

HISTORICAL BACKGROUND

On 28 June 1914, Archduke Franz Ferdinand of Austria and his wife were shot dead in Sarajevo by Gavrilo Princip, a member of the Black Hand political organization seeking a merger of the Balkan area into a Greater Serbia.

Austria-Hungary subsequently issued an ultimatum against Serbia. When the ultimatum was rejected, Austria-Hungary declared war, marking the outbreak of the Great War.

While France and Russia immediately sided with Serbia, Germany joined Austria-Hungary and started a surprise offensive in the west with the objective of quickly defeating the French and then turning east to knock Tsarist Russia out of the war. The attack plan carried the name of its developer, Alfred Graf von Schlieffen.

The Schlieffen Plan

As the XX Century dawned, the German General Staff knew that, if they had to prepare for hostilities, then a war on two fronts was to be avoided at all costs. Unfortunately, with the rapid consolidation of a Franco-Russian alliance, their worst nightmare was becoming a reality. It was therefore essential to neutralise France by means of a quick victory in the west before being able to turn east and devote to Russia the attention it deserved.

The means of doing so were outlined in the Schlieffen Plan, originated by von Schlieffen but greatly modified by Helmuth Johann Ludwig von Moltke. The Schlieffen Plan proposed using 90% of Germany's armed forces to attack France, across the

neutral Belgium, take Paris and put France out of the war. Then, using the superior German rail network, rush troops to the east before Russia could properly mobilise.

Afterwards, von Moltke reduced the amount of armed forces involved in the plan, to counter the risk of a French attack in Alsace and Lorraine, which he had effectively envisaged (the so called Plan XVII).

THE GAME

1914: GERMANY AT WAR recreates the first four months of war on the Western Front, from the surprise attack launched in August 1914 by Wilhelmine Germany against France, violating the neutrality of Luxembourg and Belgium, and thus triggering Great Britain's entry into the war, until November when, after the Germans were first halted at the doors of Paris, and then defeated at the Marne, the Race to the Sea started, with the aim of seizing the harbour of Calais - crucial for supplying the British Expeditionary Force - and forcing the Antwerp's garrison to surrender before the winter.

The 1914 outcome was ambiguous: the Entente saved Paris and Calais, but lost Antwerp, most of the Belgian soil and a large part of North-Eastern France. However, seven German armies were tied up in France, far away from the Russian front.

After these four months of rapid attacks and equally rapid counter-offensives, the war broke for the winter and looked to be longer than expected, turning into four long years of bloody trench warfare.



THE ARMIES

The Germans, 58 units

- 1st Army - 10 units (von Kluck) - Blue
- 2nd Army - 7 units (von Bülow) - Yellow
- 3rd Army - 6 units (von Hausen) - Green
- 4th Army - 11 units (Duke of Württemberg) - Red
- 5th Army - 7 units (Kronprinz Wilhelm) - Celeste
- 6th Army - 9 units (Kronprinz Rupprecht von Bayern) - Pink
- 7th Army - 8 units (von Heeringen) - Brown

The French, 47 units

- Marshall Foch
- 1st Army - 9 units (Dubail) - Red
- 2nd Army - 9 units (Castelnau) - Yellow
- 3rd Army - 6 units (Ruffey) - Brown
- 4th Army - 5 units (Langle de Cary) - Green
- 5th Army - 9 units (Lanzerac) - Pink
- Reserve Army - 7 units - White
- Paris Static Infantry - Gray

The Belgians, 8 units

- Royal Belgian Army - 8 units (King Albert I)

The British, 6 units

- British Expeditionary Force - 6 units (Sir John French)

UNIT NAME ABBREVIATIONS

Inf = Infantry
 Res = Reserve
 Bav = Bavarian Infantry
 Cav = Cavalry
 Gr Reserve = Reserve Group
 LW = Landwehr Infantry

ABBREVIATIONS

(X.Y) = See rule chapter X.Y
 DF = Defensive Fire
 FR = Final Result
 |FR| = Final Result Absolute Value
 IL = Incurred Losses
 LOC = Line of Communication
 MP = Movement Point(s)
 OF = Offensive Fire
 OR = Optional Rules
 RM = Rail Movement
 SA = Strategic Action
 STM = Sea Transport Movement
 SV = Strategic Value
 TA = Tactical Action
 TL = Tactical Leader
 TV = Tactical Value
 VP = Valour Point(s)

CREDITS

The basic concept of **1914: GERMANY AT WAR** was developed by **Emanuele Santandrea** since 2013, after over 30 years of wargaming.

However, many other persons have contributed to developing the final version. Special thanks to:

Filip Labarque

Game Development and Vassal Module

Jim O'Neill

English Linguistic Consultant

Omar Rotili

Beta Testing

Mirko Valmori

Alpha Testing

and Paul Comben, Oscar Portugal, Antonio Santandrea.

Websites & Web-Communities:

- Grogard.com
- The Boardgaming Life
- Boardgamegeek
- BigBoardGaming.com
- WargameReviewer

INDEX

Activation	7.3
Area Control	2.6
Combat	7.5
Damage	7.5.1.13
Deactivation	7.7
Dominant Position.....	7.5.1.9
Final Result (FR).....	7.5.1.10
Firepower	7.5.1.6
Impetus	7.6
Incurred Losses (IL).....	7.5.1.11
Line of Communication (LOC).....	7.0.1
Movement.....	2.3; 7.4
Rail Movement (RM)	OR 8.3
Reinforcements	6.0
Reinforcement Phase	7.10
Reinforcement Pool.....	5.0; 6.0; 7.10
Sea Transport Movement (STM)	2.5
Sequence of Play	7.0
Stacking	2.4
Strategic Action (SA).....	7.1
Strategic Value (SV)	1.6
Tactical Action (TA).....	7.2
Tactical Leader (TL).....	7.3.1
Tactical Range (TR)	7.3.1.5
Tactical Value (TV).....	7.3.1.1
Terrain	2.1
Victory Area.....	1.7

1.0 INTRODUCTION

1914: GERMANY AT WAR is a light wargame covering the surprise attack launched by Germany against France in August 1914.

Although based on a historical event, the players in command of the two Sides can modify the course of History in early 20th Century Europe.

The game is recommended for two or three players, but has excellent solitaire suitability.

1.1 GAME COMPONENTS

The game (laminated box in the Limited Edition) includes:

- N° 1 heavy stock Mapboard 86 x 62 cm (Mounted Map in the LE)
- N° 1 16-Pages Rules Manual (N° 2 in the LE)
- N° 121 PVC Standard Stickers (+ N° 121 PVC Icon Stickers in the LE)
- N° 119 Wooden Unit Blocks
- N° 20 Area Control Cubes (10 red, 10 blue)
- N° 19 White Wooden Cubes (Valour Point)
- N° 35 Wooden Disc (Fortress Garrison)
- N° 2 Rules Summary and Player Aids
- N° 1 White Wooden Initiative Disc
- N° 1 Yellow Wooden Turn Track Marker

STICKERING

Apply the **two** circular stickers to the wooden *white Initiative Disc*,



and **one** sticker each to the remaining 119 wooden coloured blocks:

- **German units:** 58 stickers over 58 black blocks.
- **French units:** 47 stickers over 47 blue blocks.
- **Belgian units:** 8 stickers over 8 brown blocks.
- **British units:** 6 stickers over 6 red blocks.

1.2 SCALE

In **1914: GERMANY AT WAR**, 1 cm is approximately 27 km (1 : 2.700.000), a turn is 1 month long, and a full-strength counter represents a major military formation, normally of Corps/Division size, along with Army Leaders.



A game lasts for four Turns, from August to November 1914, and is played in 1-3 hours.

1.3 FOG of WAR

Place the board in the centre of the table. The Entente Player, controlling the French, the Belgian and the British, sits at the Western edge, while the German Player sits opposite him at the Eastern edge. The game is played with "*Fog of War On*", so units are placed upright with the sticker facing the owning player and the enemy player cannot see them. During the game - at certain points - some units may be revealed.

