



DEVIL DOGS

Belleau Wood 1918

Designed by John Poniske & John Poniske Jr.

GAME RULES



1. INTRODUCTION

General Pershing, WWI commander of US forces, called Belleau Wood the most important battle fought by US forces since the US Civil War. It is generally agreed that the Marine action there stopped the German Spring Offensive in 1918 and effectively saved Paris. The Belleau Wood operation fell to the 2nd and elements of the 3rd Divisions of the US Army but at that time half of the 2nd Division was made up of units of the US Marines. This was the 4th Marine Brigade, composed of the 5th and 6th Marine Regiments.

The battle lasted 20 days and 20 nights, with hourly shelling and machine gun fire. Initially the Marine advance to the wood was staggered on June 6 when German gunners cut them down by the dozens along with the wheat they walked through. On that one day: Marine casualties exceeded all the casualties sustained since their founding. Still, they drove forward and once in the trees Marine marksmanship silenced the German guns. General Pershing also said “the deadliest weapon in the world is a Marine and his rifle.” By June 26th, the Marines had taken all of Belleau Wood, much of the fighting was eye to eye and hand to hand. One German wrote of the Marines “they are animals. They kill everything!” Because of their ferocity, the term “Teufel Hunden,” roughly translated as “Devil Dogs” has long been attributed as the German nickname for the Marines but its origin can actually be traced to American reporters promoting the Marines.

The Marines succeeded, but the cost was high. Out of the 9,777 US casualties, 1,811 were fatalities. The German casualty count is unknown because when the Battle for Belleau Wood ended, the German

army began withdrawing its entire front. Since 1,600 German prisoners were captured, the German body count was probably as high as the Marines’ butcher bill, or higher. Belleau Wood proved to be the morale boost that the Allies needed and came as a shock to the German high command.

Belleau Wood established the U.S. Marines’ fighting reputation along with many military traditions still carried on today. The wooded region has been renamed, Bois de la Brigade de Marin. It has become a Marine pilgrimage site. The memorial there is the only European memorial dedicated to the US Marines and since that time the 5th and 6th Regiments still have the privilege of wearing the French Fourragère on their left shoulder in honor of Marine valor and sacrifice. From the battle too, rose the legendary Marine quotes, “Retreat, Hell! We just got here!” and “C’mon you sons of bitches, do you want to live forever?”

1.1 GAME BASICS

THE DEVIL DOGS OF BELLEAU WOOD is an easy to learn, fast-playing (1-4 hours) card-driven game for two players. The play map covers the historical French battlefield geography. The counters, cards and markers represent the historical units and incidents involved along with chits that determine initiative and order choice. These company sized units move using 180 meter hexes. The game is unique in that it captures the tension and high rate of casualties without ever casting a single die. Strategy lies more on planning and issuing orders as the active or reactive player. Each side will have a 30 card deck that is faction specific. Devil Dogs of Belleau Wood is an intensely satisfying game that keeps you on the edge of your seat.

1.2 TERMINOLOGY

ACTIONS: Three boxed actions make up each order Section; Movement, MG (Machine Guns) Keywords

ACTIVE ORDER: An Initiative Order indicating friendly Sector Initiative (Red background).

ADJACENT HEX: Any hex sharing a border with another hex.

ARTILLERY MARKERS: Used to mark mortar and artillery Barrages.

BATTLEFIELD: The entire game map.

COMBAT DAMAGE (CD): The combat strength of units calculated during combat

COMBAT UNIT: Any counter on the battlefield

COMMAND CARDS: Command cards are divided into two unique 30 card decks, one German and one Allied.

COMPASS: The numbered indicator on the map that determines direction and indirect fire deviation.

CONTOUR LINES: These indicate minor rise and fall of the land but do not interfere with LOS.

DAMAGE MARKERS: Keeps track of step losses on the Initiative Track during combat resolution.

FALTER TOKENS: Red translucent disks used to indicate damage to a Combat Unit token.

GAS MARKER: Used to indicate Gas Barrage.

GENERAL ORDER: These Orders are able to be executed regardless of Sector Initiative (Yellow background).

GERMAN CHIT: When drawn from the Initiative Pool, indicates German Sector Initiative.

INITIATIVE CHIT: Any chit drawn from the Initiative Pool: German, Allied or Stalemate

INITIATIVE MARKER: The token used on the Initiative track to indicate current initiative ranking.

INITIATIVE ORDER: Refers collectively to Active or Reactive Orders

INITIATIVE POOL: The Mix of Initiative Chits determining Sector Initiative: tied to the Initiative Marker.

INITIATIVE TRACK: The map track that determines a turn's initiative pool.

DEAD POOL: Location both player put their lost units each turn to track them and reorganization numbers.

INITIATIVE: Represents Tactical, Morale, and /or Situational advantage over the enemy.

KEYWORD ACTION: The third column on a card indicates two Keyword actions to be taken in that sector.

