FIELDS OF DESPAIR
FRANCE ✦ 1914-1918

RULES OF PLAY

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1.0 Introduction

Fields of Despair: France 1914-1918 is a two-player strategic simulation of the First World War's Western Front. Players take control of the Allies or Central Powers fighting the war on land, at sea and in the air all while making tough economic decisions at home.

The core set of rules that follow provide all of the basics of play. Optional rules may be added at player discretion. In addition, each scenario may have some unique "Scenario Special Rules" that apply only to a specific time period within the game. When in conflict with core or optional rules, the Scenario Special Rules always take precedence.

1.1 Setup

Players may choose to play the nine-turn Grand Campaign or any of the shorter scenarios. Details for each are provided in the separate Playbook. The Introductory Scenario is recommended for first-time play. In all cases, the player with Initiative as indicated in the scenario overview sets up last.

1.2 Trench Warfare

It's important to note that the Grand Campaign and 1914 scenarios do not begin in a state of Trench Warfare. In 1914, combatants were highly mobile which is reflected in game play. A global state of Trench Warfare begins on Turn 4. All hexes are then assumed to have a trench for the remainder of the game. Trench Warfare is a Combat Modifier (7.3.4), and reduces Breakout Movement (7.4.2). The trench is the dominant terrain feature. When in conflict, rules for trenches take precedence over any other terrain rules.

1.3 Scale

The game is strategic in scope. Each hex is approximately 28 miles (45 km) end to opposite end. Each Strength Point (SP) of a block is approximately one division at set-up. Reinforcements throughout play do not directly correlate to newly created divisions but are instead a combination of reinforcements for current divisions and/or the formation of new ones.

The painting used on the game box, rules and playbook covers, and player screen, is entitled "The Taking of Vimy Ridge, Easter Monday 1917" (CWM 19710261-0160), by Richard Jack. It is used with permission from Beaverbrook Collection of War Art, Canadian War Museum.

1.4 Acronyms

The following acronyms are used throughout the various game components:

Acronym	Phrase
ADR	Aerial Dogfighting and Reconnaissance
CP	Central Powers
EP(s)	Economic Point(s)
HL	Hindenburg Line
LP(s)	Logistic Point(s)
OOS	Out of Supply
SP(s)	Strength Point(s)
USW	Unrestricted Submarine Warfare
VP(s)	Victory Point(s)

1.5 Key Terms and Concepts

Active Player: The player currently taking his turn and the attacker during combat.

Contested Hex: Any hex containing units from both Powers. The contested hex is considered to be *friendly-contested* to the controlling Power (control marker) and *enemy-contested* to the non-controlling Power.

Economic Points (EPs): The economic resource of the game. Economic Points are collected by players during the Production Phase and are used to purchase assets of war, improve technologies, increase strategic efforts in the naval war, and on the Eastern Front (6.5).

Force Pool: All of a player's blocks, and counters available for play but not currently on the map or Player Board.

Frontline Hex: Frontline hexes form a continuous path of adjacent hexes from the northern map edge to the southern map edge. This continuous line bends and straightens as control of hexes change.

A Frontline Hex is every hex that meets one of the following:

a) Contains a friendly Control marker, has a Supply Line, and is adjacent to at least one enemy-controlled hex not currently enemy-contested.

b) Is friendly-contested or enemy-contested with a Supply Line.

Hex Control: A Power gains control of a hex by being its sole occupant. Control is indicated by the placement of a Control marker.

During set-up, each player places Control markers in the hexes along the border with the enemy Power and/or Belgium (if neutral). The starting location of the markers will vary by scenario. A Power is considered to control every hex from its map edge (Allies: west; CP: east) to its Control markers unless the hex contains an enemy Control marker (2.6.3). During play, Control markers are only allowed in hexes that are contested or adjacent to hexes with enemy Control markers.

