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## 1.0 Introduction.

Board game „Festung Cherbourg 1944” represents the fighting near Cherbourg and in the city itself that had taken place at the end of June 1944. One of the players controls American Army while the other commands German forces. During the game players have to face not only their opponent, but also problems that challenged their historical counterparts. Decisions influence the final outcome, which can differ from the historical one.

Before starting the game it is recommended to familiarize yourself closely with the following rule book. During the gameplay it is helpful to return to particular chapters to make sure that procedures are followed as written. In this manner, the rules will become second nature much faster and the enjoyment from the game will be greater.

The box contains a complete set of mounted counters. Before the game they have to be carefully removed from the frames and sorted out. Counters represents the units that have participated in the campaign. The game contains also a set of markers to facilitate the gameplay.

## 2.0 Components.

A complete game „Festung Cherbourg 1944” contains:

- one board 68x48 cm;
- a set of 216 die-cut counters (size of 15x15mm);
- one rule book (12 pages);
- one player's aid card;
- one six sided die.

[2.1]. The board represents Cherbourg and its immediate vicinity. Hexgrid was superimposed to facilitate the positioning of units and calculation of the distances between them.

Important map notes:

- Hex 1716 (Naval arsenal) can be entered only from

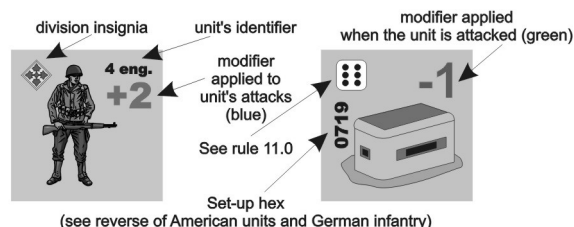
hexes 1717 and 1617.

- Hex 1615 (Cherbourg port) can be entered only from hex 1514.

- It is forbidden to move a unit from hex 1514 to 1515 - port canal is not crossable.

[2.2]. Counters represent the units of both armies which had been participating in the campaign.

Following picture represents the unit counter and explains information on it.



Following table shows unit symbols used on the counters.

| American - green background                                                                              | Germans - grey background                                                                               |
|----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|
|  M10<br>Wolverine*      |  H39<br>Hotchkiss*   |
|  M8<br>Greyhound*      |  German<br>infantry |
|  M5<br>Stuart*        |                                                                                                         |
|  M4<br>Sherman*       |                                                                                                         |
|  American<br>infantry |                                                                                                         |

\* - armor unit

Markers will be described in the appropriate sections of the rules.

[2.3]. **Initial setup.** Before beginning the gameplay, players must place their units on the board, according with hex numbers or detailed instructions given on the counters. American and German infantry units have such instructions on the counters back side.

[2.4]. Last page of the rule book contains charts which are used during the game. Following rules describe which chart and how it is used.

[2.5]. A six sided die provides an element of randomness. If the rules say that a die roll has to be made, a six sided die must be used.

[2.6]. **Scale.** One hex represents 1000 metres of terrain. Units represent battalions and companies. One Turn represents 8 hours.

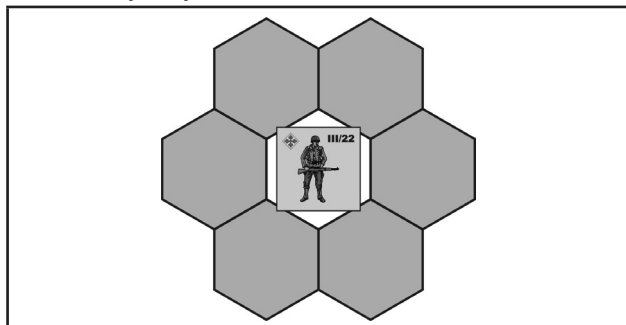
## 3.0 Glossary.

In this chapter players will find an explanation of terms that are used in the rule book.