LINE OF SIGHT (LOS): Ability of units to see and fire on enemy units.

MG ACTION: The second column on a card indicates automatic hits inflicted on the enemy within LOS.

MOVEMENT ACTION: The first column on a card indicates type of movement and movement distance.

OBJECTIVE HEX: Any hex on the battlefield that is marked as an objective.

OCCUPIED HEX: Any hex containing a combat Unit.

OPEN HEX: Any hex that is not a Woods, Urban or Urban Hex.

ORDER: All Keywords in any one of the order boxes on a command card: Active, Reactive and General.

ORDER INDICATOR: The two sided indicator token placed in a sector to indicate a Command Card's Order

PINNING TOKENS: Yellow translucent disks used to indicate a Combat unit's inability to move.

PLAYER AIDS: A ready reference providing players with all the basic information needed to play the game.

REACTIVE ORDER: An Initiative Order indicating no friendly Sector Initiative (Blue background).

RECONSTITUTE(D): Term used to refer to returning previously destroyed units to the board at reduced strength during the reinforcement phase.

SECTOR: A defined section of the game map labeled A-F

SECTOR INITIATIVE: The ability to use Initiative orders as indicated by a friendly Initiative Chit in the sector.

SLOPE HEX: A hex containing hash-marks. Hash-marks indicate the low end of an adjacent hex

STALEMATE CHIT: An Initiative Order indicating that both players must use reactive orders.

STEP LOSS: A unit's loss of cohesion.

TURN MARKER: The Token used to indicate the current turn on the turn track.

TURN TRACK: Refers to the track on the map used to track turns.

UNIT REMOVAL TOKEN: Indicates the turn of withdrawal for a unit during a scenario

RECONSTITUTE(D): Term used to refer to previously destroyed units returning to the board at reduced strength during the reinforcement phase.

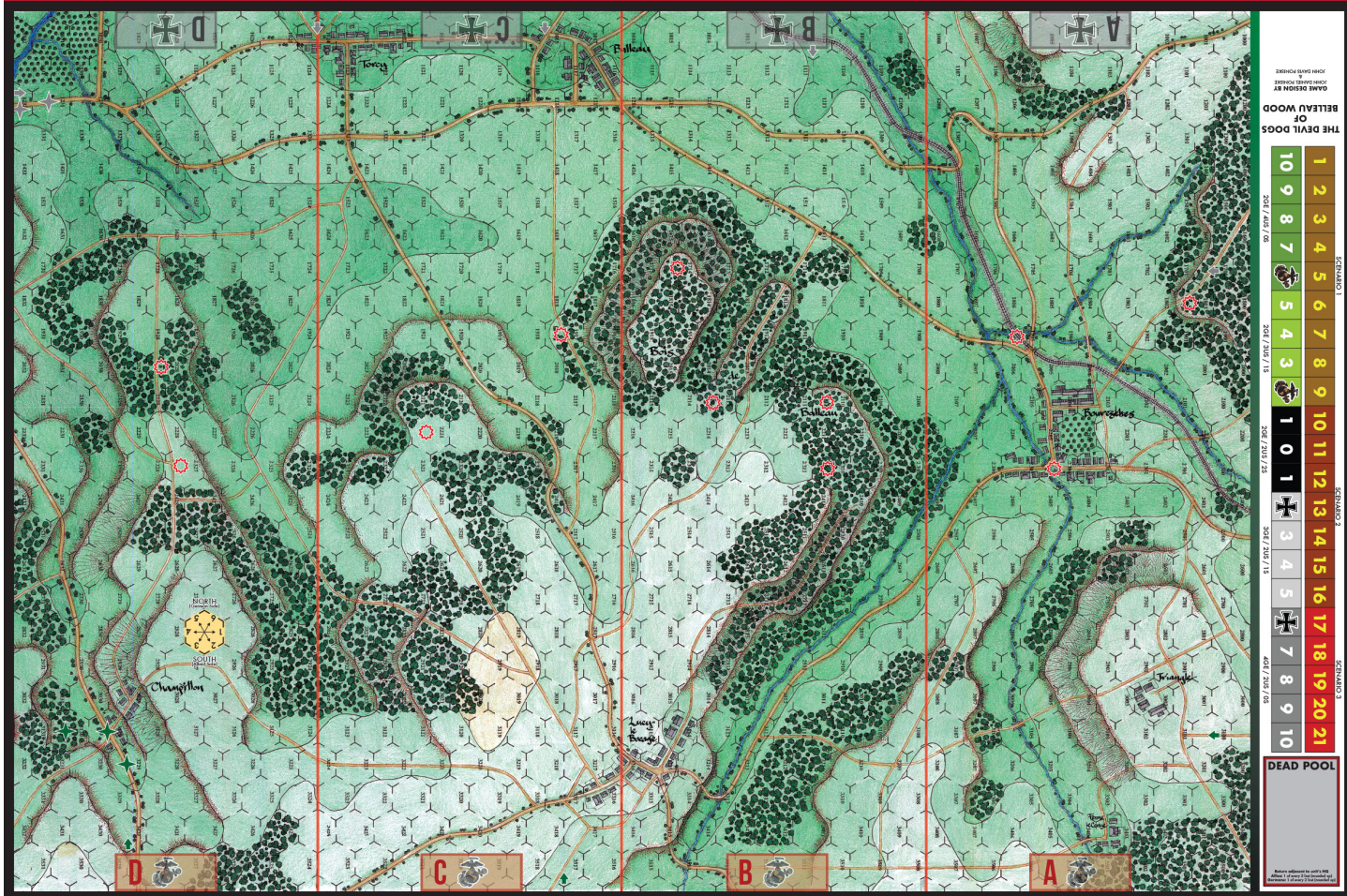
REINFORCEMENT TOKEN: Indicates the Turn which a unit arrives.