Movement and combat may change hex control. If control changes, adjust the Control markers as appropriate and place additional Control markers as needed.
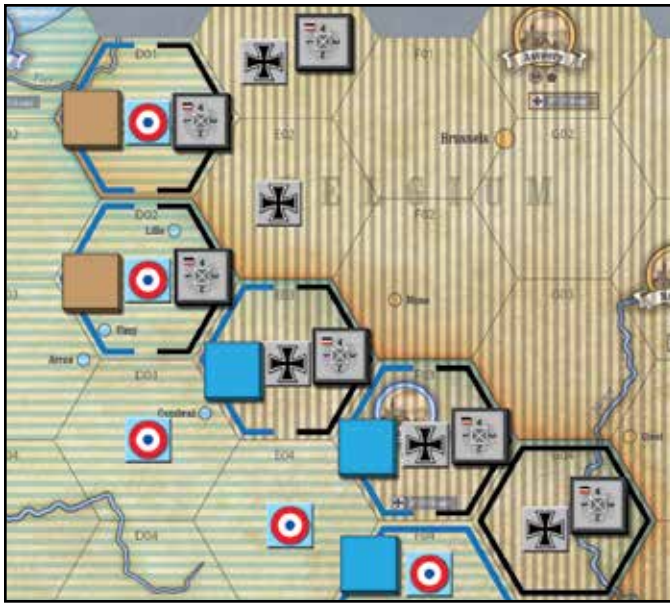
Example: In the illustration above hex D01, D02, E03, and F03 are Frontline hexes for both Powers. Hex F04 is a Frontline hex for the Allies only. Hex G04 is a Frontline hex for the CP only. D01 and D02 are CP Frontline hexes despite the Allied control flag because a CP block is present in each. If a CP block was not present D02, the Frontline hex would be E02 because it has a Control marker. The Allies control every hex that is shaded blue (blue horizontal lines). Allied Control markers are only placed on the hexes farthest away from the western map edge. The CP control every hex that is shaded grey (grey vertical lines). CP Control markers are only placed on the hexes farthest away from the eastern map edge.

Initiative: One player begins each game with the Initiative and acts first during each Action Phase (7.0) and second during Strategic Reorganization (8.0). Players can bid to change Initiative during the Production Phase (6.0).

Logistic Points (LPs): Points purchased during the Production Phase that may be spent during play for unique actions. (10.0)

Passive Player: The player not currently taking his turn but responding to the actions of the Active player.

Powers: The two combatants of the game. They are: The Allies (France, Great Britain, Belgium, and in later turns, the United States) and the CP (Germany).

Stacking Limit: At the end of an Action Phase, a Power is limited to three blocks, regardless of SPs, in a single hex. A hex may be over stacked during Movement and/or Combat (6.2.3).

Strength Point (SPs): The numerical values on blocks, Fortress markers, and Artillery counters. Current SPs equal the top number on a block when standing or the number on the face of a Fortress marker, or Artillery counter. SPs determine the number of dice rolled during the Combat Sequence (7.3.1, 7.3.3).

Supply Line: A continuous path of friendly and/or friendly-contested hexes from a hex to a Supply Source (6.7.2).

2.0 Components

List of Components
- 1 Rules of Play (this manual)
- 1 Playbook
- 1 22" x 34" Game Board
- 2 Player Boards (8.5" x 11'; one double-sided, one not)
- 2 Player Aid cards (8.5" x 11", double-sided & identical, one for each player)
- 2 Player Screens (21½" x 6")
- 140 Wooden Blocks (Fighting Units)
    - 48 Black (CP)
    - 49 Light Blue (French)
    - 30 Tan (British)
    - 10 Olive Green (United States)
    - 3 Orange (Belgium)
- 74 Wooden Cubes (Economic Points)
    - 30 Blue (Allied Naval/Production)
    - 30 Black (CP Naval/Production)
    - 12 Red (Eastern Front)
    - 2 White (Naval, no effect)
- 1 Sheet of Sticky labels (stickers for wooden blocks)
- 2 Countersheets (sheet 1: 60 x 1" counters and 18 x ½" counters; sheet 2: 176 x 5/8" counters)
- 2 Draw Bags (Naval Warfare, Eastern Front)
- 12 Dice (6 x blue d6; 6 x black d6)
- 1 Central Powers Strength Points Track (Solitaire)
- 1 Solitaire Player Aid (8½" x 6" double sided)

2.1 The Game Board

The game board is divided into two sections. The map represents the Western Front of the First World War. It is divided into hexes to regulate unit placement, movement and combat. The hexes are numbered for ease of reference.

The tracks and tables to the right of the map are used for recording and resolving various game events. Details on their use are explained in the appropriate sections that follow.

