

WWI Battles: Meuse Argonne

The Final Offensive

Meuse-Argonne utilizes a new adaptation of the popular Fire & Movement folio system, modified to specifically model World War 1 operations. The game includes limited support fire to simulate the nature of the fighting during the war, but also features more detailed bombardment rules to simulate the intensity of warfare in 1918. Trenches and frontal assaults are the primary feature of the game, resulting in very high rates of attrition, requiring players to rely on their artillery to breach enemy positions, or blunt enemy attacks. But, without the benefit of direct fire support, the landscape's natural terrain may dictate the course of the battle. An American infantry division, having just cleared an enemy trench line, may find itself trying to advance through a heavily-defended forest, only to come across a secondary enemy trench line, necessitating more preparatory bombardments; but, other American divisions have utilized all of the available artillery. Perhaps the new tanks are available to assist the next attack.

In *Meuse Argonne*, the attritional design of the Combat Results Table simulates the nature of battles on the Western Front. Units are typically two-sided formations that can incur casualties, accurately replicating the realities of combat and the high losses sustained by both sides during the actual fighting during the Argonne Offensive. Winning the battle is thus a matter of maneuver, firepower and target prioritization.











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Contents

- One 17x22 inch terrain map
- 100 die-cut counters
- One Standard rules booklet for this series
- One Exclusive rules booklet for this title