**Hex** – a single six-sided space on the board.

**Control** – a player controls the hex if his units were the last to be in that hex or the last to move through that hex.

**Adjacent hex** – on the following picture all unit's adjacent hexes are marked. They do not impact friendly units in any way.



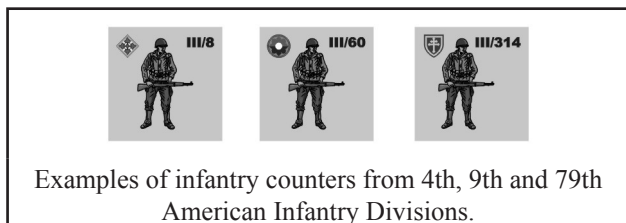
**Line of communication** – a continuous chain of hexes of any length, free of enemy units and hexes adjacent to them.

**Modifier** – a value added or subtracted from a die roll.

**Fortress' garrison** – counters with a grey background, that are controlled by German player.

**American Army** – counters with green background. American player controls all these forces.

**Identifier** - designation on the counter in accordance with historical organization of the army. Only in case of **American infantry divisions** it is important to which division a particular unit belongs - see [10.2]. Division insignia marks units belonging to particular division.



**Stack** – one hex can be occupied by only one unit. In other words, having two or more friendly units on a hex is not allowed (exception - American divisional logistic centers - see [6.2]). In any particular moment any one hex cannot be occupied by units of both sides.

## 4.0 Game Turns and Phases.

**[4.1].** Gameplay is divided into 21 turns. Each turn is divided into phases during which players execute specific actions. It is forbidden to execute actions in an inappropriate phase, unless the opponent generously agrees.



**[4.2].** Marker TURN serves to denote the current turn of the game. After executing all actions of the last phase, that marker has

to be moved onto the next space on the Turn Track.

**[4.3].** The gameplay ends after the last turn. Then, players check, how many Victory Locations are controlled by the American player - see 14.0 Victory conditions.

**[4.4].** Each game turn is divided into below phases:

**Phase 1 – events.** During game turns indicated on Turn Track players implement changes in accordance with events description.

At the beginning of each game turn, the American player indicates value 20 using his ARTILLERY SUPPORT markers. This value is given on Turn Track.

At the beginning of each game turn, the American player indicates value, given on the Turn Track, using his AERIAL SUPPORT markers.

**Phase 2 – reorganization of American units.** During this phase American fatigued units return on the board – see [6.0].

**Phase 3 – aerial bombardment.** The American player conducts attacks according with rule [7.3].

**Phase 4 – artillery bombardment.** The American player conducts attacks according with rule [7.3].

**Phase 5 – movement of American units.** During this phase the German player can conduct defensive fire (see [10.8]), using non-disorganized units.

**Phase 6 – American assaults.** American units can attack German units – see [10.0].

**Phase 7 – reorganization of German units.** DISORGANIZATION markers are removed from German units.

**Phase 8 – breaking bunker paralysis (skip on Turn 1) –** see 11.0.

**Phase 9 – German assaults.** German units can attack American units – see [10.0].

**Phase 10 – checking morale of German units.** Players implement changes in accordance with rule [12.0].

**Phase 11 – movement of German units.** During this phase the American player can conduct defensive fire – see [10.8].

**Phase 12 – checking victory condition.** If American player does not satisfy victory condition, the gameplay continues into next game turn or the German player is the winner, if it the last game turn.

## 5.0 Historical events.

During battle for Cherbourg some events took place. They had impact on finale outcome, but they represented by simplified procedures.

**[5.1].** On the player's aid card is a Turn Track. In some of its boxes is an icon and below the track is information about procedures, which must be done.

## 6.0 Reorganization of American units.

In Phase 2 American units which are on the Turn Track return on the board. A unit can be placed on logistical center **only** of its own division.

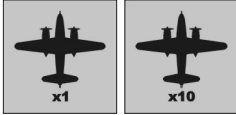
**[6.1].** If logistic center is on the Turn Track - see

[13.1], units of its division are placed also in the same box of the Turn Track. They return on the board during the same reorganization phase as logistic center.