2.1.1 Hex Terrain: Each hex has one terrain type: clear, river, forest or trench. River hexes have a blue line running through them. Forest hexes contain illustrations of trees. A hex is considered clear if it has neither. Terrain affects play as detailed in the Movement (7.2.3/7.4.2) and Combat (7.3.4) sections. Once Trench Warfare begins, the terrain type in every hex is trench and all other terrain rules are ignored.

2.1.2 Fortress Hex: The map contains a number of Fortress hexes indicated by a Fortress symbol (⬠). A Fortress marker, with a value ranging from 1-5, is placed in each of these hexes during set-up. A Fortress provides combat (7.3.1.1, 7.3.4) and supply (6.7.6) benefits. It controls a hex in the same manner as if a block were present.

A Fortress begins the game under the control of either the Allies or CP and never changes during the course of play. To take control of a Fortress hex, you must first destroy the Fortress (7.3.4).
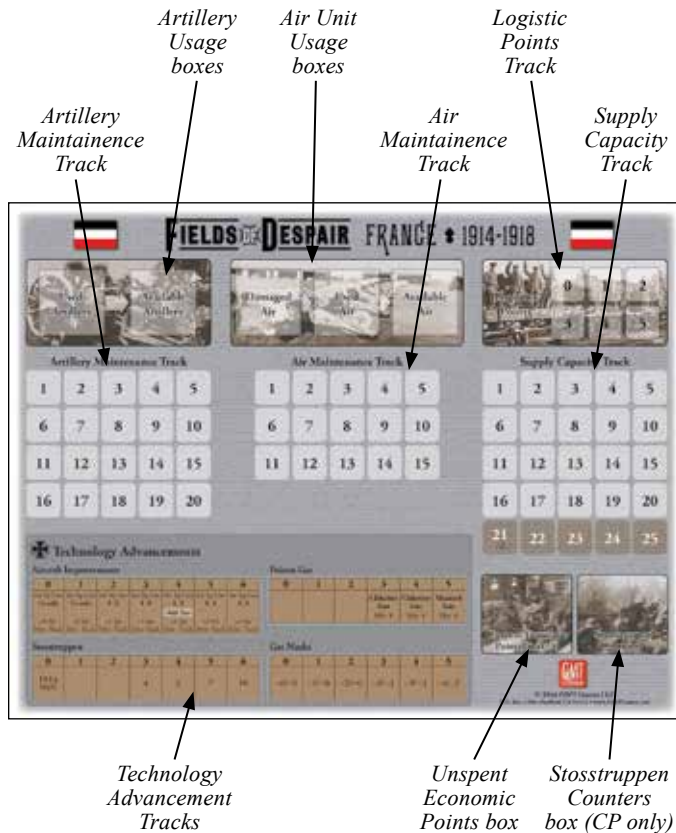
Verdun and Strasbourg: The Fortress markers for Verdun and Strasbourg straddle two hexes. Verdun straddles hexes H05 and H06, and Strasbourg hexes M07 and M08. For purposes of control and combat, the Fortress is considered to be in both hexes. It is possible that either Fortress may fire twice during the same Combat Sequence (7.3.1).

2.1.3 Other Key Hexes: Hexes with VP banners are objectives for scenarios that begin in 1914. Details for each scenario are found in the playbook.

2.2 Player Boards

Each player has a board that is used to manage his economy, technology, and off-map assets. The details for Player Board set-up are included with each scenario.

Artillery Usage boxes

Air Unit Usage boxes

Logistic Points Track

Artillery Maintainence Track

Air Maintainence Track

Supply Capacity Track

Technology Advancement Tracks

Unspent Economic Points box

Stosstruppen Counters box (CP only)

2.3 Player Screens

Players are provided with screens to keep Player Board information secret from one another. Information that must be revealed to an opponent is done verbally so as not to reveal the entire board.
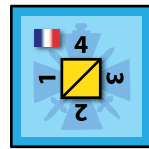
2.4 Blocks

Blocks are used to represent military forces. Each block has a side with a sticker and a side that is blank. During play, stand the block up so that the sticker faces you and the blank side faces your opponent.

Infantry and cavalry blocks have four numbers on them. When standing, a block's SPs equal the number at the top. This value may be increased or decreased during play by rotating the block.

2.4.1 Infantry Blocks: Infantry blocks represent units comprised mostly of infantry. They have a normal movement rate of 2 hexes and a Breakout Movement rate of 1 hex.

