

RACE TO THE SEA 1914

Credits

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After the Battle of the Marne was won by the Allied armies in early September 1914, the Germans withdrew to a formidable position north of the Aisne River and entrenched themselves on the high ground. Numerous French efforts to dislodge them failed and the two great hosts stared at each other from their respective trenches. German General Erich von Falkenhayn and French Marshal Joseph Joffre realized that there was much open, exploitable territory to the north of these solidified lines and each prepared to maneuver around the flanks of his opponent. These mutual and simultaneous flanking moves resulted in a series of headlong battles that gradually shifted the forces north toward the French Channel coast. These maneuverings yielded a series of encounter battles at Picardy, Albert, Artois, La Bassee and along the Yser River. But these engagements were ultimately indecisive and the campaign's final stage was set for the dramatic clash at the end of the "race", at the ancient textile city of Ypres.

The "Race to the Sea" campaign was the last mobile campaign on the western front of the First World War – a last chance for victory. It was a final push to get "home before the leaves fall". But the resulting murderous battles – culminating in the infamous "Kindermord von Ypern" (the Massacre of the Innocents at Ypres) – were so bloody and indecisive that their effects instead directly lead to the creation of the Western Front trench lines and to a continuation of a war that seemed would never end.

A) THE MAP

1) GAME MAP

The game map is an 11" x 17" representation of that area of France and Belgium over which the "Race to the Sea" was fought. A grid of hexes is laid over the map to regulate movement and combat. Each hex is about 9 miles across and is classified as one of the following types of hexes, depending on its dominant terrain feature:

- a. Clear – no terrain features in the hex and no special game effects.
- b. Forest – this hex is *Difficult* for movement and *Light Cover* for combat.
- c. Railroad – a hex that contains a "railroad track" graphic. Railroads are only connected if the graphics connect to one another. Railroad Movement is a special type of movement available only to eligible Allied units. Railroads can also affect the placement of German Reinforcements. Note that these hexes have no effect on normal movement!
- d. Rivers – run along the edges of hexes. Units that must cross a hex side that contains a River treat the entered hex as *Difficult Terrain* for movement purposes. River hex sides can also affect Assault Combat attacks (only), increasing the Cover class of the attacked hex by one level.

For example, if a unit attacks a Forest hex in Assault Combat by crossing a River hex side, the attacked hex is treated as having *Medium Cover*. If that attacking unit had conducted a Firepower Combat instead, the hex is only *Light Cover*.

- e. Town (gray circle) – this hex has no additional effect on movement and is *Light Cover* for combat.
- f. City (blue box) – this hex has no additional effect on movement and is *Medium Cover* for combat.
- g. Major City (red circle) – this hex has no additional effect on movement and is *Heavy Cover* for combat.
- h. Water – the hexes in blue along the north side of the map represent

the English Channel and are *Prohibited Terrain*. Note that a Flooded hex is also treated as a Water hex.

- i. Entrenchments – the two hexes on the south map edge represent the north ends of the Allied (western hex) and German (eastern hex) trench lines along the Aisne River. These hexes are *Prohibited Terrain* to all units.
- j. Siege of Antwerp Zone – this is the three hexes labeled with an “A”. When the Siege of Antwerp ends Allied units retreating, and German units advancing, from Antwerp must enter the map via these Clear hexes.
- k. Elevations: Each hex has one of three height levels. A hex’s elevation has no effect on any terrain feature it may contain and has no effect on movement. Elevation may only come into play in combat. The three elevations are:
 - Low (light tan hex) – the lowest and most predominant elevation;
 - Elevated (medium brown hex) – higher than Low hexes and lower than High hexes;
 - High (dark brown hex) – the highest elevation hex.

2) GAME TURN TRACK

Race to the Sea 1914 is played in ten Game Turns with each Game Turn representing approximately one week of real time. The historical campaign lasted from about September 15th, 1914 to around November 23rd, the end of the Battle of Ypres. Place the Game Turn marker in the appropriate box as the Game Turn changes.

B) UNITS & RATINGS

There are two factions represented in the game – the **Allies** (consisting of the French, British and Belgian units) and the **Germans**. French units have a blue background, the British are khaki colored and the Belgians are orange; German units have a gray background. Each unit represents a Corps or grouping of special Divisions and has a Unit ID line at the top of the counter representing its identifier. Each player is assigned a faction to control in the game.

1) TYPES OF UNITS

There are three types of units used in the game and each is handled slightly differently.

- a. Infantry: Corps and Divisions made up primarily of foot soldiers, including attached artillery batteries and cavalry.
- b. Cavalry: Corps made up of horse soldiers that travel mounted but fight dismounted. Also includes attached horse artillery batteries.
- c. False Report: These “units” are not actual fighting forces but rather represent dummy markers used by both players to fool the opponent (rumors, mistaken identity, refugees, enemy patrols, etc.). While Hidden, they act entirely as if they are normal Infantry units – including controlling hexes, exerting an NML zone, etc. However, these units do not have a Size Rating, do not count for stacking and never fight. If attacked, there hex is treated as being empty. Once Revealed they are removed from the map and returned to the available pool.

2) UNIT RATINGS

Each unit is rated in particular categories, which are read as follows:

- a. Size (SZ): this is shown by the number of *shaded boxes* on the top of the counter and represents the total number of soldiers in the unit. “Four boxes” is a Reinforced Corps, down to “One box” which is a Large Division; “No box” is a False Report.
- b. Morale/Experience/Training (MET): this is the letter code to the left of the unit type and is the basic fighting skill and quality of the unit’s soldiers. An “A” is an elite unit, down to “D” which is basically militia or untrained men.
- c. Special Artillery Rating: to the right of the unit type box there may be a symbol. A small gun icon with “SQ” means the French unit is supported by batteries of 75mm quick-firing “Soixante-Quinze” guns. A larger gun icon means the unit is supported by Heavy Artillery (HA). These ratings may be referenced with some combat results.
- d. Rifles Rating (RF): the first of the three numbers at the bottom of the counter is the basic rifle skills of the unit’s soldiers. A “4” represents marksmen quality while a “1” is poorly-trained shooters.
- e. Machine gun Rating (MG): the counter’s middle number is the relative total number of machine guns deployed with the unit. A “4” is an abundant number deployed while a “1” represents very few are deployed.
- f. Artillery Rating (ART): the third number represents the total number of field artillery “tubes” attached to the unit. A “4” means numerous batteries are supporting while a “1” means a minimal number are present.
- g. Modified Ratings: a unit’s ratings can be modified by one or more Casualties markers. The rating is reduced by one level (from larger to smaller or better to worse) in each designated category for each “-1” on the Casualties marker and by two for each “-2”. Modifications are cumulative.

For example, if a unit with an MET of “B” has a Heavy Casualties marker on it that indicates “-2” in the MET rating position of the marker, then the new modified MET Rating for the unit is “D”.

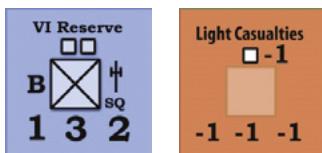
Important Note: A unit’s Rating in each non-Size (SZ) category can never be lower than the lowest rating – meaning a unit always has at least a MET rating of “D” or a “1” for the other ratings, regardless of Casualties effects (see rule D). This does not apply to a unit’s SZ Rating, which when reduced to “0” means the unit is eliminated.

3) UNIT SIDES

All units have two sides, with different information details by type.