[6.2]. Player can place any number of units on logistic center. Stacking limits apply by the end of Phase 5.

[6.3]. Units that returned onto the map move normally.

## 7.0 Aerial bombardment.



[7.1]. On Turn Track each space provides information how many airstrike points are available in each turn. This number has to

be marked in Phase 1 on "Available strength of American artillery and aerial bombardment" track.

*Example: In turn 5 American player has 12 airstrike points. Marker "x10" is placed in "1" box, while marker "x1" in "2" box.*

This Track is also used to record still remaining airstrike points.

*Example, continued: Let us assume that American player has used 2 airstrike points. Marker "x10" remains in "1" box whereas marker "x1" is placed in "0" box.*

[7.2]. Unused airstrike points are lost. Markers "x10" and "x1" are placed in "0" box after finishing Phase 3.

[7.3]. Aerial bombardment is executed in the following manner:

- American player points out the target hex;
- American player declares the strength of the attack. He changes placement of markers to record remaining airstrike points.
- American player rolls a die and applies all modifiers.
- The result has to be read from "Effect of artillery or aerial bombardment" table. The result is at the intersection of the column from b) and the row from c).
- Three results are possible – they have to be implemented immediately:
  - No effect - there are no changes on the map;
  - Disorganisation - unit occupying the target hex is disorganised. Its is covered by DISORGANIZATION marker.
  - Friendly Fire - one American unit is Fatigued. The German player selects the unit among these, which are closest to the bombarded hex.

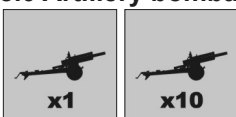
[7.4]. If a disorganised unit is disorganised again, there is no further effect.

[7.5]. One hex can be bombarded only once during single phase.

[7.6]. If a disorganised unit is disorganised again, there is no further effect.

[7.7]. One hex can be bombarded only once during single phase.

## 8.0 Artillery bombardment.



[8.1]. On Turn Track each space provides information how strong is available American artillery. It is 20 on each game turn. This

number has to be marked in Phase 1 on "Available strength of American artillery and aerial bombardment" track.

[8.2]. Unused points are lost. Markers "x10" and "x1"

are placed in "0" box after finishing the Phase 4.

[8.3]. Procedure of artillery bombardment is identical to aerial bombardment described in [7.3].

[8.4]. One hex can be bombarded only once during single phase.

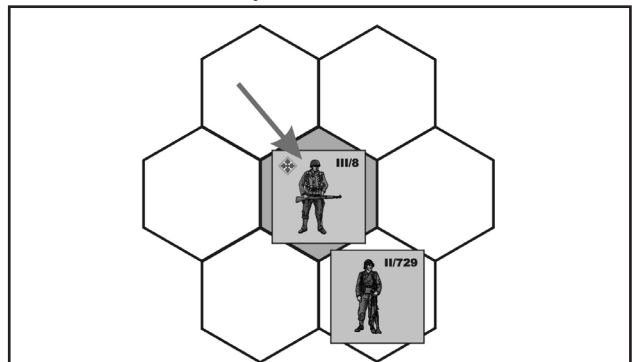


[8.5]. **Artillery fire performed by German garrison.**

[8.5.1]. German artillery is not represented by separate counters, but marker, which is, during initial setup, placed in "7" box of "German artillery" track.

[8.5.2]. German player can perform Artillery Fire in Phase 5 (Defensive Fire) and Phase 9 (Assault).

[8.5.3]. Whenever German player declares Artillery Fire, the marker on "German artillery" track must be moved by 1 towards "0" box. Then, Defensive Fire or Assault is modified by +1.