URBAN HEX: A hex containing buildings.

US CHIT: When drawn from the Initiative Pool, indicates Allied Sector Initiative.

WOODS HEX: A hex that is more than 50% colored as a wooded area.

GAME MAP



UNIT TYPES

		US Marines				Initiative Tokens		Artillery Marker	
		US Army			Turn Markers				Point Tracker
		French Army		Gas Marker				Order Indicator	
		German Army			Casualty Marker				

2. COMPONENTS

- » 1 Map
- » 1 Rulebook
- » 1 Playbook
- » 2 Player Aids (1 Allied, 1 German)
- » 1 Allied Faction Deck
- » 1 German Faction Deck
- » 80+ Translucent Markers (yellow and red)
- » 2 Counter Sheets

3. GAME MAP

The play map covers most of the area over which the struggle for Belleau Wood and the surrounding objectives took place. Each hex covers approximately 180 meters. Germans advance to the South and retreat to the North. Allies advance to the North and retreat to the South.

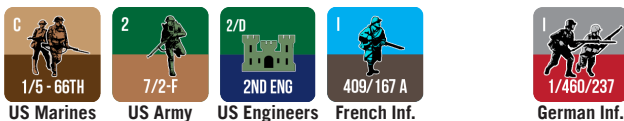
3.1 INITIAL SET UP

- » Lay the map out on a flat surface.
- » Decide who plays what faction by choosing one German and one Allied Chit and having one player draw one: or choose sides as you see fit.
- » Separate, shuffle and place your faction decks convenient for your use.
- » Place the player aids within reach.
- » Choose a scenario from the playbook.
- » Follow scenario instructions for initial set-up.

4. UNITS

Most units, HQ, infantry and heavy weapons units represent company strengths of 100 to 120 men. Units are identified by parent Battalions, Regiments and Divisions.

Unlike most wargames, units in this game do not have strength values on the counters.



INFANTRY UNITS: This is the most common unit on both sides. Each unit represents a combat infantry company including attached MG's and supply.

Note that American units were inexperienced but fresh and at full strength while German units were experienced but, poorly fed, and fatigued. Most German units were severely undermanned, Some companies had as few as 30 men.



MG UNITS: These units represent heavy machine gun Companies. They differ from infantry in combat strength and survivability.



GUN PITS: These were platoon sized units attached to the Regimental HQ but because of their firepower they are treated the same as MG units.



MORTAR UNIT: These units represent Mortar/trench mortar companies. They allow indirect fire that can pin and possibly damage enemy units.



HQ UNITS: These units represent Regimental Command Units and for all purposes not specifically referencing HQ units these units act exactly as infantry units. You must have a regiments HQ to reconstitute units, reconstituted units are placed adjacent to their regiment's HQ.

4.1 STACKING LIMIT

Every hex has a stacking limit of 1 unit. Units may temporarily over stack when moving through a unit but may not end movement over-stacked.

5. TURN SEQUENCE

1. Draw Command Card Hand
2. Assign Sector Command Cards
3. Initiative Phase
 - a. Generate Initiative Pool
 - b. Draw and Place Initiative Chits
 - c. Determine Battlefield Initiative
4. Assign Sector Orders
5. Mortar Fire and Gas Drift
6. Alternate Sector Activation

Initiative player has first choice.
7. Alternate Order Execution

Player without sector initiative goes first.

 - a. Movement
 - b. MG fire
 - c. Keyword Actions
8. Players Execute Orders
9. Resolve Combat if Any
10. Repeat Steps 6-9 for Remaining Sectors
11. Reinforcements

5.1 DRAW COMMAND CARD HAND

Draw the maximum hand size from your Command Deck indicated by the scenario. Hand size is determined by the number of sectors being used in the scenario plus one additional card. In full battlefield scenarios involving Sectors A-D this will mean a hand size of 5. If you need to draw a card and there are not enough cards in the deck reshuffle the discard to create a new draw pile and continue drawing.