- a. Infantry units have a *Deployed* side on the front of the counter which displays all the Unit Ratings, and a *Hidden* side on the back with just a national flag. The *Deployed* side is displayed whenever the unit is Revealed via Cavalry Scouting, combat or an Event. The *Hidden* side is face up whenever the unit is Hidden.

- b. Cavalry units do not have a *Hidden* side. Instead they have a Scouting side for when the unit is in *Scouting* mode (and thus seeking out the enemy) and a Deployed side (used when the unit acts essentially as an Infantry unit).
- c. False Report units only have a *Hidden* side. While Hidden, treat them as Infantry units for all purposes.
- e. Flooded: This is used to mark the flooded Dixemude hex (with the blue "F") which is then treated as a Water hex.
- f. Control: Both players use the relevant side of the marker to indicate a hex that is under their control but that is not obvious by the situation on the map.



This is the French 6th Reserve Corps unit. It's of a "2" Size Rating, a MET Rating of "B", a Rifles Rating of "1", a Machine gun Rating of "3", an Artillery Rating of "2", with the 75mm gun bonus. If the unit took a Hit in combat and the indicated Light Casualties marker was drawn for it, the unit's ratings are now: "1" SZ, "B" MET, "1" RF, "2" MG, "1" ART and it would still have the 75mm gun bonus.

C) MARKERS & CUPS

1) MARKERS

There are a number of markers used in the game to keep track of various gameplay and unit conditions.

- a. Game Turn: used on the Game Turn Track to indicate the current game turn. Each side of the marker also indicates which player has the Strategic Momentum at the time. The game begins with the German player having the Strategic Momentum, which remains in place until Foch takes command of the northern wing of the Allied forces. At that point, Strategic Momentum changes in the Allied player's favor. The only time this can otherwise be changed for either side is due to an Event! result.
- b. Activated: These markers are two-sided – the gray side is used by the German player and the green side by the Allied player. At the start of each Action Round, both players take the number of markers equal to their Bid Number. When a unit has completed its Action, place this marker on the unit to indicate that it cannot activate again this Round. When both players complete all Actions for the Round, remove all Activated markers from the map.
- c. Casualties: This marker is used as needed to indicate the number of Hits on a unit, with the appropriate side face-up depending on the result. Note that these Casualty markers are not all the same and are kept under the affected unit.
- d. Planned Operations: This marker can be awarded as part of an Event! result (see rule L). The player holds it until he wants to deploy it in a Planned Operations Step.

2) DRAW CUP

One cup or bowl or any equivalent opaque container is needed to hold the Casualties markers. These markers are all placed in the cup at the start of the game and are randomly drawn when needed.

D) UNIT CASUALTIES

Units are subject to Hits being inflicted on them due to combat or from an Event! result. If one or more Hits are inflicted, players randomly draw and place the Casualties markers equal to the number of Hits inflicted (however, see Fallback from Fire Option – rule J-3). Each Hit is applied against the affected unit and degrades the unit's various ratings by the amount indicated on the marker. Note that the markers are all different but that every Hit inflicted **automatically reduces the Size Rating of the unit by "-1"**. If a unit is reduced to "zero" Size Rating, it is eliminated.

Thus, a unit with a "2" SZ Rating that absorbs two Hits is eliminated.

Unit Casualty conditions are detailed as follows:

1. Fresh (No Hits): The unit has no Casualties marker.
2. Light Casualties (1 Hit): The unit receives a Light Casualties-side marker. The owning player draws a random Casualties marker from the cup and places it under the affected unit with the "Light Casualties" side showing. The marker will indicate which of the unit's ratings are reduced by one level. *For example, a "-1" under the "MG" slot on the Casualties marker will reduce a "3" MG rating to a "2". A "-1" under the "MET" slot will reduce a "C" MET rating to a "D".*
3. Heavy Casualties (2 Hits): The unit receives a Heavy Casualties-side marker. If it already has a Light Casualties marker, simply flip it over. If not, the player draws a random Casualties marker from the cup and places it under the counter with the Heavy Casualties side showing.
4. Cumulative Casualties: Hits are accumulated, so a unit with Light Casualties (1 Hit) that receives 2 more Hits now has 3 Hits. If the unit is not eliminated, this would be represented by using both a Light Casualties and a Heavy Casualties marker, adding the effects together. The marker with the unit is first flipped to its Heavy Casualties side and then a new Light Casualties marker is drawn.
5. Recovered Casualties: If Casualties are removed, the player does so in reverse order of the Casualty application procedure. For example, a unit with Heavy Casualties that removes one Casualty level flips the

Casualties marker over to its Light Casualties side. *Removed Casualties markers are placed back into the cup.*

6. Eliminated Units: At the moment a unit absorbs a Hit that equals or exceeds its Size Rating, *the unit is eliminated*. If eliminated, place the unit off map and *return any of its Casualties marker(s) to the cup*.

E) CARDS

There are two types of cards used in *Race to the Sea 1914* – Initiative Cards and Combat Results Cards.

1) INITIATIVE CARDS

Each faction receives its six Initiative Cards. These cards are used by the players to bid for the Initiative each turn and normally indicate the number of Actions that can be performed. The number on each card is the Bid Number.

2) COMBAT RESULTS CARDS

Each faction receives its twelve Combat Results Cards. These cards are randomly drawn to resolve various combat situations, both offensively and defensively. Each card has a Card Number in the top right (from #1 to #12) and the first six cards of each deck are also labeled EVENT! at the top (see rule L). The two decks are not exactly the same but have the same four general Combat sections: the first area is for *Firepower Attack*; the second is for *Firepower Defense*; the third is for *Assault Attack* and the last area is for Assault Defense. These cards are flipped over from the top of the deck as needed to resolve combats or to generate a random number. After being used, they are placed in a discard pile. When the deck runs out, the owning player should shuffle the discard pile and start a new draw pile.

Hits scored by a German unit are indicated with a “Maltese Cross” symbol and Allied Hits score are indicated with “French Roundel” symbol. Reductions of Hits scored have a minus sign (“–”) before the appropriate symbol.

Please be aware that there are no dice used in this game. Combat results and other game play factors requiring numeric results are all handled through the use of the game’s cards. If players have access to card sleeves, it is advised that they utilize them.

F) SEQUENCE OF PLAY

Race to the Sea 1914 is played in a series of ten Game Turns. Each Game Turn follows a distinct Sequence of Play, made up of seven Phases. Each Phase must be completed before proceeding to the next as follows:

1) REINFORCEMENTS PHASE

Both players will have new units arrive during the game called Reinforcements. These units are placed during this phase and the side with Strategic Momentum places after the opponent. The scenario instructions will list the units that enter and where. If a specific hex is listed, the units are placed in that hex if it is friendly-controlled and may over-stack upon placement. If all eligible hexes are enemy-controlled, units may be placed

on the *closest friendly-controlled hex* but must first apply 1 Hit as a consequence. If still over-stacked at the end of the Game Turn, the player must move enough units to cure the situation during the Fog-of-War Step.

2) INITIATIVE DECK SETUP PHASE

Both players shuffle their respective deck of Initiative Cards (not looking at the Bid Number side) and then *discard the top card*. Place this card face-down on the table – this establishes the Discard Pile and this card is not available this turn. Both players then take the remaining five cards into their hands, from which they will play during the turn.