2.4.2 Cavalry Blocks: Cavalry blocks represent units mostly comprised of mounted infantry. They have a normal movement rate of 3 hexes and a Breakout Movement rate of 2 hexes. Once Trench Warfare begins, the Breakout Movement rate is reduced to 1 hex.

2.4.3 Deception Blocks: Deception blocks represent efforts to make the enemy believe a hex is defended when in fact it is not. These blocks may only enter play during Block Movement (7.2), Breakout Movement (7.4), or Strategic Reorganization (8.0), and once placed, they may only be moved during the Strategic Reorganization Phase.

Deception blocks have a SP value of zero and are immediately returned to the Force Pool if revealed as a result of Aerial Reconnaissance or combat. Like other blocks, a Deception block is never revealed as a result of Artillery Fire.

2.5 Counters

The Allies and CP each have three types of counters used during play to represent aircraft, artillery, and Tanks or Stosstruppen. Each of these counters has a symbol of the controlling player (back) and a numerical value (front). A player may never have more than 6 Air Squadron and 6 Artillery counters. There is no limit to the number of Tank/Stosstruppen counters.

2.5.1 Air Squadron Counter: An Air Squadron counter represents a group of airplanes used for Aerial Reconnaissance or Dogfighting (7.1). Each counter has a value that determines both how many dice are rolled in a Dogfight and how many blocks are revealed during Aerial Reconnaissance. Air Squadron counters have a corresponding technology that improves the size and ability of the Air Squadrons (12.1).
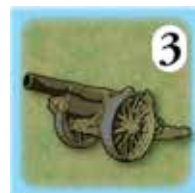
2.5.2 Artillery Counter: An Artillery counter represents the larger artillery pieces employed by both Powers. Artillery counters are used during the Artillery Fire step of combat (7.3.1) to weaken the enemy before the infantry and cavalry engage each other. Each counter has a SP value that determines how many dice are

rolled during Artillery Fire. Artillery counters have a corresponding technology that allows them to deploy Poison Gas (12.2).

2.5.3 Big Bertha: Big Bertha is a CP Artillery counter used in the same manner as other Artillery counters. In hexes containing an enemy Fortress, it may optionally be used as a rail gun (7.3.1.1).

2.5.4 Tank and Stosstruppen Counters: The Tank (Allies) and Stosstruppen (CP) counters represent tanks, Stosstruppen (storm troopers) and improved tactics used to make Breakout Moves once Trench Warfare begins (7.4.2). The counters have a corresponding technology that must attain a minimum level before they can be purchased (12.4).

2.5.5 Bluffing Counter: Each Power has one Air Squadron and one Artillery counter with a SP value of zero. These counters are used for bluffing and must be included as part of the six-counter limit.

2.6 Markers

2.6.1 Fortress: The Fortress markers are used to indicate the SPs of the Fortress in a Fortress hex (2.1.2). Starting SPs range in value from 1-5 points. The Fortress is considered permanently destroyed if, at the end of all Infantry Combat of the Active player's current Action Phase, the SP value is zero or less. A destroyed Fortress may not be repaired and provides no combat or supply benefits.

2.6.2 Fortress Repair: Each Fortress can be repaired during the Production Phase (6.5.1) at a cost of 1 EP per SP. No Fortress may ever receive more than one SP of repair per turn.

2.6.3 Other Markers: Some of the other markers used during play of the game include:

Breakout Move	*Air Damage (1 point)*	*Out of Supply*	*Hindenberg Line*
British Blockade	*USA War Entry*	*USW*	*Turn (CP Initiative)*

CP Control markers	*Allied*	*CP Player Board markers*	*Allied*

Solitaire game markers (see Playbook)	

2.7 Economic Points (EPs)

EPs are the currency of the game. They are cubes collected and spent during the Production Phase (6.0). Blue cubes are Allied EPs and black cubes are CP EPs. At setup and during play, some EPs may be placed in the Eastern Front and Naval Warfare draw bags representing the economic commitment to those theatres.

2.8 Eastern Front and Naval Warfare Draw Bags

Two different colored draw bags are provided to keep the number of EPs allocated to the Eastern Front and Naval Warfare secret.

3.0 Victory

The player with the most Victory Points (VPs) at the end of the game is the winner. VPs are earned by completing scenario objectives. The game ends when the scenario being played is finished. If both players decide to continue play into a subsequent scenario, the current VP total is carried forward.

