

The Big Push

Addenda as of July 08, 2012

The Rules:

3.4.1 Combat Units (Correction): The description of the German counters in the last paragraph has the modes reversed. The front side of the counter is mobile mode and the back side is the entrenched mode. The rule illustration and the counters are correct.

3.4.1 Combat Units (Clarification): Heavy artillery units are ones with ranges greater than 6. The regular and heavy artillery units have different icons, with the heavy artillery units having a longer gun barrel.

The mine counters have an L to indicate a step loss, not ST as indicated in the rules.

3.5 Definition of Terms (correction) Suppressed units *may* attack (and have a +1 DRM per the chart). Suppressed units are halved on defense in assault combat.

6.4 Counter-Battery Fire (addition/clarification): Mark artillery units that are hit by Counter-battery fire as Disrupted. Use the Defensive CF of the Artillery unit (Middle number) for the Counter-battery value.

6.5.2, Last Paragraph (correction): The German battalion is placed into the Recruitment Pool and not removed from the game.

7.0 Movement (clarification)

Units that have their movement factor halved and also marked at -1 or -2 are halved **after** the subtractions.

7.1.1 Somme River (clarification): Units may enter these squares if moving along a road.

7.5 Zones of Control (ZoC)

Enemy zones of control are negated by the presence of friendly units for purposes of supply (11.1), command (8.2), off-front movement (7.6) and HQ destruction (7.4.2).

9.3 Command Center Table

Up to 4 Command Resources can be used in an assault (as per Case 11.5.2 and the Command Center Table).

10.2.3 Retreat Result (clarification): Displacement would only occur if an attacking unit that failed its Assault Commitment DR is then compelled to retreat due to Defensive Fire. In this case it would have to leave the "jump off square" since it never did go up to or straddle the border with the defender (as described in Sections 8.6 and 8.7, as well as the demo).

10.2.6 Defensive Fire (clarification): The -1 DRM referred to in this rule is the one for units that passed the Close Assault DR check (section 8.7).

11.0 Combat (clarification)

There is only ONE type of combat in the game. The terms Assault and Close Assault are used interchangeably and refer to the same mechanism to resolve any combat.

11.3 Combat Eligible Units

The rule is slightly incorrect; Suppressed units *may* assault (disrupted units cannot assault). Suppressed units do receive a +1 commit modifier as per the charts.

11.5.2.3: Disregard the reference to an Allied Attack Table. This was dropped in playtesting. The number of French and Allied tank/cavalry units that can coordinate is equal to the DR made per the rule. However, a DR = 6 results in none of the tank/cavalry units being able to attack and the loss of the Command Resource.

11.7.3 Unit Status Modifiers: Disregard the example as it has information from earlier version of the game.

11.8 CA result (Clarifications)

- A defender only has to counter-attack against one of the close assaulting squares (*hint, hint, hint attackers; deploy for the attack carefully!*). Also, the terrain of the targeted attacking unit's square is used (not the defender's square as stated in the rule).
- The phasing player may not choose an engaged assault as a secondary assault.
- Engaged assaults do not suffer defensive fire.
- Artillery that receive a CA result retreat instead.
- Counter-attackers use their primary factor; the original attackers use their Defensive factor.
- Counter-attackers do not need to trace Command from an HQ; however they do receive the HQ range modifiers as per the chart.
- There is no advance after combat for either side in a CA.

11.8.1 Retreats (clarification): Retreating units must comply with the following conditions, in the order given:

- Toward a friendly map edge
- Non-enemy ZoC
- Empty squares

13.2 Unit Losses

The See reference should be to 6.5.1 (not 6.42).

14.4.4 German exit (correction): The VP award is for German units exiting from the west (not east) map edge. German units can only exit along the north map edge west of the German at-start trench line.

15.1 Infantry Replacements

The example described only costs 2 points, not 3 (for a full-strength 3-2-4 brigade).

15.4 Build Artillery

The extra piece mentioned here was included in the 2009 Annual. In the meantime if this option is chosen the British have a free replacement of any one artillery unit for the game.

The Charts and Tables:

15.5 Command Resources Table (clarifications and additions): As per the rule the mines are 2 VPs per mine, for a total of up to 10 additional VPs (Remember one of these is a dud/NE and this must still be used).

The DR modifiers on the table were accidentally mixed in together (the developer has been flogged!).

The British modifiers are:

- +1 Two or More Objectives Reached
- +2 Attack Planning
- +2 No Germans on Start Line

The German modifiers are:

- +1 Any Allied on Start Line
- +2 All Tanks Broken Down/Damaged/Disrupted

The 1-3 VPs awarded for the opposing player in some of these options were added late in the final playtesting as a play-balance. Mea Culpa for this not getting these duplicated on the chart. Same thing happened in reverse for not also putting the 30 VPs charge for training troops in the rule text.

Additional Command Resource modifiers that should have been on the table:

- -1 in Rain/Snow
- -1 for each friendly disrupted HQ
- German: +1 if the Germans occupy at least one Primary Trench

Assault Table Modifiers (correction)

Draw a line beneath the < (so it reads ≤). That will make it consistent with the rule for the +1 DRM of a Command HQ that is within 4 hexes of an assault (Case 11.7.1).

The Map:

(Clarification): Squares that have a Primary Trench cross only a corner are not considered Primary Trench squares (C2, C3, D9, E10, F15, L18, M19, M28 and K34).

Optional Rule:

6.4.1 Optional Counter-battery fire resolution. Use the Bombardment table to resolve counter-battery fire; resolving it as per the rules for artillery bombardment (with modifiers for supply, command, terrain, etc.). This will make it a bit easier on the Allied player and is recommended as a play-balance technique for players of differing abilities. Artillery units that are Reduced, Disrupted, Interdicted, or Suppressed would be prevented from carrying out their declared bombardment attack.