Card examples below: US left, German Right



5.2 ASSIGN SECTOR COMMAND CARDS

Both players simultaneously choose and place face-down from their hands a single Command Card in each Scenario sector. Cards should be placed in the sector's card space. Player choice sets the limited options each player will have after Sector initiative is determined. This represents the shift from what a player would like to do and what battlefield reality forces.

5.3 INITIATIVE PHASE

5.3.1 GENERATE INITIATIVE POOL

Refer to the position of the Initiative Marker on the Initiative Track and build the Initiative Pool based on the position of the Initiative Marker. Various Initiative pools are as follows:

Strong US Initiative	4 US / 2 GE
Simple US Initiative	3 US / 2 GE / 1 S (Stalemate)
Even Initiative	2 US / 2 GE / 2 S (Stalemate)
Simple Ge Initiative	2 US / 3 GE / 1 S (Stalemate)
Strong Ge Initiative	2 US / 4 GE

5.3.2 DRAW SECTOR INITIATIVE CHITS

Draw one chit for each sector from the Initiative Pool and place it in that sector to indicate the Sector Initiative is for each sector. There are three possible results for each sector:

US INITIATIVE (US): This means that the Allies have a Tactical, Leadership, or Morale advantage and are more likely to take aggressive action. The US player is the ACTIVE player and the German player is the REACTIVE player in this sector.

GERMAN INITIATIVE (G): This means that the Germans have a Tactical, Leadership, or Morale advantage and are more likely to take aggressive action. The German player is the ACTIVE player and the US player is the REACTIVE player in this sector.

STALEMATE INITIATIVE (S): This means that Neither Force has a Tactical, Leadership, or Morale advantage and are both bracing for enemy action. Both players are REACTIVE players in this sector and neither may use Active Orders. Only Reactive and General Orders may be used in this sector. The player who does not have Battlefield Initiative acts on his orders first.

5.3.3 DETERMINE BATTLEFIELD INITIATIVE

This is done by counting which side has the most Sector Initiatives for the turn. In the case of a tie, the Scenario Attacker is considered to have Battlefield Initiative. The player with Battlefield Initiative chooses the first sector to activate and gains +1 to MG Orders in every sector where he declares an Active Order.

5.4 ASSIGN SECTOR ORDERS

Both players set an Order indicator for each Sector to indicate which order on their Command card will be executed this turn. Order tokens have two sides an Initiative Order side and a General Order side. Players simultaneously choose and place an order indicator face up on their face down command card for each sector. If using the Initiative order side, the side chosen should be facing the opponent.

(Optional: Scenario initiative player places tokens first)

5.5 MORTAR FIRE AND GAS DRIFT

Mortar Fire is simultaneous. Both players fire all their mortars starting with the player holding Battlefield Initiative.

- » Select a Friendly Mortar Unit
- » Place an Artillery Chit - Place an artillery chit within two to five (2-5) spaces of the selected Mortar Unit

DRAW FOR DEVIATION: Draw the top card of your Command Deck and refer to the upper right hand corner to the Artillery Deviation value. If it says “HIT” do not move the Artillery chit. If it has a number, refer to the Compass and move the Artillery chit one space in that direction. Deviation may allow the attack to land 1 or 6 spaces away from the firing unit, this is legal and is resolved normally.

DETERMINE EFFECT: If the Artillery chit is on a space occupied by any unit, friendly or enemy, place a Pin token on that Unit, if the unit already has a pin token, inflict one Step Loss to it regardless of terrain.

GAS DRIFT: Following Mortar Resolution determine the drift of any Gas Tokens on the Battlefield. Flip each of your Gas Markers and remove any already flipped markers. For each Gas Marker still on the board draw a card from your command deck and move it one space in the direction of the the Artillery Deviation value, immediately resolve Gas Barrage effects to any unit in the Gas Markers area of effect.

5.6 ALTERNATE SECTOR ACTIVATION

Player with battlefield Initiative chooses first Sector to be activated. Thereafter, choice alternates.

5.7 ALTERNATE ORDER EXECUTION

Both players resolve their orders one sector at a time based on Sector Initiative. Once a card's order is announced it may not be changed. The player must simply deal with the mistaken order

REVEAL COMMAND CARD: Players flip their sector command cards.

5.8 PLAYERS EXECUTE ORDERS

The Non-Initiative Player acts first This provides the maximum amount of information to the Initiative player in the sector. It may seem counter-intuitive that the Non Initiative player acts first. However, the intent is that the player who acts first has the least information upon which to act and make decisions,

the orders make it unlikely that the reactive player acts aggressively. Players may have chosen an Active or a General Order. The choice will not always coordinate with sector initiative and players may regret their card of choice. Once the Non-Initiative player has completed all actions, the Initiative player does the same. Both do so in this order:

- » Execute Movement Order
- » Execute MG Action
- » Execute Keyword Actions

EXECUTE MOVEMENT ACTION: A movement order is made up of two pieces of information an abbreviation and a number. The number is the maximum number of hexes each unit in the sector may move, the abbreviation is the ‘type’ of movement units must make. Units may move into and occupy half hexes on the board edge. Units in hexes bisected by a sector's border follow orders from either connecting sectors, even if already activated by another sectors order.

