

4338

DIRECTIONS FOR LE CHOC

LeChoc is designed to simulate the actual maneuvering of military forces over a known theatre of operations, and to permit the development of strategical plans and tactical formations in doing so.

The object of the game is to capture military objective designated and to hold it against the forces of the opposing player. Each force operates from its indicated base on the map, and consists of approximately one division of troops, divided into units customarily employed for military purposes, which pieces are given varying degrees of mobility, in accordance with the ability to move more or less quickly which such forces possess.

As in actual warfare, the nature of an opposing force is unknown to the opposing player, until it either attacks or is attacked, and the war game permits the use of the lighter forces to reconnoiter and feel out the nature of the enemy's dispositions, as in actual conflict.

The pieces are placed on the map with the blank face toward the opposing player, and the value of no piece is disclosed to the opponent until it either attacks or is attacked; when its value must be declared and shown.

Each force consists of 23 units, represented by letters on the various pieces as follows:

- (A) 4 Scouting Parties, of 25 men
- (B) 4 Infantry Companies, of 125 men
- (C) 2 Squadrons of Cavalry, of 125 men
- (D) 4 two companies of Infantry, of 250 men
- (E) 4 Machine Gun Batteries, of 5 guns
- (F) 2 Gas Attacks
- (G) 2 Battalions, of 1000 men
- (H) 1 Brigade, of 3000 men

Pieces of lower value are taken by pieces of higher value when either attacking or attacked, with the exception of Gas Attack (F). The Gas Attack is taken by all pieces of either higher or lower value than itself, but in attacking, it can also capture any piece of either higher or lower value. Where both pieces are of equal value, the attacking piece wins. The lowest value is the Scouting Party (A), and the highest, the Brigade (H).

The game is opened by each player placing three pieces on each of the two bases at his end of the board, and advancing from the bases in alternate moves. New pieces are placed upon the bases at the election of the players, each piece so entered counting as a move. The Scouting Parties (A) and Squadrons (C) advance not more than three squares at a move; the One Company (B), Two Company (D) and Machine Gun Pieces (E) advance not more than two squares at a move; and the Gas Attacks (F), Battalion (G) and Brigade (H) advance one square. The pieces that move more than one square at a time may be moved less than designated squares, if the player elects, thus confusing the opponent as to their value. Moves may be made by all pieces in any direction—forward, to the rear, to either side, or diagonally.

In attacking, all pieces, except the Machine Gun (E), move forward to the position of the pieces attacked, and the losing piece is then removed from the board, and the winning piece occupies the position. If the attacking piece loses, the piece attacked does not move but remains in position and attacking piece is removed. The Machine Guns (E) may attack and move forward, or retain their position, as the player elects.

The player occupying the objective (the square in the center of the board) with a force which cannot be dislodged, wins the game.

ca. WWI MILTON BRADLEY
SAME CONCEPT AS STRATEGO