*Example: American unit entered a gray hex. German player fires defensively using the Artillery Fire. Let us assume that marker is in "6" box of "German artillery" track. The marker is moved into "5" box, but the modifier +1 is used in resolution of that Defensive Fire.*

## [8.6]. Effects of Disorganisation result.

As effect of aerial or artillery bombardment, a unit can become disorganised and its abilities are limited:

- unit cannot perform Defensive Fire;
- unit that is assaulted suffers unfavorable modifier.

[8.6.1]. In Phase 7 all DISORGANIZATION markers are removed.

## 9.0 Movement.

In "Festung Cherbourg 1944" units use movement procedure to enter next hex.

[9.1]. Units of both sides execute movement according to the same rules.

[9.2]. Each unit has **3 Movement Points**. Exception from this are American divisional logistical centers. They can move **1 hexes** per game turn and only along the road.

[9.3]. The unit expends Movement Points entering each hex. The cost of entering each hex is listed in Terrain Effect Chart.

[9.4]. The unit does not have to spend all its Movement Points. Unused points are lost. They cannot be transferred to other units or accumulated for later game turns.

[9.5]. Movement must be done from a hex to a hex – skipping over hexes is not allowed.

[9.6]. If unit does not have enough Movement Points, it cannot enter a given hex.

[9.7]. **Movement and enemy units.** After entering a hex that is adjacent to an enemy unit, a unit can move further, as long as it still has Movement Points remaining. During movement, enemy unit can perform Defensive Fire (see [10.8]) each time, when phasing unit **enters** adjacent hex.

[9.7.1]. Players must move units in such a manner to allow their opponent to declare Defensive Fire(s).

## 10.0 Assault.

[10.1]. This type of attack can be used only against enemy units on adjacent hexes. Unit can perform an Assault only once per phase. Additionally, an enemy unit can be a target of only one Assault.

[10.2]. More than one unit can perform one Assault or Defensive Fire, as long as all of them are adjacent to targeted unit. Assaults are never obligatory. In case of American army, one Assault and one Defensive Fire **cannot be executed by units from different divisions.**

[10.3]. Both sides perform Assaults using the same procedure:

- Attacking player declares the attacked unit.
  - Attacking player declares which units are performing an Assault.
  - The German player announces if he uses Artillery Fire – see [8.5].
  - Attacking player rolls a die – a result of 1 means “No Effect” and in such case the Assault ends immediately.
  - Player has to find the value from the Terrain Effect Chart required for an successful Assault.
- Example: German unit assaults American unit, which occupies a forest hex. “Successful assault” value is 6 or more.*
- Die roll from d) is modified by any applicable modifiers.
  - if the final result is equal to or higher than value from e), than the assaulted unit is Fatigued. Other results mean “No Effect”.

[10.4]. Possible modifiers:

- +1 for each assaulting unit;
- +1 if assault force includes infantry **and** armor unit;
- # -- depending on the terrain occupied by target – see Terrain Effect Chart;
- +1 -- German Artillery Fire – see [8.5];
- + # -- modifiers on assaulting units counters (in blue);
- + # -- modifier on defender unit counter (in green);
- +/-1 -- night turn modifier – see [13.6];
- +1 -- fanatic German unit is assaulting – see [13.4];
- 1 -- fanatic German unit is assaulted – see [13.4].

[10.5]. **Fatigue – German units.** Unit has to be removed from the map and can no longer participate in the gameplay.

[10.6]. **Fatigue – American units.** When American unit becomes fatigued, the owner has to roll a die and divide the result by 2 (rounding up any fractions). The final result (from 1 to 3) will indicate game turn the unit can return onto the map - it has to be placed in an appropriate box of the Turn Track.

*Example: American unit became fatigued in Turn 3. Let us assume that American player rolled a 5. Result divided by 2 gives 2,5 which rounds up to 3. Counter must be placed in 6th box of the Turn Track (3+3 = 6).*

[10.7]. Fatigued American units return onto the map in Phase 2 of appropriate Turn.

[10.8]. **Defensive Fire.** It is resolved by the procedure from [10.3]. All modifiers apply, with a single exception: all terrain modifiers are ignored.