ADV.: This stands for Advance. The number will appear in red. All friendly units **MUST** end their movement at least 1 hex closer to the enemy board edge if possible unless already adjacent to an enemy unit. Units may refuse orders to move but must take a pinning token if they do so. Pinned Tokens may not move but suffer no penalty

RET.: This stands for Retreat. The number will appear in blue. All friendly units **MUST** end their movement at least one hex further away from the enemy board edge if possible. Units that do move remove any pinning tokens on them. Units may refuse orders to move but must take a pinning token if they do so or take one Step loss if already pinned.

REP.: This stands for Reposition. The number will appear in yellow. All friendly units **MAY** move up to the maximum movement listed in any direction or may remain stationary. Pinned units may not move.

HOLD: The Number will be a Red 0. No unit in this sector may move.

EXECUTE MG ACTION: The MG number on the card represents the number of CD inflicted to enemy units in this sector. If, because of Woods or Urban hexes, you do not have enough hits to inflict any damage, as long as at least one enemy unit is within LOS, you will inflict a minimum of 1 damage. Any enemy Unit in the sector that any friendly Unit in the sector can draw LOS to is eligible for step loss. CD Must be assigned according to the target priority chart (see combat resolution). A minimum of one Step Loss will always

be inflicted unless there is no enemy unit within LOS. This step is NOT combat so it is not simultaneous. Only the command card being resolved executes its MG fire at this time.

EXECUTE KEYWORD ACTIONS: Resolve the keywords in the Keyword Section. This may result in Combat (See Combat) or other effects that need to be resolved. Refer to the Keywords section on the Player's Aid for detailed effects. All keywords are executed and resolved in this sector BEFORE the combat phase, the Combat keyword just indicates there will be a combat phase and what the range of that combat will be.

REPEAT PHASE 7 FOR INITIATIVE PLAYER: Repeat all steps of Phase 7 for Active player for this sector.

5.9 RESOLVE COMBAT

If a combat was initiated by either player's Order card in this sector.

5.10 REPEAT PHASES 6-9

Repeat until all sectors are resolved. Alternate selecting player and resolving remaining sector.

5.11 REINFORCEMENTS

If reinforcements are available they are deployed using the following procedure:

PREPARATION: Before scenario begins Put all reinforcing units on the designated turn space on the turn track.

VARIATIONS: The Keyword Action "Reinforcements" may delay an opponent's reinforcements or speed up friendly reinforcements. When this happens shift the chosen reinforcements on the turn track one space in the direction desired.

FRESH USMC TROOPS: The US player has 12 Replacement points to apply during a game (Tracked by the US Replacements Token). Only one replacement point may be spent per USMC Regiment per Turn, when applied to a unit remove all tokens and restore that unit to full strength. You may not apply a reinforcement point to a unit adjacent to the enemy.

REORGANIZATION: At the end of each turn both sides may reconstitute losses into reduced but functional fighting units. Only Infantry units may be selected for Reconstitution (no Heavy Weapons or HQ units) though all destroyed units count for determining how many are restored regardless of type. Reconstituted units are placed Reduced side up (red artwork) adjacent to their HQ unit, Regiments without

HQ's may not reconstitute. Each side determines reconstitutions as follows:

Germans place one destroyed unit back in play for every three units placed in the Dead pool this turn (rounded up). Select the appropriate number of units from those in the Dead Pool and place them adjacent to their respective HQ's in a reduced state.

Americans place one destroyed unit back in play for every two units placed in the Dead pool this turn (rounded down). Select the appropriate number of units from those destroyed this turn and place them adjacent to their respective HQ's in a reduced state.

After both sides have determined their reorganization set all remaining units in the dead pool aside for scoring purposes at the end of the game.

DEPLOY SCENARIO REINFORCEMENTS: Deploy all units in the reinforcing regiment, may be placed anywhere on the battlefield following scenario instructions (within 5 spaces of entry if not specified) but you may never place a reinforcement within 3 spaces of an enemy unit in that sector. Player with Scenario Initiative places reinforcements first.

A note on unit activation: When you activate a sector for an order all units in that sector are activated for that order. This includes units that may have previously acted this turn and were moved into the active sector from a different sector earlier that turn. It also means that once a unit is moved out of the active sector it may not be eligible to participate in further orders for the current active sector. This means that some units may actually move and fire multiple times in a turn, representing bold heroism, an abundance of motivation or just foolhardy leadership.

6. MOVEMENT

Combat Units are activated and move based on their card's chosen movement order. Units may end their movement outside their initial sector unless otherwise specified by the scenario. Units in hexes bisected by a sector's border follow orders from both connecting sectors. Even if already activated by another sector's order.