3) ALLIED RAILROAD MOVEMENT PHASE

Any number of Allied Infantry and/or False Report units (only) may use Railroad Movement this phase, **but only up to a “4” SZ Rating total limit**. For example, one “4” SZ unit could be moved by rail or two “2” SZ units plus any number of False Report units. Each eligible unit may move an **unlimited distance** of hexes as long as:

- a. It starts its move on any Railroad hex;
- b. It moves only along *connected* Railroad hexes;
- c. It ends its move on a Railroad hex that is also a Major City, City or Town hex;
- d. In all cases, the unit *may not start, enter or end* in an *enemy-controlled hex* or in an *enemy NML hex* (even if occupied by a friendly unit).

Do not mark the moving unit as “Activated”. Scouting Cavalry units may not use Railroad Movement.

Note that this Railroad Move is a free move and has no effect on the unit’s normal ability to activate during the turn.

4) BID INITIATIVE CARD PHASE

Players examine the cards in their hands and then each secretly selects a card to bid. The cards are then flipped over simultaneously to reveal the Initiative Card that is bid. Based on each card’s Bid Number, players determine the Initiative Player (see section G).

5) ACTION ROUND PHASE

Both players (in most cases) will conduct Actions (see section H). The player winning the Initiative will play first and then players will begin to alternate conducting their Actions. After both players have completed all their Actions, the Action Round is over.

The Action Round is performed in two steps:

a. Initiative Advantage Actions Step

The Initiative player conducts a number of Actions equal to the **difference between the two Bid Numbers**.

For example, if the German player bids the “4” card and the Allied player the “2” card, the German player will immediately conduct two eligible actions to start the Action Round.

b. Alternating Actions Step

When the Initiative player has completed his Advantage Actions, the *non-Initiative* player conducts one Action. Players then *alternate* conducting one Action at a time until they've each conducted a total number of Actions equal to their Bid Number.

Continuing the example, the Allied player would then conduct his first eligible Action, then the German player his third Action, the Allied his second (and last) Action and then finally the German player conducts his fourth (and last) Action.

6) REMOVE ACTIVATED MARKERS

After both players have completed all their Actions, they remove all Activated markers from the map. They then begin another Bid Initiative Card Phase. If there are no Initiative Cards left in their hand (i.e., after the fifth Initiative card is bid and played), proceed to the End Turn Phase.

7) END TURN PHASE

After the fifth Action Round is played, both players conduct the following five steps:

- Siege of Antwerp Step – If the siege is still ongoing, the German player draws the next Combat Results Card and checks the Card Number. He compares it to the current turn's Siege of Antwerp entry (on the Game Turn Track). If the Card Number falls within the indicated range of numbers, the siege is over and Antwerp has fallen. Starting the *next Game Turn*, the Allied "Belgian Army" unit is placed in any *Siege of Antwerp* Zone hex. On the Game Turn *after* this unit enters, the German "Siege of Antwerp" units may be placed as Reinforcements in any of the same three Siege of Antwerp Zone hexes. *This step is skipped for the rest of the game if Antwerp has already fallen.*

The siege of Antwerp started on September 28th and the Belgian garrison finally surrendered on October 9th. A great portion of the Belgian army escaped along the coast and was quickly pursued by German forces. The newly-formed German 4th Army contained much of the very heavy artillery that bombarded Antwerp for days. Note that this artillery contingent is reflected in the "Heavy Artillery" bonuses assigned to the German Reserve divisions that enter after the siege is concluded.

- Foch Takes Command Step – If Foch has not yet taken command, the Allied player draws the next Combat Results Card and checks the Card Number. He compares it to the current turn's *Foch Takes Command* entry (on the Game Turn Track). If the Card Number falls within the indicated range of numbers, then Foch is appointed command of the northern French forces. Starting with the *next Game Turn*, flip the Game Turn marker to indicate that the Allied player has the Strategic Momentum for the remainder of the game (unless changed again by an Event! result). *This step is skipped if Foch has already taken command in a previous turn.*

Lieutenant General Ferdinand Foch was a superior leader, proving himself during the Battle of the Marne. Marshal Joffre assigned him to command the northern wing of French forces on October 9th, 1914. He also oversaw coordination efforts with British formations. This change reinvigorated the French war effort, which was lackadaisical and disorganized. The positive effect is reflected in the changeover to permanent Allied Strategic Momentum (and can only be changed to German Strategic Momentum by an Event! result).

- Forced March Movement Step – both players will conduct Forced Marches. The player with the Strategic Momentum decides who will act first. After announcing the choice, the acting player will draw his next Combat Result Card and consult the Card Number. The players each cross-reference that number on their particular table, as follows:

<u>German Player</u>	<u>Allied Player</u>
#1 – #3 = One unit	#1 – #3 = No units
#4 – #8 = Two units	#4 – #7 = One unit
#9 – #12 = Three units	#8 – #10 = Two units
	#11 – #12 = Three units

German: While acting, the German player may immediately move the indicated number of units **one hex** each. However, if a unit does not enter a Forest hex or cross a River hex side, it may move **two hexes**.

Allied: While acting, the Allied player may immediately move the indicated number of units **one hex** each *only*.

Normal Movement rules apply, but the actual movement cost of entering the hex(s) is irrelevant. *No other Actions can be conducted.* After the first active player is finished Forced Marching units, then the other player does the same. *Do not mark these units as being "Activated"!*

- Fog of War Step – both players simultaneously flip over any non-Cavalry units currently on their *Deployed* side that are not adjacent to an enemy unit back to their *Hidden* sides. Both players may then gather up (from the map or pool) and redeploy their False Report units as they see fit, in the order determined by the Strategic Momentum player. These False Report units can be freely placed in any friendly-controlled hex on the map, as the player wishes. If a hex has units that are still *over-stacked* during this step, the owning player must move one or more units one hex in any direction but *not closer to an enemy unit*. This is a free move – do not mark the units as being "Activated".
- Planned Operations Deployment Step – if a player is holding the Planned Operations marker and wishes to use it during the upcoming Game Turn, he must deploy it now into any *friendly-controlled* hex (even if empty). He does so by placing the marker on the map in *any friendly-controlled hex he wishes*. The marker then *remains in that hex* until used by the owning player or until the enemy either occupies

the hex or steals the marker back (via an Event! result). If the hex is occupied by an enemy unit, the marker is returned to the available pool. If the marker is still on the map at the time the opponent is awarded it, the opponent steals the marker away and takes possession. There is no limit to how long the marker can remain in its deployed hex. It can only otherwise be removed from that hex if the owning player is awarded the marker again – he can then pick it up and hold it again for a new deployment using normal procedures.

- f. Advance Game Turn Marker Step – the Game Turn marker is moved to the next box on the Game Turn Track. Players gather all six of their Initiative Cards and begin the next Game Turn. If this is the end of Game Turn 10, the game is over and players assess victory.

G) INITIATIVE

In the Bid Initiative Card Phase, both players simultaneously reveal the Bid Numbers of the Initiative card they each played. The two values are compared to one another and play proceeds as follows:

1) INITIATIVE PLAYER

The player who played the **higher** Bid Number card is the Initiative Player. If both cards are the same Bid Number, the winner of the Initiative is the player with the current Strategic Momentum.

2) TOTAL ALLOWED ACTIONS

The value of each player's Bid Number card normally represents the total Allowed Actions that may be used by him for this Action Round. However, if both of the played Initiative cards are of the same value, this is called a Lull in the Action (see below). Each player takes a number of Activated markers equal to his/her Bid Number to help keep track of Allowed Actions.