VPs are tracked by adjusting the VP marker for each Power on the General Information Track. VP totals are only adjusted during the Scoring Phase (9.0).

3.1 Victory Conditions

Each scenario has specific Victory Conditions detailed in the Playbook (15.0). When playing back-to-back scenarios, the Victory Conditions may change.

3.1.1 Decisive Victory: A Decisive Win is a condition that causes the game to end immediately. Decisive Win conditions are detailed in the overview section of each scenario.

Three "Major Russian Victories" always result in a Decisive Win for the Allies. See The Eastern Front for details (5.0).

3.1.2 Domination Victory: A Domination Victory is a difference in VPs so large that the game ends immediately. Each scenario setup states the Domination Victory condition.

3.1.3 Total Victory Points: In most scenarios, if neither Power has achieved a Decisive or Domination Victory, the Power with the most VPs is the winner. The exception is a scenario that uses Final Push Scoring (15.3).

4.0 Sequence of Play

The sequence of play is presented in outline form. Details follow in order of play.

Note: Some scenarios begin mid-sequence. For example, SCENARIO I 1914: INTRODUCTORY SCENARIO begins with Action Phase 1. Refer to each scenario for details.

Sequence of Play
1. Advance the Turn and USA Entry Marker 4.1
2. Resolve the Eastern Front 5.0
3. Production Phase *(simultaneous)* 6.0
4. Action Phase 1 *(player with Initiative first)* 7.0
5. Action Phase 2 *(player with Initiative first)* 7.0
6. Strategic Reorganization Phase *(simultaneous)* 8.0
7. Scoring Phase 9.0

4.1 Advance the Turn and USA Entry Marker

Advance the Turn markers on the Turn Track and USA Entry markers one space to the right. Both tracks are located on the map. Use the Iron Cross "Initiative" marker when the CP have the Initiative and the Roundel "Initiative" marker when the Allies have the Initiative.

Note: The marker on the Turn Track is also advanced in between Action Phase 1 and Action Phase 2

Game events are noted on the Turn Track as a reminder of game play changes.

The USA Entry Track determines when USA blocks become available to the Allied player. There is otherwise no effect on play. USA blocks will enter play on the turn the USA Entry marker reaches the "Declaration of War" space. This may occur during this step or when resolving Unrestricted Submarine Warfare (6.4.4). Rules governing the play of the USA are found in 11.2.

5.0 The Eastern Front

The war with Russia drains manpower and resources from the CP. This war is abstracted on the "Eastern Front" section of the game board. Each scenario set-up has a starting value/location for the Eastern Front and EF Track markers.

The Eastern Front marker is placed on the General Information Track. Its value represents the SPs of the CP fighting on the Eastern Front. The value may decrease every time "War on the Eastern Front" is resolved. It may subsequently increase during Manpower Deployment (6.2.1) or if called for by Scenario Special Rules.

Each scenario setup also has a number of Russian (red) and CP (black) EPs that are placed into the Eastern Front draw bag. These represent the logistic and economic efforts to hold the Russians at bay while the war in France is fought. The quantities of red cubes may increase during this phase, and the black cubes may optionally increase during the Production Phase (6.5).

5.1 Resolving War on the Eastern Front

War on the Eastern Front is resolved by following these steps in order:

1. Advance the Eastern Front marker one space toward Bolshevik Revolution.

2. Add the number of red cubes indicated on the track to the Eastern Front draw bag.

3. Draw three cubes at random from the bag.

4. If any red cubes are drawn, roll 1d6 and consult the Eastern Front Loss Table. Apply losses by reducing the value of the Eastern Front marker on the General Information Track.

5. If all three cubes drawn are red, place one red cube in a box labeled "Major Russian Victory." If Russia has three major victories, Berlin has fallen and the game ends immediately with the CP losing the game.

6. Return all red and black cubes to the bag with the exception of any red cubes used to mark a major victory.

7. If the Eastern Front marker reached "Bolshevik Revolution" Russia exits the war. At the *start* of the next Strategic Reorganization Phase, place CP blocks with SPs equal to the Eastern Front marker's value on the General Information Track into any friendly-contested, friendly-controlled, or Frontline hexes.

6.0 Production Phase

The Production Phase is the placement of new blocks on the map and the use of a player's EPs to produce other assets of war. The following steps, in order, complete one Production Phase.