1.4 REVEALING UNITS

Revealing a unit means showing it, by placing it face up, in a way the enemy can clearly see it.



Three German Leaders activated (revealed) in Belgium.

1.5 TWO SIDES - FOUR POWERS

There are 2 Sides in the game:

- the **German** (Gray Stickers and Black Blocks);
- the **Entente** (French: Light Blue Stickers and Blue Blocks; Belgians: Brown Stickers and Brown Blocks; British: Red Stickers and Red Blocks).

The three *Entente Powers* may be played by the same player (in the two-player game) or by two different players (in the three-player game, in which one controls the French and the other the British and the Belgians). However the three *Powers* must play the same type of *Action* during the same *Impulse*.

The Belgians, the British and the French are allies, thus they are considered friendly to each other. However their respective *Tactical Leaders*, once activated may:

1. never command units of another allied Power,
2. automatically provide *Tactical Support* to units of any other allied Power in *Combat*.

Example: a British and a French unit attack in an Area. The Belgian Leader is activated and adjacent to that Area, thus he automatically supports the Battle, by adding his Tactical Value (7.3.1.1).

1.6 STRATEGIC VALUE (SV)

The **Germans** have a *Strategic Value* (SV) of 7.

The **Entente Powers** have a *Strategic Value* (SV) of 5.

The *Strategic Value* is used to determine:

1. the maximum number of *Leaders* that can be activated during a *Tactical Action*;
2. the maximum number of units which can be moved during a *Strategic Action*;
3. the number of units which can be brought in as *Reinforcements* (either in a *Strategic Action* or in the *Reinforcement Phase*);
4. the number of *Tactical Leaders*' steps restorable in the *Reinforcement Phase*.

1.7 HOW TO WIN THE GAME

The game is won in one of the following ways, whichever happens first:

1. **Sudden Death** (this is a **Decisive Victory** and the game finishes immediately) if:
 - A. A *Side* has 10 *Valour Points* (White Cubes) or
 - B. 10 German/20 Entente units (not *Garrisons*) have been eliminated or
 - C. a *Side* controls all 7 *Victory Areas*
2. **Alternatively**, at the end of the game, the *Side* controlling the most *Victory Areas* is the winner (**Marginal Victory**).

2.0 MAPBOARD

The map is divided into zones called **Areas**. Each of the 94 *Areas* is identified by a unique symbol (GB) or a unique number (from 1 to 93) with a large circle (green, yellow or red) with a shield and a number printed over, which represents the *Terrain Bonus* (from 0 to 4).

2.1 TERRAIN

There are 4 different types (colours) of terrain:



2.2 TERRAIN BONUS

The *Terrain Bonus* is the number in the shield of each terrain circle. GB has no *Terrain Bonus* (see 2.5).

In the above example the Green Area (# 1) has a *Terrain Bonus* of 1, the Yellow Area (#27) a *Terrain Bonus* of 1 and the Red Area (#93) a *Terrain Bonus* of 2.

2.3 MOVEMENT POINT COST

The colour of the circle affects the *Movement Points* (MP) needed to enter the *Area*:

- **Great Britain:** NA (See 2.5)
- **Green:** clear terrain, 1 MP
- **Yellow:** clear terrain, 1 MP
- **Red:** rough terrain, 2 MP

2.4 STACKING

The colour of the circle affects the maximum number of units that may stack in the *Area*:

- **Green:** 4 units;
- **Yellow:** 2 units;
- **Red:** 2 units;
- **Great Britain:** 6 British units.

Additionally, up to 5 *Garrisons* may be stacked in a controlled **Fortress**.

This Stacking Limit is per Side, so a Green Area may contain 8 units maximum, 4 of each Side and does not include Garrisons.

French, Belgian and British units (*Garrisons* included) may stack together.

Area 17 has two *Fortresses*, thus up to 5 + 5 *Garrisons* may be deployed in that *Area*, and 4 units per *Side* (*Green Area*).

2.5 GREAT BRITAIN

Great Britain (GB) is the *Area* where British units (four) are deployed during the setup and where *British Reinforcements* (two) enter the game.

Using *Sea Transport Movement* (STM), British units in Great Britain may be moved to Calais (*Area* 5) or Le Havre (*Area* 1) - and no further - only if this *Area* is Entente controlled and not contested (does not contain enemy units). Every unit spends 1 STM. STM is allowed only during a *Pass* (1 unit) or a *Strategic Action* (up to 5 units).



No other units may be deployed nor enter Great Britain. Once moved to France, British units may not be withdrawn to Great Britain.

2.6 AREA CONTROL

- A *Side* controls an *Area* if it is the only *Side* to have units in the *Area*.
- If the *Area* is empty, the *Side* whose unit was the last to enter the *Area* controls that *Area*. Units need not stop in an *Area* in order to switch control.

- If an **Area** contains units of both **Sides**, the **Area** is **contested**, but belongs to the **Side** which controlled it first (*Original Defender*).

2.6.1 Power Borders - Home Areas

At the game start the Germans control Luxembourg and all the **Areas** in Germany; the French control all the **Areas** in France; the Belgians all the **Areas** in Belgium; the British control Great Britain.

2.6.2 Holland and Luxembourg

Holland is not a playable **Area**. No units may enter nor cross it, nor may **LOC/Tactical Range/Rail Movement** (OR 8.3) be traced through it.

Luxembourg is German controlled at the game start, even if no German units may be setup in that **Area**.

2.6.3 Marking Area Control



Place a cube of the appropriate colour when an **Area** switches control. If it reverts to its original owner, just remove the cube:

- **blue** for the Entente
- **black** for the Germans

2.7 VICTORY AREA

A **Victory Area** has a **Red Border** and counts for determining the winner at the end of the game. There are **7 Victory Areas** in the game: Paris, Calais, Épinal, Verdun, Cologne, Frankfurt and Strassburg.

Controlling **all seven** is a **Sudden Death** result.

2.8 MAJOR CITY

ORLÉANS



A **Major City** has a **Star Icon** and the name printed in **gold**. When conquering an enemy **Major City**, the conquering **Power** gains 1 **Valour Point** (see 2.11).

2.9 CAPITAL CITY

PARIS



A **Capital City** has a **Star Icon**, the name printed in **white** and illustrates a characteristic building: Paris (*Tour Eiffel*), London (*Big Ben*), Brussels (*Royal Palace*) and Frankfurt (*Reichstag*). A **Capital City** is a **Major City** with special functions:

1. it is used to store a **Power's Valour Points** (2.11);
2. if a **Power** conquers an enemy **Capital City**, it gains 1 **Valour Point**. The **Power** whose **Capital** has been conquered, immediately loses all its **Valour Points** (if any) and cannot gain any until the **Capital** is reconquered). See 2.11.

2.10 FORTRESS

NAMUR



A **Fortress** has a **Fortress Icon** with the name and a 5 printed in red. There are 20 **Fortresses** in the game.

When the game starts:

- **Germany** controls all the six **Fortresses** in Germany (and has one black **Garrison Disc** in each - two in both Metz and Strassburg).
- **Belgium** controls the four **Fortresses** in Belgium (and has one brown **Garrison Disc** in each).
- **France** controls all the ten **Fortresses** in France (and has one blue **Garrison Disc** in each - two each in Épinal, Toul, Verdun and Belfort).

When conquering an enemy **Fortress**, the conquering **Power** gains one **Valour Point** (see 2.11).

2.11 VALOUR POINTS (VP)



A **Valour Point (VP)** is represented by a white cube. A VP is gained by a **Power** each time it conquers an enemy **Major City/Fortress**.



Once a **Power** gains **Valour Points**, these can be lost only if the enemy conquers its **Capital**. **Valour Points** cannot be transferred between **Powers**.