3) A LULL IN THE ACTION

If players both play *equal* Bid Numbers, a Lull in the Action occurs. This reflects historical factors such as bad weather, fatigue, confusion, etc. The Allowed Actions is automatically “1” and earned *only by the player with the current Strategic Momentum*. The other player *does not get any Actions this Round!*

Note: Yes, indeed – if you both bid your “5” Initiative Cards in the hopes of a big turn, only one of you will be getting an Action to perform. Just chalk this up to Von Clausewitz’ “friction of war”.

4) INITIATIVE ADVANTAGE ACTIONS

The Initiative player will first conduct a number of Actions **equal to the difference of the Bid Numbers**, using normal procedures. He/she conducts one eligible Action after another until completing a number of Actions equal to the difference.

5) ALTERNATING ACTIONS

After the Initiative player finishes conducting his/her Advantage Actions,

the players then alternate completing the remaining Actions one at a time, starting with the *non-Initiative* player. The Action Round ends when both players have conducted all Actions.

Note: The winner of the Initiative each Action Round gains a huge advantage. Not only does he/she move first, using the Initiative Advantage Actions, but he/she also moves last in the Alternating Actions sequence!

H) ACTIONS

Each player conducts Actions during the Action Round as dictated by the Initiative situation. When a player is eligible to conduct Actions, he/she may choose any available Actions, up to the total Allowed Actions determined for this Round. Normally, the same Action may be used more than once, **but each individual unit may only participate in one Action each Action Round**. After conducting an Action, the owning player should place an “Activated” marker on the unit that acted to indicate that it has acted this Round. The following list of Actions can be used by any eligible unit.

- a. Move – **one** selected unit may conduct normal Movement (see section I – Movement). Cavalry units use this Action to change from their *Scouting* side to their *Deployed* side or vice-versa, consuming all of their Movement Allowance to do so. *This is the only Action a False Report unit can use*, allowing it to mimic a real Infantry unit moving.
- b. Firepower Combat – **one** selected unit currently *adjacent* to an enemy-occupied hex may conduct a Firepower Combat (see section J – Firepower Combat).
- c. Assault Combat – **one** selected unit *adjacent* to an enemy-occupied hex may move into that hex and conduct an Assault Combat (see section K – Assault Combat). Note that a player who has *more than one Action available* (due to the Initiative Advantage or a Planned Operations) can move *all eligible assaulting units* into a hex before resolving the combat.
- d. Planned Operations – if the active player has *already* deployed the *Planned Operations* marker and the marker is still in its deployed hex, it can be used with this Action. *All units in that hex plus all the units in one adjacent hex are now activated*. All units in those two hexes may *each* conduct any eligible Action and in any order. They do not all need to pick the same Action. Also, if any of these activated units conduct an Assault Combat, they receive a **Big Push bonus**. The assaulting player draws **two** Combat Result Cards for each attacking unit, looks at them both and then chooses which to use in the combat. This is done *after the defender has revealed his card*. The un-chosen card is discarded. After this Action is finished, the *Planned Operations* chit is placed back into the available pool. Mark all participating units with an “Activated” marker (but remember – the use of the Planned Operations Action still only counts as one Action).
- e. Regroup – **one** eligible unit with a Casualties marker may *recover one*

or more Hits. The unit must have a Line of Communications (LOC) to an eligible hex for its nationality. The LOC is a connected path of friendly-controlled hexes that lead to an eligible hex, detailed as follows:

German Unit: Any friendly-controlled City or Major City hex.

French Unit: Any friendly-controlled City or Major City hex or to the South Entry hex (see Game Setup) if friendly-controlled.

British Unit: A friendly-controlled Calais, Dunkirk, Nieuport, Ostend or Zeebruge hex.

Belgian Unit: The friendly-controlled Ghent hex.

If the eligible unit is *adjacent* to an enemy unit, it may only *remove one Hit*. Adjust the Casualties marker accordingly. If the unit is not adjacent to an enemy unit, it may remove **two Hits**. Again, adjust the Casualties marker.

- f. Rebuild – **one** previously-eliminated unit may be brought back into the game at a SZ Rating of “1”. It’s taken from the pile of eliminated units and placed onto the map in any hex that qualifies as an LOC destination hex (see Regroup) for that unit’s nationality. Place a Casualty marker with the unit to indicate a SZ of “1” (and don’t forget to also give the unit an “Activated” marker).
- g. Cavalry Recon – **one** selected Cavalry unit on its *Scouting* side (only) may Reveal any one adjacent Hidden enemy unit. If more than one qualifying enemy unit is in the hex, the player may only select one of them to Reveal.
- h. Opening the Dykes: The Allied player may place the “Flooded” marker in the Dixemude hex during any Action Round *after* the *Siege of Antwerp* ends. The Dixemude hex must be Allied-controlled at the time. The hex is now considered to be a Water hex for all purposes. Any Allied unit currently there is displaced one hex for free *but not closer to an enemy unit* (if possible). A Flooded hex *cannot* be counted as a VP hex for either side.

I) MOVEMENT

1) NORMAL MOVEMENT PROCEDURE

Units may conduct normal Movement if allowed by the Action that they select. Units that conduct Movement will generally move from one hex to an adjacent hex, entering a number of hexes up to the amount allowed by the normal Movement Allowance. The normal Movement Allowance for all units is **3 hexes**, except for *Scouting* Cavalry units which may move **5 hexes**. Some hexes have a terrain type that will cost the unit more than one hex to enter or cannot be entered at all (see rule I-3).

- a. No Man’s Land: The six hexes adjacent to an enemy unit are termed No Man’s Land (NML) hexes. *Units must stop moving immediately upon moving into an NML hex*, even if that hex is occupied by a friendly unit. They may not continue the move and must end their Action. In ad-

dition, *units may not move directly from one NML hex to another*, except if Screened (see below). They must first move to any non-NML hex and then may then re-enter an NML if they have enough Movement Allowance remaining.

- b. Screening: A unit may only move from one NML hex directly into another adjacent NML hex if *both hexes are occupied by a friendly unit*. The unit may only move the one hex in this case, regardless of Movement Allowance.
- c. Cavalry: these units may opt to flip to their opposite side (from *Scouting* to *Deployed* and vice-versa), which uses up their **entire** Movement Allowance.

2) STACKING WITH FRIENDLY AND ENEMY UNITS

More than one friendly unit may remain in a hex as long as it is not “overstacked”. A maximum accumulated total of a **“6” Size Rating** is allowed in one hex, regardless of the number of individual units. Moving units may not stop in a hex if the total Size Rating would exceed “6”, though they may pass *through* such a hex. Note that False Report units **stack for free**. During an Assault Combat Action, a unit may enter an *enemy-occupied hex* but only if it *begins adjacent to it*. An Assault Combat must then be resolved. *Any number* of eligible Assaulting units may enter the attacked hex (but see Occupying Captured Ground rule K-7).

3) TERRAIN TYPES

Most hexes do not have any additional effect on the Movement abilities of units. However, some hexes have terrain types that slow down or prohibit unit movement.

- a. Difficult Terrain – Forests count as **two hexes** for movement purposes. If a unit crosses a hex side with a River along it, the hex *entered* counts as **two hexes** against its allowance. Multiple Difficult Terrain types count only as one Difficult Terrain hex (for example, crossing a River into a Forest still only counts as two hexes). If a unit does not have enough Movement Allowance remaining to enter a hex, it may not do so.
- b. Prohibited Terrain – Units may never enter Water or Entrenchment hexes for any reason.
- c. Railroad Terrain – this hex allows Allied units to use Railroad movement (see F-3).