[10.8.1]. One German unit can perform Defensive Fire multiple times during Movement Phase of American units.

[10.8.2]. One American unit can perform Defensive Fire multiple times during Movement Phase of German forces.

[10.8.3]. A single unit can be the target of Defensive Fire several times during its own Movement Phase.

## 11.0 Breaking bunker paralysis.

The German player rolls one die. Among fortification counters with white die symbol, he selects one counter and immediately flips it on the back side, showing infantrymen. If there is no fortification counter with appropriate die symbol, treat the result as “no effect”.

## 12.0 Checking morale of German units.

[12.1] The German player rolls a die. Modifier +1 is used if General von Schlieben was captured – see [13.5].

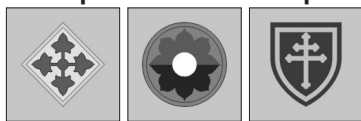
**1 – defenders fanaticism.** The German player rolls two dice. Among fortification counters he selects two counters and immediately puts FANATISM marker on them. If double was rolled, only one fortification counter can be selected. If there is no fortification counter with appropriate die symbol, treat the result as “No Effect” or select just one fortification counter, if only one die symbol is satisfied.

**2 or 3 – breaking bunker paralysis.** The German player implements procedure from [11.0], but he rolls two dice. If double was rolled or only one die symbol is satisfied, only one fortification counter can be selected. *Yes, it is possible that even three German units leave their fortification during a single game turn.*

**4 or 5 – morale crisis.** The American player rolls two dice. Among fortification counters with appropriate die symbols (but not covered by “Fanatic” marker - see [13.4]), he selects two (one if double was rolled) and removes them from the map. See rule [13.3] regarding German forts.

**6 or 7 – morale breakdown.** The American player implements procedure for result “4 or 5”, but he rolls three dice instead of two.

## 13.0 Special units and special rules.



[13.1]. **American divisional logistic centers.** They are represented by counters

with division insignia. Logistical centers conduct Defensive Fire as infantry units. They are not allowed to perform an Assault. If German unit enters adjacent hex and survives Defensive Fire, the center is removed from the map and placed on Turn Track **five** game turns ahead. During Phase 2 of appropriate game turn it is placed **by the German player** on any **road hex** from 0101 to 0129. When logistic center is off the map, units belonging to its division cannot move. Their only allowed activity is Defensive Fire.



[13.2]. **German fortifications.** During initial setup, all German fortifications counters must be placed on indicated hexes, showing bunker silhouette. Fortifications

properties:

- they are not allowed to move,
- they not allowed to Assault,
- they perform Defensive Fire in accordance with general rules.

During phases 8 and 10 some counters, selected by procedure [11.0], must be flipped on the back side, showing infantrymen. Since that moment, the unit acts as ordinary German unit. It is not allowed to flipped the unit on the front side – fortifications were abandoned and not constructed on other hex.

[13.3]. **German forts.** These units are also represented by counters with bunker silhouette. They have the same properties as fortifications with below exceptions.

[13.3.1]. German forts cannot be selected during “breaking bunker paralysis” procedure, because they are enhanced resistance nests form concrete and steel. This characteristic is represented by red die symbol.

[13.3.2]. If during Phase 10 (“Checking morale of German units”) results are 4,5 or 6, the American player can select fort, only if adjacent hex is occupied by the American unit. However, a die must be rolled. If the result is higher than the number on the red die, crew surrenders – fort counter is immediately removed from the board.

*Example: American unit is on hex 1215 – adjacent to Fort du Roule. When checking morale of German units, 4 was rolled. The American player rolls two dice. Let's assume that the results were 1 and 4. The American player automatically removes one German fortification counter with “1” on the white die, located everywhere on the map. Then, he announces a try to remove Fort du Roule. He rolls one die. If the result is 5 or 6, fort counter is removed from hex 1314. Other results means no effect.*



[13.4]. **Fanaticism.** German units can become Fanatic as result of morale checking. The unit receives FANATIC marker. From then on, the modifiers listed on the marker must be applied during Defensive Fires and Assaults. The unit is Fanatic to the end of gameplay or if it becomes fatigued, in which case the unit and marker are removed from the board.