Production Phase Sequence
1. Economic Maintenance...6.1
2. Manpower Deployment/Attrition...............................6.2
3. Collect Economic Points...6.3
4. Naval Warfare 6.4
5. Spend Economic Points 6.5
6. Reveal Initiative Bid 6.6
7. Allocate Supply..6.7

6.1 Economic Maintenance

The assets of both Powers are in a constant state of decline. Players begin the Production Phase by reducing the values on the Maintenance Tracks for supply, artillery, and air by one. If Supply Capacity is 20 or more, reduce its value by two. All of the tracks are located on the Player Boards.

6.2 Manpower Deployment/Attrition

6.2.1 Manpower Deployment: Each scenario has a setup sheet that lists the total SPs of new blocks added by both sides each turn.

All new blocks must be placed in the deployment hex for each nation: Paris (French), Koblenz (CP) or England (British). USA blocks are placed directly into Allied Frontline hexes (11.2).

Block with 4 SPs.

Players choose which blocks to deploy from their Force Pool when placing SPs. For example, if the French are receiving 20 SPs, the Allied player may deploy one block with 20 SPs, or two with 10 SPs, etc., provided the blocks are available in his Force Pool.

If Paris or Koblenz is under enemy control, blocks may deploy in any hex directly to the south or west (of Paris) for French, or south or north (of Koblenz) for the CP.

The CP may also have SPs to add to the Eastern Front. Adjust the Eastern Front marker on the General Information Track accordingly.

6.2.2 Manpower Attrition: Determine Manpower Attrition after each Manpower Deployment. Each player determines losses to attrition by rolling 1d6 and consulting the Attrition Table below for the current turn of play.

			Attrition Table		
1d6	**Turn 1-3**	**Turn 4**	**Turn 5-6**	**Turn 7†**	**Turn 8-9**
1	0	0	1	1	2
2	0	1	1	2	3
3	0	1	2	3	4
4	0	2	2	3	4
5	0	2	3	4	5
6	0	3	4	5	5
† French Mutinies of 1917; +1 to Allied DRM					

Attrition losses must be taken in Frontline hexes of the player's choice by reducing a block or blocks by the attrition result. The losses may be taken in a single hex or spread over more than one.

† French Mutinies of 1917: The Allied player adds +1 to the attrition roll during Turn 7 (see above Attrition Table).

6.2.3 Stacking Limit: Each hex has a stacking limit of three blocks. This limit may be temporarily exceeded during steps 2-4 of an Action Phase (Block Movement to Breakout Combat). Once Breakout Movement is resolved, each hex must be reduced to three blocks. A player is permitted to use his Force Pool or blocks in play to "make change" provided the total SPs in a hex does not change.

Example: Four blocks at 1-SP each move into a hex during movement. After the Combat Sequence and Breakout Movement are finished (assuming no losses from combat) one block is set at 4-SP and the other 3 are returned to the Force Pool.

Manpower Deployment for Great Britain and the CP ignore hex stacking limits in England and Koblenz. If Manpower Deployment would violate the hex stacking limit of 3 blocks in Paris, all of the extra blocks are deployed in the closest Allied controlled hex due south or west (Allied player choice if tie).

6.3 Collect Economic Points
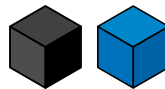
EPs are cubes collected from supply by each player. Blue cubes represent Allied EPs and black cubes represent CP EPs. The quantity collected by each player on any given turn is found on the setup sheet for the scenario. The EPs will be spent on resources (6.5) but first they must survive Naval Warfare.

6.4 Naval Warfare

The Naval Warfare procedure is an abstraction of the Royal Navy blockade and German U-boat Offensive. Both have one objective—take away enemy EPs!

A Naval Warfare draw bag is provided to keep naval efforts secret. The contents are never public. During setup, a number of blue, black, and white cubes are placed into the bag. During subsequent Production Phases players have the option to add more cubes (6.5).

Naval Warfare Procedure

1. Declare Prize Regulations or Unrestricted Submarine Warfare (USW)

2. Draw Three Cubes

3. Determine Economic Losses

4. Resolve USW (if declared; adjust the USW Track and determine loss of British SPs)

5. Return Cubes to the Bag (remove any drawn white cubes from the game)

6.4.1 Declare Prize Regulations or Unrestricted Submarine Warfare (USW): Each turn the CP player declares which manner of warfare his U-boats will practice: Prize Regulations or USW. When Prize Regulations is declared, resolution of USW (6.4.4) is skipped.