Example: An Allied unit in Albert could move north into the adjacent hex, then on to Arras and on to Lens for its third hex. It could also move southeast over the River (for 2 hexes of movement) and then south one hex toward Noyon. Note that it could not have continued northeast into Perrone across the river.

4) THE FOG OF WAR

All non-Cavalry units are placed on the map with their *Hidden* sides show-

ing. This is to disguise the actual units in a hex. Casualties markers are kept *under* the units to which they apply (so as to keep their effects secret) until a modified Rating needs to be referenced. False Report units follow the same procedures and are used by players to even further confuse the enemy. These units are treated as normal Infantry units while Hidden. Units are only flipped over to their *Deployed* sides in the following circumstances:

- a. A *Scouting Cavalry* unit Reveals the unit with a Cavalry Recon Action. In this case the non-Cavalry unit is immediately flipped over to its *Deployed* side and its Casualties marker is available for inspection by the enemy. A revealed False Report unit is removed from the map and returned to the pool of units.
- b. The unit *conducts* a Firepower Combat.
- c. The unit is the *target* of a Firepower Combat and receives one or more Hits. It is not Revealed if no Hits are scored.
- d. The unit is engaged in Assault Combat as either the attacker or defender. Again, flip all involved units to their *Deployed* sides. Any involved False Report units are removed from the map and returned to the pool of units, along with any Casualties marker(s) they were carrying.

Units remain on their *Deployed* side until the turn's Fog of War Step, at which time they may be flipped to their *Hidden* sides if eligible. Cavalry units follow a different procedure – see below.

5) CAVALRY SCOUTING AND SKIRMISHING

Cavalry units are unique in that they have a normal *Deployed* side and a special *Scouting* side.

- a. When on their *Deployed* side, Cavalry units function in the exact same way as Infantry units (except of course that they are never Hidden).
- b. When on their *Scouting* side, Cavalry units can perform the Cavalry Recon Action. They may not conduct any Combat.
- c. Skirmishing: If a *Scouting Cavalry* unit wishes to perform a Cavalry Recon Action on a hex that also contains an *enemy Scouting Cavalry* unit, they must first resolve a Skirmish Combat. Both players simultaneously draw a Combat Results Card and refer to each Card Number, with any Cavalry unit of “2” Size Rating doubling that number. The highest net Card Number wins the skirmish and the losing Cavalry unit must retreat one hex. If tied, the side with the Strategic Momentum wins. If the active Cavalry unit wins, it may then conduct a normal Cavalry Recon Action on that enemy hex. No Hits are inflicted.
- d. Combat vs. Scouting Cavalry: An Infantry unit may conduct a normal Firepower or Assault Combat against a *Scouting Cavalry* unit using normal procedures, except:

Firepower Combat: the Scouting Cavalry may conduct a Fall-back Move without suffering a Hit possibility (see rule J-3)

Assault Combat: resolve as if the attacker was assaulting *an NML hex* (see rule K-8). The cavalry must Retreat one hex if the attacker *wins* the Assault Combat but the cavalry *never receives a Hit* itself – it ignores any normal Hit application against it.

J) FIREPOWER COMBAT

Firepower Combat represents a unit’s engagement of the enemy using infantry rifle firefights, saturating machinegun fire and artillery bombardments. The “flow” for Firepower Combat resolution is that the active unit will attempt to inflict Hits on the targeted unit and the target unit will try to reduce the number of Hits scored on it. This is accomplished with the flipping of Combat Result Cards and referencing the two relevant “Fire Combat” sections of the cards.

1) FIREPOWER COMBAT ELIGIBILITY

Any unit conducting a Firepower Combat Action may resolve a Firepower Combat against any **one** enemy unit in an adjacent hex. If there is more than one enemy unit in the hex, the firing player chooses which unit is the target. Cavalry units on their *Scouting* side *may not* conduct Firepower Combat. The *firing unit* must be immediately Revealed when it announces the Fire Combat.

2) FIREPOWER COMBAT RESOLUTION

The firing player flips the top card from his/her Combat Results Card Deck. The targeted player simultaneously flips the top card from his/her Combat Results Card Deck. The active (firing) player consults the “Firepower Attack” portion of the card and applies the result listed there. The inactive (targeted) player consults the “Firepower Defense” portion of his/her card and likewise applies the result listed there (*yes – even if the targeted unit is a False Report unit!*).

Note that most Hits are conditional, based on the firing or targeted unit’s ratings and/or the situation and/or the terrain involved. It is here that good ratings and/or tactics are important.

The two entries will be a combination of effects that may result in Hits being inflicted and/or Hits being taken away. Combine the two results to get a net result of Hits inflicted on the targeted unit. Also note if **both cards** (only) are Event! cards (if so, see section L for procedures). Apply the net Hits (if any) against the target unit using normal Unit Casualties procedures. If there are **no Hits** (or negative Hits) scored, there is no effect on the targeted unit. If there is **1 or more Hits** scored, the targeted unit must first be Revealed (this is effectively “recon by fire”), then apply the Hit(s) normally. Note that if a Hidden unit’s MET Rating needs to be referenced to apply its effect (per the owning player’s choice) the targeted unit must then be Revealed to show that rating. If the MET Rating effect is not used, then the target unit can remain Hidden if it does not absorb a Hit.

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- a. A *Scouting Cavalry* unit Reveals the unit with a Cavalry Recon Action. In this case the non-Cavalry unit is immediately flipped over to its *Deployed* side and its Casualties marker is available for inspection by the enemy. A revealed False Report unit is removed from the map and returned to the pool of units.
- b. The unit *conducts* a Firepower Combat.
- c. The unit is the *target* of a Firepower Combat and receives one or more Hits. It is not Revealed if no Hits are scored.
- d. The unit is engaged in Assault Combat as either the attacker or defender. Again, flip all involved units to their *Deployed* sides. Any involved False Report units are removed from the map and returned to the pool of units, along with any Casualties marker(s) they were carrying.

Units remain on their *Deployed* side until the turn's Fog of War Step, at which time they may be flipped to their *Hidden* sides if eligible. Cavalry units follow a different procedure – see below.

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Cavalry units are unique in that they have a normal *Deployed* side and a special *Scouting* side.

- a. When on their *Deployed* side, Cavalry units function in the exact same way as Infantry units (except of course that they are never Hidden).
- b. When on their *Scouting* side, Cavalry units can perform the Cavalry Recon Action. They may not conduct any Combat.
- c. Skirmishing: If a *Scouting Cavalry* unit wishes to perform a Cavalry Recon Action on a hex that also contains an *enemy Scouting Cavalry* unit, they must first resolve a Skirmish Combat. Both players simultaneously draw a Combat Results Card and refer to each Card Number, with any Cavalry unit of “2” Size Rating doubling that number. The highest net Card Number wins the skirmish and the losing Cavalry unit must retreat one hex. If tied, the side with the Strategic Momentum wins. If the active Cavalry unit wins, it may then conduct a normal Cavalry Recon Action on that enemy hex. No Hits are inflicted.
- d. Combat vs. Scouting Cavalry: An Infantry unit may conduct a normal Firepower or Assault Combat against a *Scouting Cavalry* unit using normal procedures, except:

Firepower Combat: the Scouting Cavalry may conduct a Fall-back Move without suffering a Hit possibility (see rule J-3)

Assault Combat: resolve as if the attacker was assaulting *an NML hex* (see rule K-8). The cavalry must Retreat one hex if the attacker *wins* the Assault Combat but the cavalry *never receives a Hit* itself – it ignores any normal Hit application against it.