Every **Power** keeps its own **Valour Points** over the **Area** containing the special **Building Icon** with the name printed in white, called the **Valour Area**:

- London
- Paris
- Brussels
- Frankfurt.

If the **Valour Area** is lost, all the **Valour Points** of that **Power** are lost (but not gained by anyone else).

Valour Points play two key roles:

- the **Side** owning ten immediately wins
- in every **Battle**, a **Power** adds his **Valour Points** to the **Battle** (either attacking or defending)

2.11.1 Combined Force

If two or three Entente **Powers'** units are involved in the same **Area** where a **Combat** takes place, then the most numerous **Power** is:

- the one adding its **Valour** and
- the one gaining a **Valour Point** (if any)

Only combat units are counted, **Leaders** supporting the combat from adjacent **Areas** and **Garrisons** do not count. In case of a draw, the following order is applied:

- French
- British
- Belgians

3.0 BASIC DEFINITIONS

The following terms are used throughout the different *Impulses*, *Phases* and *Segments* of a *Turn* and are grouped here to avoid repetition.

The game is divided into *Turns* which roughly represent 1 month of historical time. A *Turn* is divided into *Impulses*. During its own *Impulse*, a *Side* may choose to play **one** of the following options:

- A. a *Tactical Action*;
- B. a *Strategic Action* (spending the *Initiative Disc*);
- C. a *Pass*.

Then the other *Side* performs its own *Impulse*.

After two consecutive *Passes* (one each per *Side*), players perform the *Final Phase*, after which the *Turn* is finished: move the *Turn Track Marker* forward by one space, and a new *Turn* starts with the *Reinforcement Phase*.

The game ends immediately if **one** of the three conditions for *Sudden Death* (see 1.7) occurs, or lasts until two consecutive *Passes* in *Turn 4*.

3.1 SIDE WITH INITIATIVE



The *Side* which starts the *Turn* with the *Initiative Disc* has the *Initiative* and thus plays the 1st *Impulse* of the *Turn*.



On the 1st *Turn* the Germans have the *Initiative Disc*.

3.2 PHASING/NON-PHASING SIDE

The *Phasing Side* (also called the *Attacker*) is the *Side* currently performing the *Impulse Segments* for its *Side* during its own *Impulse*.

Thus, the *Entente* is the *Phasing Side* during the *Entente Segments* of its *Impulse* (and the *German* is the *non-Phasing Side*), while the *German* is the *Phasing Side* during the *German Segments* of its *Impulse* (and the *Entente* the *non-Phasing Side*).

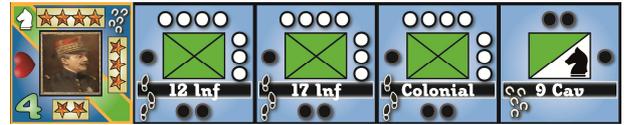
3.3 INITIATIVE DISC

The *Initiative Disc* plays an important role in the game as the owner, not only *Reinforces* second in the *Reinforcement Phase* (see 7.10) and plays the 1st *Impulse* of a *Turn*, but may also:

- spend it to play a *Strategic Action*;
- spend it *offensively* during a *Tactical Action* for obtaining special *Tactical Advantages* (see 7.2);
- spend it *defensively* before a *Battle*, to call a *General Retreat* (see 7.5.1.2).

4.0 UNITS

There are four types of units in the game: *Leaders*, *Infantry*, *Cavalry* and *Garrisons*.



Leaders, *Infantry* and *Cavalry* are represented as blocks and further in this manual are referred as "units". Each has a sticker showing the historical name, the *Movement Allowance* (*Footstep* for *Infantry*, *Horseshoes* for *Cavalry* and *Leaders*) and the *Firepower* (*Stars/Heart* for *Leaders*, *Dots* for *Infantry* and *Cavalry*).

Every *Army* has a *unique colour code* identifying all units which belong to the same *Army* and are led by the *Army Tactical Leader*.

Some *Leaders* have a white *horsehead* printed on the left-upper corner as a reminder that they have some *Cavalry* attached to the *Army* they lead.

The three units above all belong to the French 4th Army (green), led by the Army Leader which has Cavalry attached.

4.1 GARRISONS

Garrisons are represented as wooden discs - and are referred to as *Garrison Discs* further in this manual - of the appropriate colour for each *Power* (apart from Great Britain which has none) representing *Brigades* in charge of defending *Fortresses* and are available in a limited number:

- 20 blue (French) - 14 deployed at start;
- 10 black (Germans) - 8 deployed at start;
- 5 brown (Belgians) - 4 deployed at start;



A *Garrison* cannot move, nor attack, nor retreat. It can only defend. It has a *Defensive Firepower* of 5, gets no *Terrain Bonus* and may be hit (1 hit eliminates 1 *Garrison*) only if all friendly units in the *Area* have been eliminated. It cannot be voluntarily eliminated by the controlling player. Some are deployed when the game starts, as indicated on the map. Others may be built. Eliminated *Garrisons* may be rebuilt, and do not count for *Victory Conditions*. Maximum 5 *Garrisons* may be built for each *Fortress* (thus 5 + 5 in *Area 17*).

A *Garrison* may be built in a *Fortress* during any action (*Pass*, *Strategic Action* or *Tactical Action*), even if the *Area* is contested. To build a *Garrison*, an *Infantry* (not *Leader*, nor *Cavalry*) which starts the *Impulse* in the *Area* where the *Fortress* is located and - instead of moving - it is reduced by rotating it by 90° (step-reduction) any number of times, building 1 *Garrison* for every step-reduction, until it is at minimum level (it is not possible to eliminate a unit to build a *Garrison*).

Example: the Entente activates the Belgian Leader in Ypres. Then he moves a Belgian Infantry and the Cavalry, while two other Belgian Infantry (both 3-dots) in Antwerp, instead of moving, are reduced to minimum level (2 step-reductions each) to deploy 4 Garrisons in the Antwerp Fortress.

4.2 UNIT SIZE and NAME

Infantry and **Cavalry** are all Corps or Division size formations.

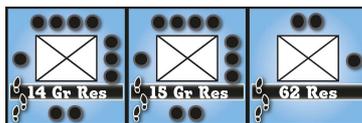
A **Leader** represents not only the Commander himself, but also the General staff and soldiers attached to him, plus artillery and support units.

The **Unit Name** is the name of the unit. The **Unit Name** is given for historical purpose only and has no effect at all in the game.

Some units have a **Green Number** inside a green square, representing the **Game Turn** in which they become available.

4.2.1 French Reserve Units

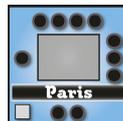
French Reserves (the seven white units) may be commanded by any activated **French Leader** (Foch included) within his **Tactical Range**.



4.2.2 FRENCH STATIC INFANTRY, CHASSEURS and MARSHALL FOCH

The French have three special units:

- the **Paris Static Infantry**, deployed in Paris, has no Movement/Retreat ability;
- the **44th Division**, a unit trained for mountain warfare which has special advantages in **Red Areas**: spends 1 MP (instead of 2 MPs) and its **Firepower** (both in Defense and in Offense) is doubled;
- Marshall Foch**. See 7.3.1.6



5.0 SETUP

When the game starts, the **Entente** controls Great Britain plus all the **Areas** in Belgium and France, while the **Germans** all the **Areas** in Germany and Luxembourg.

Setup is performed first by the Entente and afterwards by the Germans.

Units without a **Green Number** are first grouped by nationality (block colour), then by **Army Colour**, then randomly selected and deployed - all at full strength -

onto the map in **Areas** with the appropriate colour and type of icon, 1 unit per icon.

In total, **46** Entente units are deployed, while the **15** remaining units (including 3 **Green Numbered Units** and all **French Reserves**) are deployed face down over the **Entente Console Box**.

A total of **42** German units are deployed, while the **16** remaining units (including 8 **Green Numbered Units**) are deployed face down over the **German Console Box**.