ADV. Adv. or Advance (Red number) requires units to move a minimum of one hex toward the enemy's side of the map up to the maximum movement indicated. Units may move laterally as long as they advance one hex.

REP.
3

Rep or Reposition (Yellow number) allows units to remain where they are or move up to the maximum movement indicated in any direction.

RET.
2

Ret or Retreat (blue number) requires units to move a minimum of one hex toward the friendly side of the map up to the maximum movement indicated. Units may move laterally as long as they retreat at least one hex towards the friendly board edge.

HOLD
0

Hold (Red 0) Indicates no movement.

6.1 ZONE OF CONTROL

A unit that moves adjacent to an enemy unit must immediately end its movement. On a subsequent turn a unit adjacent to an enemy unit may move into another enemy adjacent hex but must again stop immediately. Units adjacent to enemy units inflict a +1 combat damage.

6.2 PINNING

If a Unit is marked with a yellow Pinning token the follow effects apply: The unit may not move. The unit's combat strength is halved after all modifiers, If it would receive another pinning token inflict one Step Loss instead, if forced to retreat by any effect in including a retreat order automatically remove the pinning token. Pinned units receive no penalty for not moving during an advance.

7. COMBAT

If a Combat X order effect resulted from either player's orders, resolve results in this order. Keep in mind that Combat X is simultaneous.

INITIATIVE PLAYER DETERMINES COMBAT DAMAGE:

Combat Damage is determined by units in range of the enemy (range is determined by the actions that triggers Sector combat) and in LOS. If no Sector combat was triggered skip to apply other Keyword Resolution Effects.

UNIT COMBAT DAMAGE (CD):

- » Mortars = 0 CD (only pins units)
- » HQ = 1 CD
- » Infantry = 1 CD
- » 1" Artillery = 1CD
- » MG = 2 CD
- » Adjacent to Enemy +1 CD
- » Unit is Pinned - CD is halved

7.1 LINE OF SIGHT (LOS)

Place a straight edge between the center of the firing and the target hexes, if no portion of a woods, urban, or occupied hex is crossed, then you have line of sight. If a slope hex is crossed, LOS still exists if the slope hex crossed is closer to the firing unit than the target unit. Adjacent hexes always have Line of Sight to each other. Contour lines do not interfere with LOS.

TARGET PRIORITIES:

Enemy units must be fired on using the following Target Priority Chart. This not only takes into account defensive terrain but the durability of heavy weapons units.

OPEN HEXES: 1 CD = 1 Step Loss

Infantry Units

Heavy Weapons (MG and Mortar Units and Gun Pits)

HQ Units

URBAN OR WOODED HEXES: 2 CD = 1 Step Loss

» Infantry Units

» Heavy Weapons (MG, Mortar and Gun Pit Units)

» HQ Units

INFLECTING DAMAGE: Usually no more than one damage step can be assigned to any single Unit per damage source (See the Keyword Accurate Fire). Any damage that cannot be assigned is lost. Any time damage would be applied if not enough hits can be generated to cause one damage, assign a minimum of 1 damage step anyway.

7.2 UNIT STEP LOSS

US UNITS: These are four step units when Full Strength. When taking damage a US unit gets a Falter Token placed on it, if it already has a Falter token the Unit is flipped to it's Reduced side. It would then be assigned a falter as its next damage step and is destroyed and removed after its next hit.

GERMAN UNITS: There are two types of German units Assault Regiments and Defensive Regiments. They were trained separately. Assault units were elite.

ASSAULT UNITS: These are four step units when Full strength. HQ is marked with a Bayonet: When taking damage this type of unit gets a Falter Token placed on it, if it already has a Falter Token the unit is flipped to it's Reduced side. It would then be assigned a falter as its next damage step and is destroyed and removed after its next hit.

DEFENSIVE UNITS: These are three step units when Full strength. When taking damage this type of unit gets flipped to it's Reduced side, then assigned a falter as its next damage step and is destroyed and removed after its third hit.

FRENCH UNITS: These are three step units when Full strength. When taking damage this type of unit gets flipped to it's Reduced side, then assigned a falter token as its next damage step and is destroyed and removed after its third hit.

DETERMINE COMBAT DAMAGE: Both players determine Combat Damage based on units in range of the enemy. Range is determined by the Combat X that triggers Sector combat and Line of sight.

ADJUST INITIATIVE TRACK: Using the Target Priority Chart and LOS, both players determine the step losses they will be applying to their opponent's units (taking into account Keyword modifiers). If players apply equal step losses. The Initiative track is unaffected. However, if one player causes more step losses than his opponent, the difference is noted on the Initiative track by increasing the initiative level of the more successful player a number of spaces equal to the difference.