J) FIREPOWER COMBAT

Firepower Combat represents a unit's engagement of the enemy using infantry rifle firefights, saturating machinegun fire and artillery bombardments. The “flow” for Firepower Combat resolution is that the active unit will attempt to inflict Hits on the targeted unit and the target unit will try to reduce the number of Hits scored on it. This is accomplished with the flipping of Combat Result Cards and referencing the two relevant “Fire Combat” sections of the cards.

1) FIREPOWER COMBAT ELIGIBILITY

Any unit conducting a Firepower Combat Action may resolve a Firepower Combat against any **one** enemy unit in an adjacent hex. If there is more than one enemy unit in the hex, the firing player chooses which unit is the target. Cavalry units on their *Scouting* side *may not* conduct Firepower Combat. The *firing unit* must be immediately Revealed when it announces the Fire Combat.

2) FIREPOWER COMBAT RESOLUTION

The firing player flips the top card from his/her Combat Results Card Deck. The targeted player simultaneously flips the top card from his/her Combat Results Card Deck. The active (firing) player consults the “Firepower Attack” portion of the card and applies the result listed there. The inactive (targeted) player consults the “Firepower Defense” portion of his/her card and likewise applies the result listed there (*yes – even if the targeted unit is a False Report unit!*).

Note that most Hits are conditional, based on the firing or targeted unit's ratings and/or the situation and/or the terrain involved. It is here that good ratings and/or tactics are important.

The two entries will be a combination of effects that may result in Hits being inflicted and/or Hits being taken away. Combine the two results to get a net result of Hits inflicted on the targeted unit. Also note if **both cards** (only) are Event! cards (if so, see section L for procedures). Apply the net Hits (if any) against the target unit using normal Unit Casualties procedures. If there are **no Hits** (or negative Hits) scored, there is no effect on the targeted unit. If there is **1 or more Hits** scored, the targeted unit must first be Revealed (this is effectively “recon by fire”), then apply the Hit(s) normally. Note that if a Hidden unit's MET Rating needs to be referenced to apply its effect (per the owning player's choice) the targeted unit must then be Revealed to show that rating. If the MET Rating effect is not used, then the target unit can remain Hidden if it does not absorb a Hit.

3) FALBACK FROM FIRE OPTION

The targeted unit of a Firepower Combat may opt to make a Fallback Move when applying Hits. This allows the player to convert **one Hit** (and only one Hit) into a one-hex **Retreat result instead**. This retreat move must follow all normal Retreat procedures (see rule K-6). Scouting Cavalry may opt to conduct a Fallback Move *before the combat is resolved* – no Hits are thus inflicted but the cards are flipped anyway to check for an Event! (only).

For example, a unit receiving three Hits from Firepower Combat may opt to apply just two Hits and retreat one hex.

4) HIGHER ELEVATION RESULTS

If a result refers to “*Higher Elevation*”, the firing/defending unit applies that result if it is in a hex that is of a higher elevation hex than the opposing unit’s hex. The highest elevation hex is High, the next highest is Elevated and the lowest is a Low hex.

Example: The German II Corps decides to issue Firepower Combat at an adjacent Hidden full-strength French unit in Noyon. The German player reveals the II Corps and both players flip their top Combat Results Cards. The German player draws his #5 card and he references the Firepower Attack result, which reads “Hit if RF 4/3/2, Hit if MG 4; Hit if ART 4/3/2”. Looking at the II Corps ratings, the unit meets the requirements in each case, so a temporary total of 3 Hits is inflicted. The French player looks at his Hidden unit and it is the IV Corps. He draws card #6 and looks at the Firepower Defense result. This reads “-1 Hit if MET “A”; -1 Hit if Heavy Cover; -1 Hit if Medium Cover. The unit is in a City hex, which is Medium Cover, and it has a MET of “A”. Therefore a defensive modifier of “-2 Hits” applies and the net result is thus 1 Hit inflicted on the French IV Corps. First, the French player must reveal the unit to the German player. Next, he applies either the Hit (and places a randomly-drawn “Light Casualties” marker under the unit) or he can opt to retreat one hex and not take a Hit at all. He decides to retreat, moves the unit one hex southwest and the attack ends. The German player places an Activated marker on his II Corps.

K) ASSAULT COMBAT

Assault Combat represents close combat attacks, wave assaults and bayonet charges in an effort to take ground and intimidate the enemy from their positions. The “flow” for Assault Combat resolution is different than for Firepower Combat. Both the attacking and defending units will attempt to inflict Hits on each other. The side scoring the most Hits will win the melee. This is again accomplished with the flipping of Combat Result Cards, but this time by consulting the two appropriate “Assault Combat” sections of the cards.

1) ASSAULT COMBAT ELIGIBILITY

If an active unit enters an enemy-occupied hex (which can only happen normally if it *starts* adjacent to that same enemy hex and uses an Assault Combat Action or from an Event! result), an Assault Combat between the two units *must be resolved*. If the player has more than one active unit eligible to enter that same enemy hex (only) at the same time, *then all such units may move before actually resolving the Assault Combat*. Cavalry units on their Scouting side may not conduct Assault Combat.

So yes, you can move multiple assaulting units into the same enemy hex so that a multi-unit combat is resolved. But note that this can only happen if the active player is the Initiative player, has won the Initiative by two or more Bid Numbers (and thus has the capability of moving more than one unit before resolving the Assault Combat) or with a Planned Operations Action.

The active unit is the *Assault Combat Attacker* and the inactive unit is the *Assault Combat Defender*.

2) ASSAULT COMBAT MATCHUPS

All units involved in the combat are flipped to their *Deployed* sides if not already on that side. Revealed False Report units are *removed from the map* and placed back in the available pool, but the Assault Combat must still be resolved as an Empty NML Hex attack (see K-8). Once an Assault Combat is announced, the attacking unit(s) cannot cancel it after seeing the enemy units revealed! Then each attacking unit is matched against one defending unit as the *attacking player* sees fit. Thus, a series of one-on-one combats are established. After each unit is matched against an enemy, any remaining units (from either side) must be “doubled up” against an enemy unit that already has one unit matched with it (as the owning player wishes). After all units are doubled up, and there are still units left that are not matched up, they can be tripled up, etc. All units, attacking and defending, must be assigned to combat with an enemy unit.

3) ASSAULT COMBAT RESOLUTION

The attacking player then resolves every matchup in any order he wishes. He announces the matchup and then he flips the top card from his Combat Results Card Deck, consulting the “*Assault Combat Attack*” portion of the card. The defending player simultaneously flips the top card from his Combat Results Card Deck and consults the “*Assault Combat Defense*” portion of his card. Both results listed (if any) are applied against the enemy unit simultaneously.

Note again that most Hits are conditional. Historical Note: Attacking German units will occasionally get benefits from machinegun fire as they often deployed them to fire indirectly in support of an attack, whereas the Allies were not as efficient using the tactic. By the same token, French units can get an offensive and defensive edge from their quick-firing 75mm guns (the famous “Soixante-Quinze”).

The two results will be a *combination of effects* that may result in Hits being inflicted on one or both sides. Also note if **both cards** (only) are Event! cards – if so, see section L for procedures.