Example: the German deploys the 2nd Army as follows:

- the Leader and 1 Yellow Infantry (random) in Area 24,
- 4 Yellow Infantry (random) in Area 23,
- the remaining Yellow Infantry face down over the German Console Box (the German Reinforcement Pool).

Finally deploy the 26 **Garrisons Discs**: 4 Belgians, 14 French and 8 Germans and the Yellow Cylinder (**Turn Track marker**) on in the Box "August" of the **Turn Track**.

The Germans start the game with the **Initiative Disc** and play the 1st **Impulse**.

6.0 REINFORCEMENTS

Units may arrive as **Reinforcements** in one of the two following ways:

- during the **Reinforcement Phase** (7.10)
- by playing the **Initiative Disc** during a **Strategic Action** (7.1 - Option B)

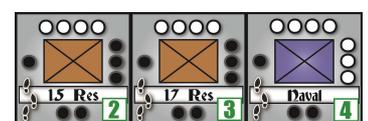
Reinforcements are selected randomly from the appropriate **Reinforcement Pool** in a number equal to the **Side's Strategic Value**. **Reinforcements** enter the game in a friendly controlled uncontested Area with a matching symbol and Army Colour, 1 unit per icon, without overstacking.

Alternatively, if such an **Area** is not available, a unit - and **Foch/any French White Reserve Units** - may be deployed in any friendly controlled and **uncontested Home Areas** which contains a **Major City/Fortress** (one each maximum, thus 2 French units in Area 17).

If a **Reinforcement** can not be deployed because it does not meet any of the two conditions above, then it must be returned to the **Reinforcement Pool** (and no other is selected).

6.1 GREEN NUMBERED UNITS

Some units have a **green number** inside a **green square** on the lower right corner: at the beginning of the 2nd, 3rd and 4th **Turn** respectively, these units are added to the **Reinforcement Pool** and, from that **Turn** on, they may be drawn as **Reinforcements**.



7.0 SEQUENCE of PLAY

A *Turn* is made of a variable number of *Impulses*, from two up to unlimited. When a new *Turn* starts, the *Side* with the *Initiative* plays the 1st *Impulse*, followed by the other *Side*, and so on. In its *Impulse*, a *Side* may:

- A. play a **Strategic Action (SA)** or
- B. play a **Tactical Action (TA)** or
- C. **Pass**

After 2 consecutive *Passes* (by the two *Sides*, one per *Side*), the *Turn* ends and a new one begins.

At the beginning of every *Turn* - the 1st excluded - both *Sides* perform the *Reinforcement Phase*, wherein players restore *Leaders* and deploy *Reinforcements*.

1. Reinforcement Phase (Turn 2-3-4)

2. Impulses (Side with the Initiative first)

- Isolation Check
- Activation Segment (TA only)
- Movement Segment
- Combat Segment (TA and SA only)
- Impetus Segment (TA and SA only)
- Deactivation Segment (TA only)

3. Final Phase

7.0.1 ISOLATION CHECK

Units of the *Phasing Side* are checked for *Isolation* at the beginning of the *Impulse*. Units unable to trace a *Line of Communication* (LOC) at the beginning of an *Impulse* are *Isolated* for the whole *Impulse* and until they can trace a LOC in a future *Isolation Check*.

Isolated units cannot move/attack/be activated/be restored, but they can defend/retreat if attacked.

A LOC is a path of unlimited length, traceable through friendly-controlled and uncontested *Areas* (not across *The Channel*), from a unit to a friendly controlled and uncontested *Home Area* containing a *Fortress/Major City/Capital City*, or to a *British Landing Area* (for the British only).

A LOC may not cross nor finish - but it may start in - a *Contested Area* (either friendly or enemy-controlled).

Examples: a French unit in Area 2 is completely surrounded by enemy controlled Areas; a British unit is in Area 5, but Area 5 contains enemy units (contested) and Area 1 is enemy controlled; a Belgian unit is in Area 8 and the four adjacent Areas are friendly controlled, but all contested.

Tip: at the beginning of the Impulse, the Phasing Side may mark its Isolated units with a spare wooden cube, and remove it once, in a future Side's Impulse, the Isolation status ends.

7.1 STRATEGIC ACTION

If the *Phasing Side* has the *Initiative Disc*, instead of activating his *Tactical Leaders*, it can play a *Strategic Action* by spending the *Initiative Disc* (deploy it on the *Turn Track*). Then it may:

Option A: move a number of units (either by normal *Movement* or *Sea Transport Movement* or build *Garrisons*, or any combination of these) up to its *Strategic Value* - provided these units are not *Isolated* (7.0.1) and without making more than 1 new engagement - and then resolve a maximum of 1 *Battle* in the *Combat Phase*.

Tactical Leaders may **NOT** be activated during a *Strategic Action*, but they may move and even engage.

It may happen that a *Tactical Leader* moves into an *Area* occupied by enemy units and may then be involved in a *Battle*, adding his *Strength* - not its *Tactical Value*.

Example: the Entente player chooses a Strategic Action, Option A. He spends the Initiative Disc by deploying it over the Turn Track Marker. Leaders may NOT be activated (but they can move).

He decides to move 5 units:

- 1 British Infantry Sea Transport from GB to Area 5;
- 1 British Cavalry Sea Transport from GB to Area 1;
- 1 Belgian Infantry in Area 7 is reduced twice to build 2 brown Garrison Discs in Antwerp;
- 1 French Infantry (3 MP) in Area 49 disengages into Area 52, crossing a Major River;
- 1 French Leader (5 MP) from Area 17 to 49.

Then, during the Combat Phase, he chooses to resolve the Battle in Area 49.

After, the Initiative Disc goes to German player.

or

Option B: call for *Reinforcements*, by randomly selecting a number of blocks from its *Reinforcement Pool* up to its *Strategic Value* and deploying them (all at full strength) in:

- *Home Areas* it controls without overstacking and if in that *Area* there is the specific coloured icon (max 1 unit per icon) or - if none of the above is available - and for *French Reserve units* - then in any friendly controlled and uncontested *Home Areas* which contains a *Major City/Fortress* (max 1 unit per *Area*), without overstacking. If a *Reinforcement* cannot be deployed, then it must return to the *Reinforcement Pool*.

No *Battle* may be resolved. No unit may be moved, nor *Leaders* be activated.

Afterwards, the *Initiative Disc* goes to the other *Side*.

7.2 TACTICAL ACTION

To perform a *Tactical Action*, the *Phasing Side* must activate at least 1 *Tactical Leader* and a maximum of 5 for the Entente and 7 for the Germans.

If the *Phasing Side* owns the *Initiative Disc* and is playing a *Tactical Action*, then it may play it to gain **one** of the **three** special advantages (7.2.1; 7.2.2; 7.3.1.6), by deploying it during the *Combat Segment* in a *Contested Area* in which it resolves a *Battle*. The *Initiative Disc* then goes to the other *Side* which can play it starting from the next *Battle* (i.e. for a *General Retreat*).

Combat Sequence Summary

1. Attacker declares Cavalry/Pontoon/Pioneers/Foch
2. Defender may Retreat
3. Showdown
4. Calculate Final Result
5. Apply Losses

7.2.1 Pontoon Engineers

Mitigate River Effect in Combat (not in *Movement*).

A *Major River* is treated as a *Minor River* (units' *Strength* is halved instead of quartered when crossing) and a *Minor River* has no effect at all.

During the *Combat Segment*, the *Phasing Side* deploys the *Initiative Disc* over a newly contested *Area*. All friendly units which have engaged that *Area* across a *River* benefit of *mitigated River Effects* in *Combat*.

7.2.2 Pioneers

Remove 2 enemy Garrisons from 1 *Area*.

During the *Combat Segment*, the *Phasing Side* deploys the *Initiative Disc* over a contested *Area* which contains at least 1 enemy *Garrison* and - before *Showdown* - removes up to two enemy *Garrison Discs*.