[13.5]. **Capturing General von Schlieben.** The German player has at his disposal 8 markers - 7 dummy and 1 real. At the begin-

ning of play he places all of them on Victory Locations, one marker on one hex, under fort counters. Only the German player knows position of real marker. It is forbidden to change marker's position during play.

[13.5.1]. At the moment when Victory Location is controlled by the American player (see [14.2]), the marker is revealed. If it is dummy, there is no further effect. If it is a real one, the German player immediately checks morale of his units – the gameplay stops and procedure [12.0] is implemented. Moreover, it is impossible for German units to become fanatic (see [13.4]) during the rest of play.

[13.6]. **Night turns.** These turns are marked on the Turn Track with black background of the box. When Defensive Fire or Assault is resolved during night turn, player must roll a die. In the case of **odd result**, firing player receives an additional **+1 modifier**. In the case of **even result**, firing player receives an additional **-1 modifier**. Remember also to apply -1 modifier to artillery bombardment.

## 14.0 Victory conditions.



[14.1]. In “Festung Cherbourg 1944” victory is judged by controlling Victory Locations. At the beginning of play, all such hexes are controlled by the German player.

[14.2]. The American player gains control over Victory Location when American unit enters the hex and exists a line of communication (see [3.0]) between the unit and its divisional logistic center. Place control marker on the hex.

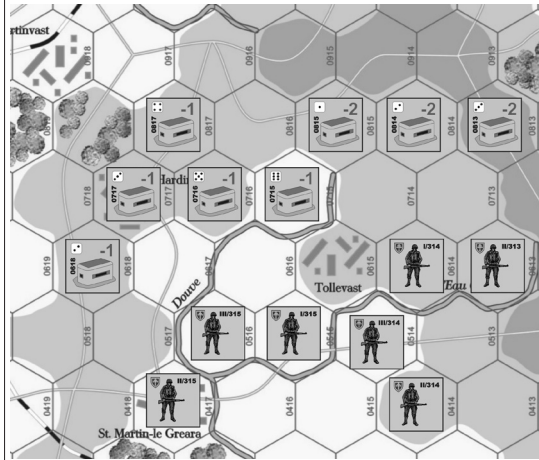
[14.3]. The German player can retake control of Victory Location simply by entering the hex with German unit or by cutting off a line of communication. Remove the American control marker.

[14.4]. The gameplay ends and the American player is declared the winner if he controls all victory locations at the end of any game turn. The German player is the winner, if he controls one or more Victory Locations at the end of Game Turn 21. No draw is possible.

Design and rules: Adam Niechwiej  
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Special thanks to Ryszard Tokarczuk for his contribution in English version of rules.

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and Adam Niechwiej

## 15.0 Example of play.



It is 1st game turn. The American infantry regiments from 79th Infantry Division starts its attack toward Cherbourg.

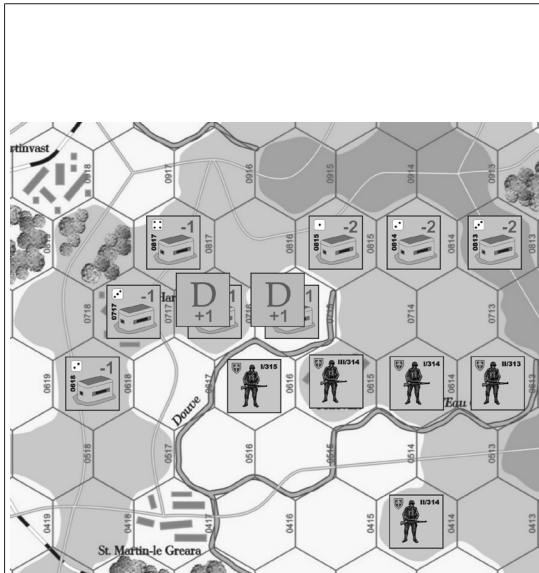
There is no events on 1st game turn. The American player indicates values 25 and 20 using his AERIAL SUPPORT and ARTILLERY SUPPORT markers, respectively, on "Available strength of American artillery and aerial bombardment" track.