APPLY STEP LOSSES: Apply Step losses -reactive player first

7.3 DUAL COMBATS

In the rare case that two orders trigger Combat X in the same sector, both combats will take place. Resolve the Active player's combat first, in the case of no Active player the combat initiated by the player with battlefield initiative is resolved first. A typical WWI tactic was mounting a counter-offensive on the heels of a failed offensive.

8. ADDITIONAL RULES

REFUSING ORDERS: A unit may always opt to refuse any advance or retreat movement (even if pinned) even compulsory movement caused by Keywords like Rout! Or the effects of a GAS Barrage. If a unit ever refuses any form of movement a pinning token is applied immediately, if it already has a pinning token it will retain the pinning token and instead take 1 Step Loss.

8.1 COMBAT

Keyword Actions may result in Combat IF both players have revealed a Combat keyword then two combats will take place in the order of the player initiative. Combat resolution is as follows:

DETERMINE COMBAT DAMAGE: Combat strength is determined by units in range of the enemy (range determined by Combat X) that are also in LOS. If no Sector combat was triggered skip to Apply Action Resolution Effects.

UNIT COMBAT DAMAGE (CD):

- » Mortars = 0 CD (only pins units)
- » HQ = 1 CD
- » Infantry = 1 CD
- » Gun Pit = 1CD
- » MG = 2 CD
- » Adjacent to Enemy +1CD
- » Unit is pinned - CD is halved

DETERMINE LINE OF SIGHT (LOS): Place a straight edge between the center of the firing and the target hexes, if no portion of a woods, urban, or occupied is crossed, then you have line of sight. If a slope hex is crossed, LOS still exists if the slope hex crossed is closer to the firing unit than the target unit. Adjacent hexes always have Line of Sight to each other. Contour lines do not interfere with LOS

DETERMINE TARGET PRIORITY: Combat is simultaneous. Both players add together the Combat Strength of all units within the card's combat range. This is the total damage that may be applied on enemy units within LOS. Units in the open are priority targets. Units are also prioritized:

TARGET PRIORITY CHART:

OPEN HEXES

- » Infantry Units
- » Heavy Weapons (MG and Mortar Units)
- » HQ Units

URBAN, WOODED, OR RAIL HEXES

- » Infantry Units
- » Heavy Weapons (MG, Mortar and 1" Artillery Units)
- » HQ Units

8.2 ASSIGN DAMAGE

OPEN HEX: 1 Damage or Combat Damage = 1 step loss

DEFENSIVE HEX: Urban, Woods, Rail Hexes, & Fortified Hexes: 2 Damage or Combat Damage = 1 step lost

INFLECTING DAMAGE: Usually no more than one Step loss can be assigned to any single Unit per damage source (See the Keyword Accurate Fire). Any Combat Damage that cannot be assigned is lost. Any time Combat Damage would be applied if not enough CD can be generated to cause one Step loss, assign a minimum of 1 Step loss anyway.

US UNITS: Have 4 damage Steps: 1. Full strength with a falter token, 2. Flip to reduced side, 3. Reduced side with a Falter token, 4. Destroyed.

GERMAN UNITS: There are two types of German units Assault Regiments and Defensive Regiments. They were trained separately. Assault units were elite.

ASSAULT UNITS: HQ is Marked with a Bayonet.: Have 4 damage Steps: 1. Full strength with a falter token, 2. Flip to reduced side, 3. Reduced side with a Falter token, 4. Destroyed.

DEFENSIVE UNITS: Have 3 damage Steps: 1. Flip to reduced side, 2. Reduced side with a Falter token, 3. Destroyed.

FRENCH UNITS: Have 3 damage Steps: 1. Flip to reduced side, 2. Reduced side with a falter token, 3. Destroyed.

8.3 ORDER OF DAMAGE ASSIGNMENT

Once players determine step loss, both players list the number of step loss points on the turn track using the casualty markers. The reactive player applies damage first and move the Initiative track in tier favor for each step loss inflicted. The Active player then applies their damage and moves the initiative track in their favor for every step loss inflicted. This is done so that the Active player comes out ahead in terms of initiative if the attack is more damaging to the enemy. When a unit is Destroyed place it in the Dead Pool for the purposes of calculating reorganization numbers at the end of the turn.

9. KEYWORDS

Below is the detailed list of Keywords on Command cards an abbreviated version of this list is available on the Player Aids:

ACCURATE FIRE: Acting Player Applies two step losses to a unit(s) in this sector within LOS of a friendly unit in this sector. You may apply both step losses to the same unit.

BAYONETS: All unpinned non-MG company units adjacent to the enemy inflict +1 hit each. Damaged adjacent units must retreat one hex, adjacent friendly units may advance into that space.

CONCEALMENT: Reduces Combat range by one.

COMBAT X: Indicates a Sector Combat between all units within X range of an enemy Unit and within LOS in this sector during the combat resolution phase.

DEFENSIVE FIRE: As a Combat Resolution Effect add two additional CD to your defensive combat total this turn: Combat must have be initiated by your opponent.