7.2.3 FIRST TURN SURPRISE BONUS

During the **1st Impulse** of the **1st Turn** (only) the German player has the option of playing the *Initiative Disc* during a *Tactical Action*, by deploying it over **Luxembourg Area**. Effects:

1. *Pontoon Engineers* effect is extended to the *Movement Segment* and to every *Battle* resolved in the *Combat Segment* of the **1st Impulse**.
2. Additionally, the *Entente* may not play the *Initiative Disc* in the whole **1st Impulse** (thus it may not call a *General Retreat*).

7.3 ACTIVATION SEGMENT

The *Phasing Side* activates a number of not *Isolated Tactical Leaders* (7.0.1), up to its *Strategic Value*.

Leaders cannot overstack once revealed, nor be revealed into an *Area* containing enemy units.

7.3.1 Tactical Leaders (TL)

Leaders are the nerve centre of every military force. They are mounted units and have 5 MP, marked by the 5 *horseshoes* on the counters.

They have *Stars* (and *Heart* at *minimum Strength*) instead of dots.

A *Tactical Leader* has command only over the units of his *Army* (colour), and only if the units are in his *Tactical Range*. During a *Tactical Action*, a *Side* may activate a number of *Tactical Leaders* up to its *Strategic Value*. Additionally, for each activated TL, one *Battle* may be resolved in the *Combat Phase*.

Each *Power* has a number of **Tactical Leaders (TL)**, each commanding an *Army*:

- 7 for the Germans
- 6 (including *Foch*) for the French
- 1 each for the British and the Belgians

7.3.1.1 Tactical Value

Leaders have also a special value identified by *Stars* and called *Tactical Value*. Once activated, this *Value* is added to the *Offensive Firepower* in every *Battle* resolved in any adjacent *Areas*.

7.3.1.2 Activating a Leader

Activating a *Leader* means that the controlling player may move it up to 4 MP, and then reveal it (*lay the unit flat so it is visible for all the players*). A *Leader* cannot be revealed in an *Area* containing enemy units. Revealing a *Leader* costs 1 MP. *Leaders* may be activated only during the *Activation Segment* of a *Tactical Action*.

A *Leader* cannot overstack in the *Area* where he is revealed.

While activating, a *Leader* must move first and then be revealed, not the other way around, but can be revealed without moving at all.

If a *Leader* starts the *Impulse* into an *Area* containing enemy units, it may be activated provided he can disengage (+1 MP) into a *friendly uncontested Area*. After he may also continue moving, provided he may be revealed into an *uncontested Area*, without exceeding his maximum *Movement Allowance*.

7.3.1.3 Heart Level

Once reduced at *Minimum Strength* (the *Heart Level*) a *Tactical Leader* may still be activated, but:

1. when deactivated, it is eliminated and counts for eliminated blocks;
2. If engaged, the *Heart* has a *Strength* of "1", but needs three hits to be eliminated.

3. *Tactical Leaders* have their *Tactical Value* (7.3.1.1) reduced to 0 and their *Tactical Range* (7.3.1.5) reduced by 1 (thus 1 for the Germans and the British and 0 for the French and the Belgians - meaning that in this case the French and the Belgians may command only units in the same Area a TL occupies once revealed).



7.3.1.4 Tactical Leader Commitment

An activated *Tactical Leader* automatically adds his *Tactical Value* (the Stars, but not the Heart) to every *Battle* in any *Areas* adjacent to the *Area* where he has been revealed.

Alternatively, if the *Battle* happens in the *Area* he occupies, he adds his *Strength* (the Stars or the Heart).

7.3.1.5 Tactical Range (TR)

The *Tactical Range* (TR) is the distance within which a *Tactical Leader* may give orders. The *Tactical Range* is 1 *Area* (thus the surrounding *Areas*) for the French and the Belgians, and 2 *Areas* for the Germans and the British. The *Tactical Range* is subject to the same restrictions as for *Line of Communication* (7.0.1), but has a limited length, starting from a unit to its *Leader*.

Example: a French Infantry (even in a contested Area) may be moved if is not Isolated and its Tactical Leader has been revealed in an adjacent Area, or if Foch – when for example at 3 Stars - has been revealed in an Area not farther than the amount of Foch's Stars, thus maximum 3 Areas.

The Tactical Range may start from a contested Area (as in this case - no matter if it is friendly controlled or enemy controlled) but must be able to trace a lane to Foch not longer than 3 Areas, without crossing any enemy controlled nor contested Areas.

Thus a *Tactical Leader* - once revealed - may command only units of his own *Army* (same colour) and within his *Tactical Range*.

7.3.1.6 Marshall Foch

Marshal Foch (F) is a very powerful *Leader*. He has command over all French units (*Leaders* included) - thus the *Army* colour is irrelevant for him - and, unlike other *Tactical Leaders*, Foch has a *Tactical Range* equal to his *Tactical Value*:

- 4 *Areas* at full strength



- 3 *Areas* at 3 stars
- 2 *Areas* at 2 stars
- 0 *Areas* at *Heart Level* - may command only units in the *Area* he occupies once revealed.

7.3.1.7 Marshall Foch Special Attack

During an *Entente Impulse* in which a *Tactical Action* has been declared and *Foch* has been activated, the *Initiative Disc* may be played to **double the Strength** of all attacking **French** units into 1 *Area*.

Foch must be revealed in an adjacent *Area*.

7.3.2 Commanding Actions

A unit may make different kind of actions:

- **(Tactical) Movement:** during a *Tactical Action* (and with *Movement Boosting* - 7.4.2); during a *Pass* (1 unit only); during a *Strategic Action* (up to the SV).
- **Rail Movement (OR 8.3),** during a *Pass* (1 unit only) or a *Strategic Action* (up to the SV).
- **Sea Transport Movement:** British units in Great Britain (only) may be moved across *The Channel* to either Le Havre (*Area* 1) or Calais (*Area* 5), provided the *Area* is friendly controlled and uncontested, and they do not overstack.
- **Garrison:** *Infantry* may be used to build a *Garrison* (adding a disc of the proper colour over a *Fortress*) during a *Tactical Action* (if in range of its activated *Tactical Leader*), a *Pass* (1 infantry only) or a *Strategic Action* (up to the SV).

7.4 MOVEMENT SEGMENT

Infantry, Cavalry and *Leaders* may move if they are not *Isolated* (7.0.1):

- 1 unit in a *Pass* (no *Movement Boosting*)
- a number of units up to the SV in a *SA* (no *Movement Boosting*)
- any unit in the *Tactical Range* of their activated *Tactical Leader* during a *Tactical Action*.

When a unit is moved, it must spend MP for each *Area* it enters (1 for *Green/Yellow*, 2 for *Red*).

Entering or exiting an *Area* occupied by enemy units (engaging/disengaging) costs +1 MP.

Crossing a *Major River* costs +1 MP.

All the modifiers are cumulative.

If a unit doesn't have enough MP to perform a movement, it may not do so. Units can overstack during movement, but not at the end. The stacking limitations are checked at the end of each unit's movement.

Alternatively, if an *Infantry* starts the *Impulse* in an *Area* containing a friendly controlled *Fortress*, then -

instead of moving - it can be reduced to build a *Garrison*. The British cannot build garrisons.

British units can use *STM* in a *Pass* (1) or in a *Strategic Action* (up to 5), not in a *Tactical Action*.



During the *1st Impulse of the 1st Turn*, the German player declares a *Tactical Action* and he decides to play the *Initiative Disc* to gain the special *1st Turn Surprise Bonus* (7.2.3).

Activation Phase: he moves and reveals three of his seven *Leaders* (1st, 2nd, 3rd Army) and deploys them face up.

Movement Phase: three Blue *Infantry* and two Green *Infantry* (inside of the two red boxes) are out of the *Tactical Range* of their respective *Leaders*, thus they cannot move.