In Phase 2 there is no reorganization of American units, because there is no American unit on the Turn Track.

During Phase 3 the American player bombards hex 0618. He rolls , so Friendly Fire occurs - one American units becomes Fatigued - see [10.6].

German player selects III/315 and rolls . The American unit is placed in 3rd box of the Turn Track. The rest of aerial support is used in other sectors of the board.

During Phase 4 the American player uses 6 of his 20 artillery points to bombard hex 0715. Let's assume that is rolled. DISORGANIZATION marker is placed on German strongpoint. Next, the American player uses 5 artillery points to bombard hex 0716. is rolled, so DISORGANIZATION marker is also placed on German strongpoint. The rest of artillery support is used in other sectors of the board.



Now American units conduct movement. I/315 moves on hex 0616 and III/314 on hex 0615 (Tollevast) to attack hex 0715. II/315 takes the risk and moves on hex 0517, where it is subject of Defensive Fire. The German player rolls and adds 1, because one unit fires. Terrain modifier of just entered hex is ignored – see [10.8].

The total is 5, so the American unit is fatigued. The American player rolls . It is divided by 2 (rounding up), so II/315 is placed in 4th box on the Turn Track – see [10.6].

The movement phase ends in this sector of the front.

During Phase 6 two American battalions assault German strongpoint on hex 0715. The American player rolls – it is more than 1, so procedure continues. The result of the roll is farther modified by:

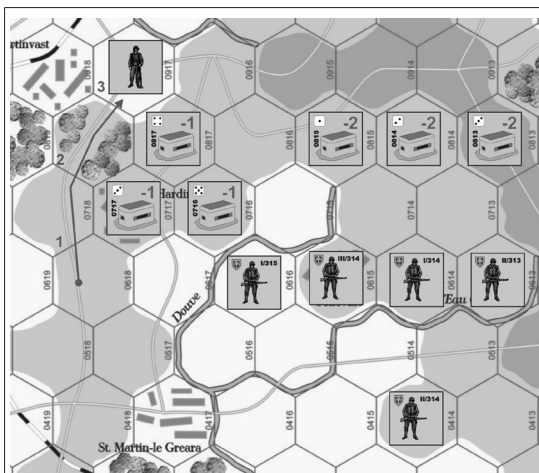
- +2 (two units conduct the assault);
- +1 (the target is Disorganized);
- - 1 (modifier on the target unit in green);
- - 1 (river effect);

The total die roll modifier is +1, so the result is 5. It is exactly what is needed to successful assault. The German strongpoint is fatigued - remove it from the board and it is not allowed to return – see [10.5].

In Phase 7 all DISORGANIZATION markers are removed.

Phase 8 is skipped during 1st Turn.

In Phase 9 there is no German assault in this part of the battlefield, because fortifications cannot participate in an assault – see [13.2].



During Phase 10 the German player rolls a die without any modifications, because General von Schlieben is somewhere on the map – see [13.5]. Let us assume that is rolled – breaking bunker paralysis – see 11.0. Next, the German player rolls two dice – and are rolled. Fortification counter with symbol is converted into infantry on other hex on the map. The German player has choice where to use result – hex 0618 or 0814. He selects 0618 in hope to leave exposed position and form next defensive line closer to Cherbourg.

In Phase 11 the German player moves infantry on hex 0618 to hex 0917, expending number of Movement Points showed on the picture.

In Phase 12 victory condition is checked – of course the gameplay continues – see [14.0].