ENTRENCH X: Ignore the first X amount of Step losses inflicted on your units this turn From any source

AUDACITY: Select any Friendly Unit in the Sector; remove any tokens from it and flip it to full strength

HESITATION: Reduce enemy movement by (2) in this sector this turn to a minimum of 1.

HIDDEN MG'S: Friendly MG's cannot be assigned combat damage in this sector unless adjacent to the enemy. (Other damage sources may still target them; Barrages, Accurate fire, etc...)

LEADERSHIP: Execute any Keyword you have previously executed in a sector this turn, If no other Sector has executed an order yet treat this as a Rally 5 Keyword. After resolving the previous effect reshuffle your discarded Order cards back into your order deck.

MISDIRECTION: Examine your opponent's chosen card in an unactivated sector and their Reserve card, you may exchange the two. The chosen order type (Active, Reactive, General) remains the same OR Look at the next six cards in your opponent's command deck and place any number of them on the bottom of his deck.

RALLY X: Remove X number of Pinning or Falter Tokens

REGROUP X: Select any friendly units in the sector not adjacent to the enemy; Remove all tokens from it (them).

REINFORCEMENT AND REORGANIZATION: Move any friendly Regiment on the turn track one space on the turn track (so that it enters play one turn earlier) OR immediately select a destroyed infantry unit and place it in play on its wounded side adjacent to it's HQ unit.

ROUT!: Any enemy unit damaged or pinned this turn must retreat from its current space. Units forced to move in this way remove any pinning tokens on them.

SHELL HOLES: Both sides halve the damage they can do (rounded up).

SNIPER X: Pin X # of units within 5 hexes of any friendly unit, No LOS required, Targets are selected by acting player ignoring target priority, Already Pinned units cannot be selected unless all available unpinned targets have already been pinned. No unit may be targeted twice.

UNDERFED X: Inflict 1 damage to X enemy units in this sector, No LOS required, Targets are selected by acting player ignoring target priority and terrain, this may not cause a unit to be destroyed and no unit may be targeted twice.

BARRAGE: Initiate an Artillery strike in this sector using the following procedure:

1. **PLACE 1ST ARTILLERY TOKEN:** Place an Artillery Token on any hex within the sector.
2. **CHECK DEVIATION:** Draw the top card of your Command Deck and refer to the upper right hand corner to the Artillery Deviation value. If it says "HIT" do not move the Artillery Token. If it has a number, refer to the Compass and move the Artillery Token one space in that direction.
3. **PLACE SECOND ARTILLERY TOKEN:** Place the second Artillery Token two spaces away from the first in the direction of the deviation. If it was a HIT, the placement is at the discretion of the player. Note, the second artillery Token may be placed in an adjacent sector.
4. **APPLY DAMAGE:** A unit under either Artillery Token or adjacent to it takes Step loss. Regardless of the number of hits taken, an artillery barrage never moves the casualty marker on the Initiative Track more than 5 spaces.

For example: If one to four steps are lost the marker is shifted that many spaces, but if five or more steps are lost, the marker is only shifted five spaces.

SAUSAGE/RECON'D BARRAGE: Initiate a more accurate artillery strike. Follow the same procedure as an Artillery Strike but the first artillery Token does not deviate. Draw for Deviation as normal to determine the direction of the second token.

GAS BARRAGE: Initiate a gas barrage in this sector. This is similar to an artillery strike except: (Component limitation: To replicate the relative rarity of a gas strike if both Gas tokens are already on the map, regardless of who placed them, a Gas strike will be resolved as a regular artillery Strike.)

No 2nd Artillery marker is placed.

All units under or adjacent to a #1 gas token not only receive one Step loss but must immediately move the shortest distance away from the affected area but not adjacent to the enemy. Units that are forced to move remove any pinning tokens.

The gas token remains in play. On the following turn, during the Mortar Phase, flip the gas token to its #2 side and draw a card to see if it drifts one hex. A "Hit" means it remains in place. After drifting, units adjacent to the token receive a damage and must again move the shortest distance away from the token but not adjacent to enemy units.

Following friendly movement, the #2 Gas Token is removed.

CREDITS:

DESIGNERS: John Daniel Poniske & John Davis Poniske

DEVELOPER: Wade Hyett

MAP ARTIST: Rick Barber

LAYOUT ARTIST: Sean Cooke

PLAYTESTERS: Roy Struble, Dan, Randy Plume, Jake Plume, Lukas Welty, Mike Burke, Steven Girard, Mark Waddington, Raymond Liberto, Grant, Wylie, Mike Wylie

HISTORICAL CONSULTANTS: Steven Girard – WWI Marine Corps Archivist/Historian, Kevin Seldon – WWI Marine Corps Historian/Author, Mark Waddington – Professor at Lake Washington Institute of Technology, Stéphane Sènèchal – French WWI Historian