4) MULTIPLE UNIT COMBATS

Units that have more than one opponent matched up against them must fight all opposing units *one by one*. Resolve the initial matchup combat to conclusion first, using normal procedures. Before resolving the next matchup, either side (starting with the attacking player) may opt to voluntarily Retreat one or more units involved in that matchup combat (using normal Retreat rules). If any one or more units remain, or no withdrawal option was chosen, the next matchup combat must be fought immediately.

A unit must conduct each such combat *separately* until either it is eliminated or retreated or all the enemies are eliminated or retreated. If units that are assigned to fight a unit don't get a chance to do so (because the single enemy was eliminated or retreated) they must instead be re-matched (attacking player's choice) with surviving enemies later in the phase. This can only happen after all initial matchups are resolved to conclusion and there are still opposing units remaining in the hex. If neither side chooses to withdraw, then another round of new matchups and combats are made.

5) FLANK ATTACKS

If the attacker has two or more units attack the same defending hex (which can only happen when two or more attacking units are active – see K-1) from any two hexes are not adjacent to one another, then this is a Flank Attack. The first attacker resolves normally. The second and each subsequent attacker each get the **Big Push Bonus** (see Planned Operations Action).

6) APPLYING THE CLOSE COMBAT RESULT

First, both players apply *the number of Hits inflicted by the enemy on their units using the normal Unit Casualties procedures*. Then the players must assess who wins and who loses the combat.

- If one unit is eliminated* and the other survives, the surviving unit is declared the winner of the combat (regardless of the number of Hits inflicted by each side). The winning unit remains in the current hex.
- If both units are eliminated*, there is no winner or loser.
- If neither unit is eliminated*, the side that inflicts the most number of Hits on the enemy wins the combat. The opposing unit loses the combat. The losing unit must *Retreat* one hex (see K-6 below) from the combat and the winning unit remains in the current hex.
- If the number of Hits inflicted on each side is equal*, then the two units check their MET Ratings (after the Hits are applied). The unit with the better MET Rating wins the combat. If both MET Ratings are equal, then *neither unit wins* and another Assault Combat must be fought immediately between the two units. Resolve normally. There is no limit to the number of consecutive combats that can be fought in this manner.

7) RETREATS

The **losing** unit of an Assault Combat must conduct a *Retreat*. The unit is moved one hex from the hex in which the combat was fought. If the **attacking unit loses**, it must go back to the hex that it used to enter the combat hex. A **losing defending unit** must retreat to any adjacent hex but may not retreat into: the hex from which the attacker entered the combat, an enemy-occupied hex, an enemy NML hex (unless occupied by a friendly unit), a *Prohibited Terrain* hex or an over-stacked friendly hex. If the unit has a choice, it must also try not to move closer to the enemy's side of the map. If the unit cannot retreat one hex due to causing an over-stacking situation, then it must retreat through that hex into a legal hex. If a unit cannot retreat at

all, it stays in the hex, suffers an additional Hit and in the case of Assault Combat a new combat must be fought.

8) OCCUPYING CAPTURED GROUND

Attacking units that win their Assault Combat and eliminate or retreat the enemy defender(s) must remain in the battle hex. However, they may not exceed the normal Stacking Limit (see rule I-2). If more than a "6" SZ Rating of units is in the captured hex, then units exceeding that limit must return to the hexes from which they conducted their attacks (per the owning player's choice).

9) ASSAULTING AN EMPTY NML HEX

A unit may wish to occupy an empty NML hex that it could not normally enter with movement (i.e. moving from one NML hex directly into another without Screening). The only way to do that is to conduct an Assault Combat against that empty hex. The unit announces and conducts an Assault Combat against the empty hex normally. The "defender" (actually, garrisons and patrols from the adjacent enemy units) draws a Combat Results Card normally but the player only references any "Empty Hex" result on that card. If no result is listed, there is *no effect on the attacker*. The defender is assumed to be of "0" SZ and have a "D" MET Rating for comparison purposes. This may result in the attacker actually taking a Hit and can even cause the attacker to lose the combat if he does not score a Hit. In the case of ties, the attacking unit always wins. Note that this procedure is also used when attacking a Scouting Cavalry or False Report unit (and that the False Report unit is *always removed* regardless).

Example: The Allied player plays a "2" Initiative card while the German player plays a "4" card. This gives the Germans the initiative and two Actions to use immediately. The German player announces a flanking Assault Combat on the British IV Corps in Ypres with the III Reserve Corps from Dixmunde and the XXIII Reserve from the elevated hex to the southeast of Ypres. The first resolution is with the XXIII Reserve combat and the German player draws card #9, while the Allied player draws #7. This results in no Hits on the British unit and two Hits on the German unit (remember that the British unit is in Heavy Cover – the City plus the attacking unit is assaulting across a River hex side). The German unit is eliminated since its SZ Rating is only "2". The attack of the III Reserve is now resolved and it has a Big Push bonus for the Flank Attack. First the Allied player draws his card, which is #12 and this scores just one Hit on the German unit (note that the German unit is larger). The German player draws card #3 and #11. He chooses to play #3 and scores three Hits on the British unit. The German unit has a Light Casualties marker drawn and placed under it and the British unit is eliminated. The German unit occupies Ypres and the bloody battle is over for now.

L) EVENT! RESULTS

On the top of each set of Combat Result Cards numbered "#1" through "#6" is an Event! indicator. When the players flip the top cards from their respective Combat Results Card decks during any combat resolution (only), they must also check to see if the cards are Event! cards. If **both flipped cards** are so labeled, an Event! result occurs (see below). If neither card says Event! or only one of the two cards says Event!, there is no addi-

tional effect. If an Event! result occurs, the players add the two Event! Card Numbers together to get a sum. Check the Event! Card Results Table and find the sum. Apply the indicated special result immediately *after resolving that combat normally*.

Exception: if a multiple-unit Assault Combat is ongoing in a hex and all such combats have not yet been resolved, the Event result cannot be applied to any units in the assaulted hex. All results are fully explained on the table. Note that there is no limit to the number of Event! results that can be generated by any series of combats.

Example: An Assault Combat is being resolved with a French unit attacking a German unit. The German unit loses and is retreated to an adjacent hex and the French unit occupies the battle hex. The French had drawn their #4 card while the Germans drew their #5 card, which are both Event! cards. These Card Numbers are added together, yielding an Event! result of “9”, which is “Counter-Attack/Wave-Attack”. Since the German unit pulled the higher number, it gets the event. The German player opts to move the just-defeated German back into the fought-over hex and launch a vicious counterattack on the French unit! This is immediately resolved as a new Assault Combat with the German unit attacking and the French unit now defending. Note that if this counter-attack had also created an Event! result, that Event! would be resolved after the combat.

M) HOW TO WIN

Race to the Sea 1914 is played through to the end of Game Turn 10. After the completion of that turn, players will assess who the winner is. This is determined by adding the total number of Victory Points (VPs) scored by each player. The player with the greater total wins the game and the level of victory is determined by the difference in VP totals. The goal of each side is essentially to create a better-positioned static Western Front for his/her side from which to fight for the duration of the war, which is measured the players' final positions in relation to that Historic Trench Line. Each player totals the number of Victory Points he/she has scored according to the following schedule:

1. The “New” Western Front = Each side gets **1 VP** for each controlled hex (exceptions – see below) he/she has on the **opponent's side** of the **Historic Trench Line** (marked with the **red-dotted** hex sides). The German player gets a VP for each controlled hex west of the Historic Trench Line and the Allied player gets a VP for each controlled hex east of the Historic Trench Line. A hex is considered to be “controlled” if the player’s Infantry unit (only) occupies the hex –or– was the *last to occupy the hex*. Use the Control markers to help keep track in confusing situations. In addition, in order to qualify for a VP award, *the hex in question must also be able to trace a path of connected, friendly-controlled hexes of any length back to any friendly-controlled map edge hex*. The Germans must trace to the east map edge and the Allies to the west map edge. If this “strategic line of communications” cannot be traced, that particular hex does not award a VP.
2. Key Channel Ports = the German player (only) is awarded **3 VPs** each (instead of 1 VP) for controlling the Dunkirk and Calais hexes. In addition, no “strategic line of communications” (as above) is needed to

score these VPs.

