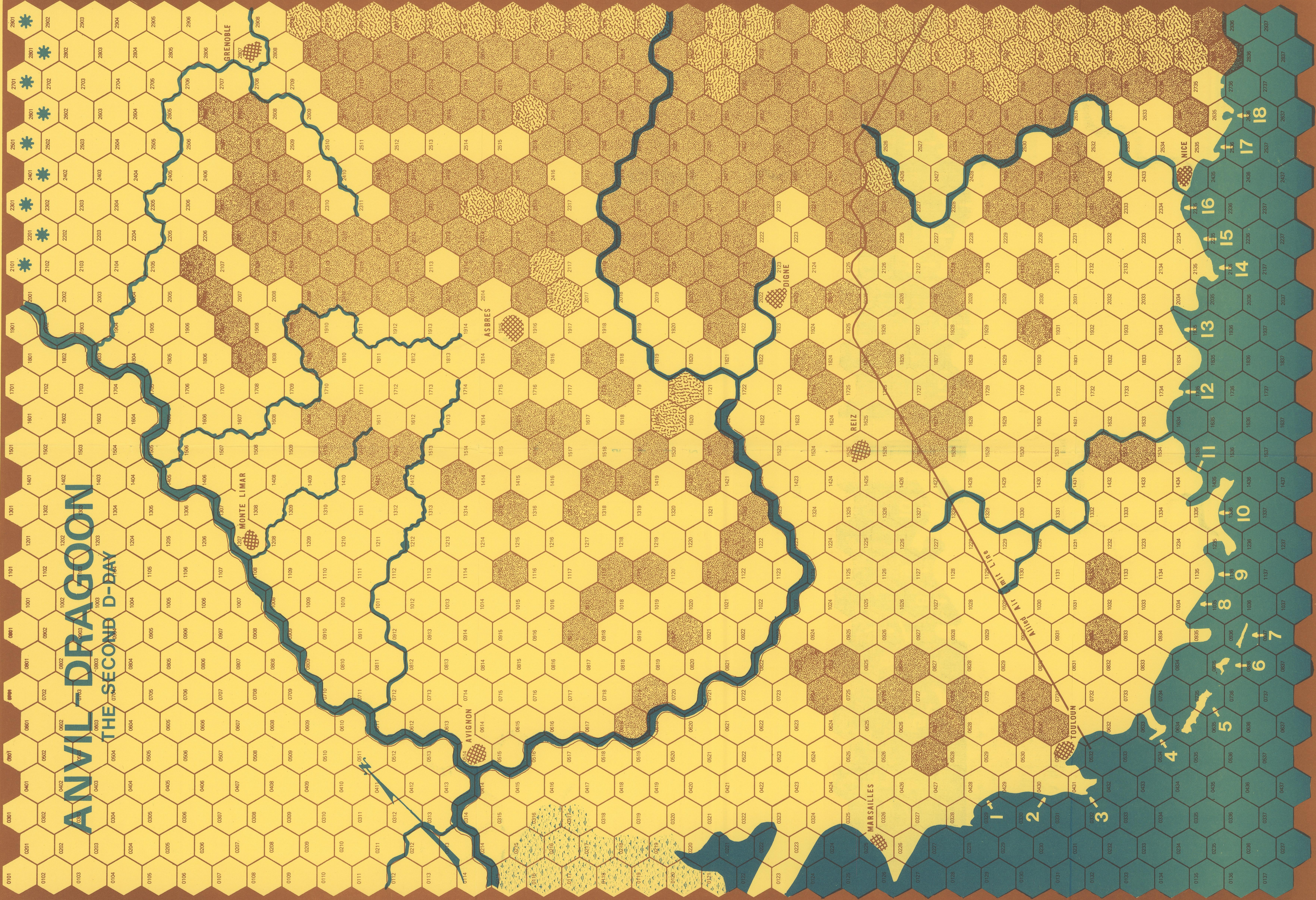
Available turn 5: one airfield counter.

Game length is 15 turns. Victory conditions same as in Historical Scenario. Weighted moderately Allied.