- The Green *Infantry* and the Green *Cavalry* moves into Area 35 to engage the French *Cavalry*.
- Four Yellow *Infantry* move into Area 34.
- The Blue *Cavalry* moves to engage *Namur*.
- Three Blue *Infantry* engage *Liege*.
- Finally, the Yellow *Infantry* moves into Area 10.

The numbers indicated are the *MPs* spent by each unit, including *Movement Boosting* and *Engaging* (but not *Major River Crossing*, as applying the *Surprise Bonus*).

7.4.1 Movement Allowance

Every unit may move up to its maximum *Movement Allowance*, expressed as *Movement Points* (MPs) and printed on counters as *footprint* or *horseshoes*:

- *Infantry*, moves on foot, 3 MPs;

- *Cavalry* and *Leaders*, all move at the mounted rate of 5 MPs;
- *Garrisons/Paris Static Infantry* cannot move.

During a *Tactical Action*, *Infantry* and *Cavalry* (not *Leaders*) receive *Movement Boosting* (+1 MP).

7.4.2 Movement Boosting

All units belonging to the activated *Tactical Leader* and in its *Tactical Range* at the beginning of their movement gain 1 extra MP.

French Reserve Units receive *Movement Boosting* by any revealed French *Leader* in *Tactical Range*.

Marshall Foch provides *Movement Boosting* to any French *Infantry* and *Cavalry* (not *Leaders*) unit in his *Tactical Range*.

7.4.3 Engaging and Disengaging

Entering or exiting an *Area* occupied by enemy units (*engaging/disengaging*) costs +1 MP.

When *engaging*, the unit must stop.

When *disengaging*, the unit must enter a friendly controlled *uncontested Area*, and then it may continue moving (even *engaging* again) up to its maximum *Movement Allowance*.

7.4.4 River Crossing



In addition to any other modifiers, crossing a **Major River** costs +1 MP.

Minor Rivers have no effects on *Movement* (but they have on *Combat*).

7.5 COMBAT SEGMENT

Battles are resolved in the *Combat Phase*.

A *Battle* may occur only if an *Area* contains units of both *Sides* (*contested*).

A *Battle* is mandatory only when an *Area* is newly contested (*new engagement*) in the current *Impulse*.

It is at the *Attacker's* (*Phasing Side*) discretion whether to resolve the *Battle* or not if the *Area* was already contested at the beginning of the *Impulse*.

Isolated units cannot attack (but can defend).

The maximum number of *new engagements* and of *new Battles* the *Attacker* may resolve in an *Impulse* is:

- 1 in a *Strategic Action*
- 1 for each activated *Leader* in a *Tactical Action*

Therefore, during the *Movement Segment*, the *Phasing Side* cannot contest more *new Areas* than the maximum number of *new Battles* it is allowed to resolve in the *Combat Segment*.

When multiple *Battles* occur, players do not have to reveal units before *Showdown*. In the *Combat Segment*

the *Attacker* chooses the order in which *Battles* must be resolved, *Area by Area*, but all the new engagements must be resolved before any already engaged *Area*. *Battles* are resolved *one by one* as described below.

7.5.1 Combat Sequence Summary

1. Attacker declares Cavalry/Pioneers/Pontoon/Foch
2. Defender may Retreat
3. Showdown
4. Calculate Final Result
5. Apply Losses

7.5.1.1 Cavalry Retreat

Before *Showdown*, the *Attacker* must declare if he has *Cavalry* (*Leaders* do not count) in that *Battle*.

If the *Attacker* has no *Cavalry*, the defending *Cavalry* (some or all, including *Leaders*) can *retreat*.

7.5.1.2 General Retreat

If a *Battle* is declared into an *Area* and the *Defender* has the *Initiative Disc*, he can play it to *retreat* ALL of his units from the *Area*.

The *Initiative Disc* must be played (and spent).

Retreat Direction

Retreating units must *retreat* into any adjacent friendly *uncontested Area*, which already contains at least one friendly unit (even a *Garrison*) without overstacking.

Retreat may be conducted in more than one adjacent *Area*, at *Defender* choice.

All units are eligible to *retreat* but not obliged (thus some may remain in the *Area* and the *Combat* happens as usual).

7.5.1.3 Showdown

The *Attacker* and the *Defender* simultaneously reveal all the units in the *Area* (*Showdown*).

7.5.1.4 Engaging across Rivers

If an *Area* has been newly contested during this *Impulse*, any attacking unit which has engaged the *Area* by crossing:

- a *Minor River* is halved (and cannot *Cavalry Charge* - 7.5.1.8)
- a *Major River* is quartered (and cannot *Cavalry Charge* - 7.5.1.8).

Attacking units are first grouped by class (*Leader*, *Infantry* and *Cavalry*) then halved or quartered.

All fractions are rounded down, but if the outcome is between 1 and 0, the result is 1.

7.5.1.5 Strength

The *Strength* of a unit depends on the number of *dots* or *stars* it has. A *Heart* (*Leaders*) counts as "1".

Example: the four units depicted in 4.0 have a strength of 4-3-2-1, 4-3-2-1, 4-3-2-1 and 2-1 respectively, thus the first three are the strongest units.

7.5.1.6 Firepower

The *Offensive Firepower* (*OF*) of the *Attacker* in a *Battle* is calculated by adding up:

- the *Strength* of his units in the *Area*,
- the *Tactical Value* of his *Activated Tactical Leaders* revealed in adjacent *Areas*,
- its *Valour*.

The *Defensive Firepower* (*DF*) of the *Defender* in a *Battle* is calculated by adding up:

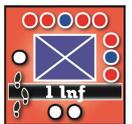
- 5 for each *Garrison Disc* in the *Area*,
- the *Strength* of his units in the *Area*,
- the *Terrain Bonus* of the *Area** (added to each defending *Infantry*),
- its *Valour*.

*unless the *Attacker* has the *Dominant Position* (7.5.1.9)

7.5.1.7 The "Mad Minute"

The three *British Infantry* receives a +1 (each) when defending.

The *Bonus* lasts while the unit has a *blue dot step* remaining.



7.5.1.8 Cavalry Charge

Cavalry Units' Attacking Firepower is doubled, if the following two conditions are met:

1. the *Battle* takes place in a *Green Area*,
2. the *Attacker* has at least one *Cavalry* unit and the *Defender* has none.

Cavalry Charge does not apply if

- a. the *Defender* has the *Dominant Position* (7.5.1.9)

or

- b. the *Area* is newly *contested* this *Impulse* and the *Cavalry* has engaged across a *River* (if two attacking *Cavalry* are present and one has engaged across a *River*, but the second has not, only the second is doubled).

Leaders do not count for, nor against, this rule.

7.5.1.9 Dominant Position

If a *Combat* occurs in an *Area* where a *Side* controls a *Fortress* and has at least one *Garrison Disc*, that *Side* has the *Dominant Position*.

Thus his opponent is not eligible for:

- Terrain Bonus (2.2)
- Cavalry Charge (7.5.1.8)

7.5.1.10 Determining the Winner (FR)

Subtract DF from OF to obtain the *Final Result* (FR).

FR = 0	the combat is a Tie , no losses.
FR > 0	the Attacker Wins .
FR < 0	the Defender Wins .

7.5.1.11 Calculating Losses

The *Losing Side* of a *Battle* suffers an amount of losses (*hits*) called *Incurred Losses* (IL) equal to the *Final Result Absolute Value*: |FR|.

The amount of *hits* is limited to the amount of *hits* the *Side* can suffer with the total of all its unit *Strengths* (dots/stars/heart/Garrisons) inside the *Area*.

The *Winning Side* suffers an amount of losses (*hits*) depending on the *Incurred Losses* (IL) suffered by the *Losing Side* and by the |FR|. Fractions are rounded up.