3. Turning the Tide = the Allied player (only) is awarded **3 VPs** each (instead of 1 VP) for controlling the Ghent and Maubege hexes. No “strategic line of communications” (as above) is needed to score these VPs.
4. Behind Enemy Lines = Both players are awarded **2 VPs** for each friendly-controlled hex located *behind the enemy Entrenchments hexes*. There are ten qualified hexes for each side to capture and these hexes are indicated with white outlined hex sides. Apply the same qualifications as for the New Western Front conditions.

Each player totals the VPs he/she earned per the above schedules. The player with the higher total is the winner of the game and then the players take the difference in their totals to determine the extent of the victory, as follows:

TOTAL VP DIFF.	=	RESULT
0	=	Draw
1 to 4	=	Minor Victory
5 to 8	=	Major Victory
9 to 12	=	Crushing Victory
13 or more	=	War-Ending Victory

N) GAME SETUP

The game begins with only a few units deployed on the map. The German and Allied armies are staring at each other from their newly formed trench lines along the Aisne River, the northern extent of the lines represented by the two Entrenchment hexes. Players will be bringing most units into the game as Reinforcements.

Place the Game Turn marker on the Game Turn #1 space with its *German Strategic Momentum* side showing. Place the Activated, Unit Casualties, Flooded and Planned Operations markers near both players for easy access. Both players shuffle their respective Initiative Cards together and place the draw pile near them. They then do the same with their Combat Result Cards. At the start of the game, all hexes to the east of the **Historic Trench Line** and behind their Entrenchments are assumed to be German-controlled; all hexes to the west of the **Historic Trench Line** and behind their Entrenchments are assumed to be Allied-controlled. Thereafter, mark any changes in hex control with the “Control” markers provided. Cavalry units when first deployed at setup or when arriving as Reinforcements, may be placed either on their *Scouting* or *Deployed* side as the owning player chooses.

The Allied Player sets up first. French units are listed in **red** font, British units are in **blue** and Belgian in **green**.

At Start Setup:

- **IV, XIII** and **VI Reserve** are placed in any hexes south of the Somme River and west of the Historic Western Front Line.
- **II Cavalry, 81/82 Terr.** and **84/88 Terr.** in Amiens.

- **False Report** units may be deployed as the owning player sees fit with the units at Setup or with the Game Turn #1 Reinforcements.

Reinforcements: Place these units directly onto the Game Turn Track in the relevant turn of entry. Enter the units per the Reinforcements procedure during the Reinforcement Phase on the turn of entry. Reinforcements enter the game as indicated below. The South Entry Hex is the Railroad hex with the red arrow.

- Game Turn #1 (South Entry): **XIV, XVI** and **XX**
- Game Turn #2 (South Entry): **XI, XXI, XXXII, I Cavalry** and **Cavalry**
- Game Turn #3 (South Entry): **VIII, IX, X, II Reserve** and **87/89 Terr.**
- Game Turn #4 (Abbeville): **II, III** and **False Report**
- Game Turn #5 (Abbeville): **I**
- Game Turn #5 (Calais, Dunkirk or Ostend): **IV**
- Game Turn #6 (Abbeville): **Indian**

Siege of Antwerp Unit: On the Game Turn after the Siege of Antwerp ends (see rule F-7-a), the **Belgian Army** unit is placed in any hex marked “A” as a Reinforcement.

The German Player sets up next, as follows:

At Start Setup:

- **II** is placed in Chauny.
- **IX Reserve** is placed in Noyon.
- **I Cavalry** within two hexes of St. Quentin.
- **False Report** units may be deployed as the owning player sees fit with the units at Setup or with the Game Turn #1 Reinforcements.

Reinforcements: Place these units directly onto the Game Turn Track in the relevant turn of entry. Enter the units per the Reinforcements procedure during the Reinforcement Phase on the turn of entry and in the hexes indicated.

German Rail Line Reinforcements – One unit (only) may be placed in Cambrai and one unit (only) in Valenciennes, but only if those City hexes are not in an enemy NML and a path of connected, friendly-controlled Railroad hexes can be traced back to a friendly-controlled Mons hex. If not, that City cannot be used to place a Reinforcement. Any number of units can be placed in Mons.

- Game Turn #1 (German Rail Line): **I Bavarian, II Bavarian, XIV Reserve** and **XXI**.
- Game Turn #2 (German Rail Line): **Guard, IV** and **I Bavarian Reserve**.
- Game Turn #2 (La Fere): **XVIII** and **II Cavalry**.
- Game Turn #3 (German Rail Line): **XIV** and **IV Cavalry**.
- Game Turn #4 (German Rail Line): **VII, XIII, XV** and **XIX**.
- Game Turn #5 (Mons): **XXIV Reserve**.

Siege of Antwerp Units: On any of the Game Turns *after* the Allied Siege of Antwerp units enter (see rule F-7-a), the following units are placed in any hex marked “A” as Reinforcements: **III Reserve, XXII Reserve, XXIII Reserve, XXVI Reserve and XXVII Reserve** units. The German player can bring on as many units as he wishes (and that can fit per the stacking rules) in each of the eligible Game Turns.

O) DESIGNER'S NOTES

Thank you for purchasing this copy of Yaah! I hope you enjoy playing Race to the Sea 1914. This new game system was first introduced in a zombie wargame I did for Tiny Battle Publishing called Dead Reckoning. Fred Manzo and I felt that the system would also make a wonderful vehicle to provide a fast-playing, light historical wargame experience as well. This unique approach is one that presents a more “narrative” style of game – one that does away with “factor-counting” and mathematical manipulations that often produce a game bogged down by analysis paralysis. This aspect of the design is largely influenced by my good friend Dr. Harvey Mossman, who has long waxed poetically about the need for such a game design perspective. To that end, the units in Race to the Sea 1914 are rated by their general traits in specific military categories, rather than by just one combat factor. In addition, the use of the Combat Result Cards to resolve combat situations yields a system that involves no modifiers, no combat odds, no multiple table lookups and very little math. The entire feel is one of quick resolution that still takes into account all the necessary factors and elements that would influence an actual combat situation. In addition, the cards yield a believable battle story that enhances the gaming experience, rather than simply spitting out a cold number.

So this is our attempt at that approach and we felt that the so-called “Race to the Sea” would be a perfect event to simulate with this system. As far as I know, this campaign has never before been covered as a separate situation in a game design and it is really a fascinating series of events. Sandwiched between the Battle of the Aisne and the First Battle of Ypres, it has been largely ignored or only quickly glossed over in history books. Yet its historical significance is immense, being the last real opportunity for either side to avoid a prolonged war or at least to better position themselves for the deadly stalemate to come. We’re hoping that Race to the Sea 1914 will allow a glimpse at what could have happened, instead of setting the stage for three of the deadliest and most horrific years in military history. Hermann