10 7 6	5 7 6	5 7 6	3 3 6	2 4 6	8 6 6	4 6 6	4 6 6	2 4 6	3 3 6	3 3 3	3 3 3
3 3 3	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4
2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	2 4 4	1 2 4	1 2 4
1 2 4	1 2 4	1 2 4	1 2 4	0 1 1	0 1 1	0 1 1	0 1 1	0 1 1	0 1 1	0 3 3	0 3 3
0 3 3	0 3 3	0 3 3	0 3 3	10-10-0	5-5-0	0 3 0	0 3 0	0 3 0	0 3 0	0 3 0	0 3 0
0 3 0	0 3 0	0 1 0	0 1 0	0 1 0	0 1 0	0 1 0	0 1 0	0 0 0	0 0 0	0 0 0	0 0 0
18-16-6	16-16-6	15-15-5	15-15-5	4 4 4	4 2 4	0 4 2	3 CA	6 4 8	8 8 6	8 8 6	8 8 6
8 8 6	8 8 6	8 8 6	6 6 5	6 6 5	6 6 5	4 4 4	6 6 5	6 6 5	6 6 5	4 4 4	6 6 5
6 6 5	6 6 5	4 4 4	5 5 5	5 5 5	5 5 5	4 4 4	5 5 5	5 5 5	5 5 5	4 4 4	5 5 5
5 5 5	5 5 5	4 4 4	6 6 4	6 6 4	3 4 4	3 4 4	3 4 4	3 4 4	4 2 4	4 2 4	4 2 4
0 4 4	0 4 0	4 0	4 0	4 0	4 BB	3 CA	6 4 6	5 5 5	5 5 5	5 5 5	5 5 5
5 5 5	5 5 5	5 5 5	5 5 5	5 5 5	3 6 4	3 3 4	3 3 4	3 3 4	0 4 2	10 2 8	TURN

ANVIL-DRAGON

THE SECOND D-DAY



COMBAT RESULTS TABLE

DIE	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
1	AE	AE	AR	AR	-	-	DR	DR	DR
2	AE	AR	AR	-	-	DR	DR	DR	DE
3	AR	AR	-	-	DR	DR	DR	DE	DE
4	AR	-	-	DR	DR	DR	DE	DE	DE
5	-	DR	DR	DR	DR	DE	DE	DE	DE
6	DR	DR	DR	DR	DE	DE	DE	DE	DE

COMBAT RESULTS TABLE - EXPLANATION OF RESULTS
AE-Attacker Eliminated-All attacking units are immediately removed from play. Defender may not advance into any vacated hexes.
AR-Attacker Retreat-All attacking units are retreated one hex. Units retreating due to combat may never retreat into an enemy zone of control. Defender units may not advance into vacated hexes.
DR-Defender Retreat-All units in the hex being attacked are retreated one hex. Attacking units may advance into vacated hex. Ignoring all enemy Zones of Control.
DE-Defender Eliminated-All units in the hex being attacked are immediately removed from play. Attacking units may advance, ignoring all enemy ZOCs.

COMMANDO ATTACK TABLE

	# of Commando Units			
	1	2	3	4
1	1-3	1-4	1-5	1-6
Defense Factor	3	1-2	1-3	1-4
Fort	5	1	1-2	1-3
10	0	0	1	1-2

The numbers in the chart represent the die rolls on which the defending unit is destroyed. Any other result is a Commando Retreat one hex.
SSF units use Commando table

TERRAIN EFFECTS CHART

TERRAIN	MOVEMENT COST (ENTER HEXES) OR CROSS (HEXSIDES)	COMBAT EFFECTS
CLEAR HEX	1	NONE
CITY HEX	1	NONE
ROUGH HEX	2	DEFENDER DOUBLED
MOUNTAIN HEX	4	DEFENDER TRIPLED

MINOR RIVER HEXSIDE
MAJOR RIVER HEXSIDE
SWAMP HEX
EXIT HEX
ALL SEA HEX
ALL SEA HEXSIDE
ASSAULT LANDING HEX

TURN 8

1	9
2	10
3	11
4	12
5	13
6	14
7	15

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