FR = 1 to 5 (Marginal Victory)	the winner loses IL/2
FR = 6 to 10 (Decisive Victory)	the winner loses IL/4
FR > 10 (Brilliant Victory)	the winner suffers 1 hit

7.5.1.12 Applying Losses

First the *Losing Side*, and then the *Winning Side* must immediately apply *Losses*. The controlling player chooses how to apply *Losses* to his own units (*hits*) by reducing them.

7.5.1.13 Hits & Damage

For each *Damage* suffered in *Combat*, the unit's *Strength* is reduced by rotating the unit counter clockwise by 90°.

If a unit that has already been reduced to *minimum strength* suffers further *damage*, it is eliminated.

Some units have the ability to absorb *hits* without being damaged, according to the table below:

Black Dots/Stars/Garrisons: 1 hit = damage
White (Dots): 2 hits = damage
Red (Dots/Leader Hearts): 3 hits = damage

The strongest unit(s) must be reduced first.

In case one unit has more *dots* (or *stars*) than the others, this unit is the strongest, and *hits* are applied to this unit until it is reduced, and the check is performed again to see which unit is the strongest.

In case multiple units have the same strength, the *hits* can be spread amongst the units.

Thus three 4-white dotted units may absorb (*shielding*) 3 *hits* without being damaged and three 4-red dotted units may absorb (*shielding*) 6 *hits* without being damaged, while three 4-black dotted units have no *shielding* ability.

The *Leader's Heart* and *White/Red Dots* may be used to "shield" other units of the same strength.

Garrisons are the last to take *hits*.

Examples.

The German player (*Attacker*) chooses the order in which the *Battles* must be resolved.

The first *Battle* to be resolved is the one in *Liege*.

Three German *Infantry* have crossed a *Major River*, but the German has declared a *Tactical Action* and played the *Initiative Disc* to get the special 1st Turn *Surprise Bonus* (7.2.3), not only granting special benefits to all the *Battles* resolved during the 1st *Impulse*, but also extended to the *Movement Segment*, and additionally the *Entente* can not call a *General Retreat* (but a *Cavalry*) during the 1st *Impulse*.

In *Liege* the *Attacker* declares he has no *Cavalry*, but the *Defender* - by setup - cannot have *Cavalry*, thus there's no *Retreat Option* for the *Belgians*.



Showdown.

The three German *Infantry* (total strength: 5+5+4 = 14) are then halved, instead of being quartered, to 7.

The German player adds the *Tactical Value* from activated *Leaders* in adjacent *Areas* (both at 4 stars), thus +8.

The *Offensive Firepower* is 15 (7+8).

The *Defender* has 1 *Infantry* with a strength of 3, eligible to receive the *Terrain Bonus* (+1). Additionally there is a *Garrison* (+5). Thus the *Defensive Firepower* is 9.

The *Final Result* is +6 (15-9) and thus the *Attacker* is the winner. The *Defender* must suffer 6 *hits*, but as it may suffer only 4 *hits* maximum (3 *hits* destroy the *Infantry*, and then the 4th *hit* eliminates the *Garrison*), the *Attacker's* loss is 1/4 of 4 (not of 6), thus 1.

The *Defender* is eliminated, the German units absorb the *hit* (white dots) and conquer the *Area* and the *Fortress*, gaining 1 *Valour Point* (white cube) which may be used from the next *Battle*. The *Attacker* conceals his units. Then the German picks the next battle to resolve.

Namur: The Attacker declares that he has Cavalry. By setup it is known that the Belgians have none.



Showdown.

Attacking Cavalry is halved (instead of being quartered) because of the Surprise Bonus, and thus the Firepower of the Attacker is 2, to which must be added the Tactical Value of the two Leaders activated in adjacent Areas (4+4) and the Valour (+1), thus the **Offensive Firepower is 11** (2+8+1).

The Defender has one Infantry (3), plus the Terrain Bonus (+1) and 1 Garrison (5), thus a **Defensive Firepower of 9**.

The **Final Result is +2** (11 - 9), and the Attacker is the winner. The Defender suffers **2 hits** (= 1 damage on white dots), thus the Belgian Infantry is reduced once (rotated by 90°) from 3 to 2.

The Attacking Cavalry must suffer 1/2 of IL, thus 1, but it can easily absorb it (and even another one) over the red dots.

The Area is still Belgian controlled, thus the attacking units remain visible, while the Defender is concealed.

The third (and the last one, as three Leaders have been activated) is in Sedan, versus some French Cavalry. The Attacker declares Cavalry, thus no Cavalry Retreat is allowed.



Showdown.

The Attacker has a strength of 8, to whom he adds the Tactical Value of (three!) Leaders from adjacent Areas (+12) and the Valour (+1), for a total **Offensive Firepower of 21**.

The French have a strength of 4, and no Terrain Bonus, as it is granted to Infantry only. The **Defensive Firepower is 4**.

The **FR is +17**, a Brilliant Victory, in which the Defender is wiped out (excess hits are ignored) and the Attacker suffers only **1 hit**, not enough to reduce the 5-white-dotted Infantry.

The Attacker conceals the two units inside the Area.

7.5.1.14 Allocating Excess Hits

If all the Side's units in the Area have been eliminated (Garrisons included) and not all hits have been placed, any excess hits are lost.

7.5.1.15 Eliminated Units

Eliminated units are permanently removed from play and placed face up onto the respective Dead Pile Box on the mapboard.

Once 10 German or 20 Entente units are eliminated, the game ends immediately with a *Decisive Victory* for the other Side.

Eliminated Garrisons do not count, and may be rebuilt in any future Impulse.

7.5.1.16 Additional Combat Rounds

The Battle lasts for 1 round only.

If one Side has been eliminated, conceal all the other Side's units.

If the Area is still contested, then *original attacking* units remain visible, while all original defending units are concealed.

7.5.1.17 Gaining Valour Points

To conquer an enemy Major City or Fortress, a Side must conquer the Area where the Major City or the Fortress is. This may happen in two cases:

- A. a Side moves in such an Area, which is empty of enemy units (Garrison included) and can continue moving;
- B. a Side is the only having units in that Area, either because the other Side's units (Garrison included) have been eliminated in Combat or because the other Side's units have moved or retreated out that Area.



When a Side conquers an enemy Major City or a Fortress, then it gains 1 Valour Point (2 for Area 17).

This Valour Point can be used in the next Battle, even in the same Impulse.

7.6 IMPETUS SEGMENT

A Cavalry may move by 1 MP in the Impetus Segment, if the following two conditions are met:

1. has attacked in a Battle in a Green Area and
2. the Area has been cleared of enemy units.

7.7 DEACTIVATION SEGMENT

When all Combats have been resolved, every activated Tactical Leader must be reduced (rotate it counter-clockwise by 90°) and deactivated by turning it upright in order to conceal it.

If already at minimum strength (Heart Level), the Leader is eliminated and do count for *eliminated units*.

7.8 PASS

When a *Side* passes, it may move a maximum of 1 unit (up to the unit's maximum *Movement Allowance*, but without *Movement Boosting* – 7.3.2).

This unit cannot *engage* (may *disengage*) and no *Combat* is allowed.

Alternatively an *Infantry* (not the British), instead of moving, may be reduced - even to its minimum strength - to build *Garrisons* in the *Area* it occupies, one *Disc* for every *step-reduction*.

The British player - only - may move a unit from Great Britain by *Sea Transport Movement* to either Le Havre or Calais, provided that the destination *Area* is friendly controlled and *uncontested*.

After two consecutive *Passes*, the *Impulses Phase* is finished and players perform the *Final Phase*.

7.9 FINAL PHASE - ATTRITION

The *Final Phase* is performed at the end of every *Turn*, the *Side* without the *Initiative* first.

During the *Final Phase*, a unit (and/or a *Fortress*) is reduced by 90° (and/or 1 *Garrison Disc* is removed from every *Fortress*) if both the following conditions are met:

1. the unit/*Fortress* is *Isolated*
and
2. the *Area* it occupies contains enemy units.

7.10 REINFORCEMENT PHASE

The *Reinforcement Phase* is performed at the beginning of the 2nd, 3rd and 4th *Turn* (there is no *Reinforcement Phase* in the 1st *Turn*): the *Side* without the *Initiative Disc* first, must first deploy *Reinforcements* and then *Restore* its *Tactical Leaders* up to its *Strategic Value* (5 units + 5 steps for the *Entente*; 7 units + 7 steps for the *Germans*).

A *Tactical Leader* may be restored (only if not *Isolated* – 7.0.1) by rotating its counter *clockwise* by 90°.

The total number of rotations available is equal to the *Strategic Value* of that *Side*.

Example: at the beginning of the 2nd Turn the German Side has the Initiative. Both Sides add the "2" Green Numbered Units to their respective Reinforcement Pools (two Entente units and one German unit). Then, the Entente Side must Reinforce first.

The Entente Side randomly draws 5 units from the Reinforcement Pool and deploys them on the map. Then it restores 5 steps to any of its Leaders: 1 step to the Belgian Leader from minimum strength (Heart Level) to 2-stars; 2

steps each to the French 5th Army Leader and to the British Leader, from 2 stars to Full strength (4 stars).

Then the German Side randomly draws 7 units from the Reinforcement Pool and deploys them on the map. After, it restores 7 steps to its Leaders: three steps each to the 1st and the 2nd Army Leader, from Heart Level to Full Strength, and 1 step to the 4th Army Leader, from 3 stars to Full Strength.

8.0 OPTIONAL RULES

Optional Rules (OR) add realism and historical flavour or may be selectively used to balance the game between players with different skill and experience.

OR 8.1 FREE SETUP

Instead of randomly choosing units for setup, players may select the units at their own convenience. This does not include *Reinforcements* brought in by either the *Reinforcement Phase* or the *Initiative Disc*.

This rule may be also adjusted by players in such a way that it balances the game, *e.g. an experienced player must randomly select his units, while his opponent may choose them.*

OR 8.2 PARIS

During the *Final Phase* at the end of each *Turn*, if Paris is not German controlled, the German player loses 1 *Valour Point*.

OR 8.3 RAIL MOVEMENT

During a *Pass* or a *Strategic Action* only (not during a *Tactical Action*) the *Phasing Side* may *Railmove* a not *Isolated* unit any distance *from, across* and *to* friendly *uncontested Areas* (cannot *engage*, nor *disengage*).

During a *Pass*, only one unit may be *Railmoved*, during a *Strategic Action* up to 5 units - for the *Entente* - or 7 - for the *Germans* - may be *Railmoved*. Other units may be moved normally up to the above *limit*.

Example: 3 German units move by Rail and 4 by normal movement (but without Tactical Boosting).

It may be combined with *Sea Transport Movement*.

Example: 2 British units move by Sea Transport, 1 French unit by Rail, 1 French unit and 1 Belgian unit normally.

OR 8.4 PLAN XVII

If the French (no other Belgian/British units may be used) make a new engagement against an *Area* in Germany, the French automatically gain 1 *Valour Point*.

This *Valour Point* is collected in any case at the end of the *Battle*, even if the French do not survive the *Battle* or the *Area* has not been conquered.

DESIGNER'S NOTES

World War I is always remembered as a static conflict, consisting entirely of trench warfare. This is true for the bulk of the war; however, the first months of war, from August to October 1914, were different indeed and in this game both players have much to think of and to plan for a war of extensive manoeuvre.

Usually **the Germans** open the game by plying a Tactical Action in combination with the Initiative Disc (to grab the 1st Impulse Surprise Bonus) and invade Belgium and Luxembourg.

If this is the case, then crossing as many rivers with as many Corps as possible in this Impulse is mandatory, as well as activating no less than four Leaders, or even six or seven if needed, to immediately clear some key positions before the Entente can transform them into impregnable Fortresses.

There are several ways of achieving Victory, but the most common one is to eliminate 20 Entente units, unless 10 German units have been eliminated already!

The more you gain in the first month the better, since from the 2nd Turn Foch may arrive and with the BEF already deployed in Calais and threatening your right flank, now is the time to carefully choose your moves.

You can either go for Paris, or try to take Antwerp (which is a very hard nut to crack) and then Ypres, but whatever of these two roads you choose for Victory, you need first to seize the double Fortress Area of Lille and Maubeuge.

Bear in mind that the Belgians are not the reason you are fighting this war (that's Paris!), but some may be easily eliminated to help reach the victorious 20 units goal.

Strategically plan your moves, but do not forget the tactical benefits: such as assuring the "shielding stack benefit" when attacking as well as defending, and supporting every attack with as many Leaders as you can, especially while they are still at almost full strength. Then, it is probably better to use a Pass Move and hope the Entente does the same, so you can restore your Leaders before attempting another offensive.

But the Entente will do the same by bringing in more troops. The key is to strike a balance between gaining ground and the time taken to do so.

When dealing with strong defensive positions, do not hesitate to play the Initiative Disc to get the Special Pontoon Engineers effect or the Pioneers one. You can afford some losses, so saving the Disc for playing it defensively for the General Retreat Option is tempting, but it is a risk for which the Kaiser may pardon you, if the goal is valuable.

As your Leaders need an empty slot in the first line to get activated and actively support your Battles, you must plan your moves carefully, two or three Impulses ahead.

France is a very large Country. Reaching the Seine/Marne line is an impressive achievement, but keeping it will be more difficult, as you will not have enough Army Corps until the 3rd Turn. This is an important issue to evaluate, before you over-extend your lines, maybe in between the French on your left and the BEF on your right.

Seizing Calais is not mandatory, but would probably leave the BEF without its main Landing Area/LOC and the Belgians cut off as well.

It might happen that the time will come to realise that the war cannot be won before Christmas. If this happens to you, do not worry too much, but change your strategy. If you are already holding four of the seven Victory Areas, you can sit and wait for the Entente trying to recapture one of them before the game ends, and there no real need to keep on pushing forward your (maybe exhausted) armies.

Some reliefs may come on at the beginning of the 3rd Turn, with new recruits coming from the German Universities into the Heer. Unfortunately, these young and enthusiastic boys are not that well trained yet, and they are deployed very far from the front line.

Spending the Initiative Disc to play a Strategic Action to Rail Move seven units is an option to carefully evaluate, as it may help to reinforce your front line, but offering the Disc to the Entente may result in an unpredictable "Foch Attack".

Many of the considerations already covered for playing Germany also make great sense for **the Entente**, but the latter has its own peculiarities, weaknesses and strengths.

First, as soon the Germans spend the Initiative Disc (usually in the 1st Impulse), you must use it to bring the BEF ashore before it is too late. However, an aggressive and experienced German player will not allow you to play anything but a Tactical Action for the first three or four Impulses, seriously delaying the British arrival. You will, in the mean time, see the Huns advancing toward Paris and your dead pile growing at an horrific speed, with a mix of up to 15 units (mostly French Cavalry and Belgian Infantry) already lying on the field of glory. But do not get discouraged. The more your casualties mount, the more exhausted the German Leaders become.

There are then two specific motifs you must consider:

- first, you are not the attacker. You are the defender, thus deploy all the Garrison Discs you can and once they get eliminated, rebuild them all. Trade ground for time, until you are ready for a deadly counterstrike;

- second, you can count on Foch, a very special and powerful Leader, if he can join the fight before it is too late!

Spending the Initiative Disc for declaring a "Foch Attack" against an already weakened and overextended German Army, with the BEF accompanying your offensive, may be the turning point. Once you have countered, or at least reduced, the German potential, then the time has come to win the game.

You do not need to enter Germany (yet)! Finishing the 4th Turn while holding 4 Victory Areas will be enough...

Should you have any rule or strategy questions, please do not hesitate to email me at emanuele@ventonuovo.net and I will be happy to reply to you in a timely manner. Good Gaming!

Emanuele Santandrea
Head of Research & Development