Note: Prize Regulations afforded safety for the crews of merchant vessels whereas USW sunk merchant shipping without warning!

Note: The 1914 Introductory and Mobile War scenarios have a special rule for USW noted in their set-up guides.

6.4.2 Draw Three Cubes: Draw three cubes at random from the Naval Warfare draw bag. A blue cube represents an Allied (Blockade) success. A black cube represents a CP (U-boat) success. A white cube represents a non-event.

6.4.3 Determine Economic Losses: If any blue cubes are drawn, the CP losses one EP collected in step 6.3 for each blue cube plus the current Naval Blockade level modifier. *After* the CP losses are taken, increase the Naval Blockade level by one. If no blue cubes were drawn, the CP do not lose any EPs and the Blockade level does not increase.

If any black cubes are drawn, the Allies lose one EP collected in step 6.3 for each black cube drawn.

Neither player may lose more than half of their EPs collected during the current turn. Losses are rounded down.

6.4.4 Resolve USW: If Prize Regulations was declared, skip this step.

If USW was declared and any black cubes are drawn, do the following:

1. Increase the USW Track by one for each black cube drawn.

2. Roll 1d6 and consult the USW Table column for the updated value of the USW Track.

3. Reduce British SPs in England, Allied player choice, equal to the USW Table value determined in step 2.

4. Advance USA Entry Track (condition below).

Advance USA Entry Track Conditions: The first time USW is declared the USA Entry marker is *automatically* advanced one space to the right. For all subsequent USW resolutions, only advance if two or more black cubes were drawn **and** a 6 was rolled in step 2 above.

Example:

One black and two blue cubes are drawn from Naval Warfare draw bag.

If the above cubes were drawn the CP would lose 2 EPs plus the Blockade level of 2 (+1) for a total of 3 EPs lost. After CP losses are taken, the Naval Blockade level will increase by one.

If Prize Regulations was declared, the Allies would lose 1 EP.

If USW had been declared, the Allies would lose 1 EP. In addition, the USW marker would advance one, because the total of black cubes drawn was one. Then the CP player would roll 1d6 and consult the "4-5" column for the result. Blocks in England are immediately reduced by the result. Thus, a 1d6 roll of "4" would reduce blocks in England by 3 SPs.

6.4.5 Return Cubes to the Bag: All blue and black cubes drawn from the bag are returned. Any white cubes drawn are removed from the game.

6.5 Spend Economic Points

Each player now simultaneously spends any EPs remaining after Naval Warfare. EPs may be spent on the Production items that follow. Up to three EPs may be saved for a future turn.

Each Production item has a cost of 1 EP each. There is no limit to the amount of one item that may be purchased each Production Phase unless otherwise stated. Newly acquired artillery, aircraft squadron, Tank and/or Stosstruppen counters are available for play on the turn purchased.

Free Tank/Stosstruppen Counter: Each player receives one free Tank/Stosstruppen counter every Production Phase if they have reached Level 3 or higher on the Tank/Stosstruppen Technology track (12.4).

6.5.1 Production Items: EPs may be spent on the items that follow. Any stated limit is per turn.

EP Cost	EP Turn Limit	Production Items
1	no	Increase Air Maintenance, Artillery Maintenance, or Supply Capacity by one
1	no	Add one Artillery or Tank/Stosstruppen Counter
1	1	Belgian "Bribe" (optional)
1	1	Convert Infantry into Cavalry
1	2	CP – Add EP to the Eastern Front draw bag
1	1 per Fortress	Fortress Repair
1	no	Initiative Bid
1	3	Logistic Point
1	CP:2 Allies: 3/1*	Naval Blockade*/U-boat Offensive
1	1 per tech	Technology Advancement

* Only 1 if Great Britain is neutral

Production Item Details:

Air Maintenance, Artillery Maintenance, or Supply Capacity: Increase the value of one of the Player Board tracks: Air Maintenance, Artillery Maintenance, or Supply Capacity by one. *(No EP Limit)*

Artillery or Tank/Stosstruppen Counter: Place a new (value 1) counter on the Player Board or increase the value of an existing Artillery counter by one. Tank/Stosstruppen counters require completion of the Tank/Stosstruppen technology first (12.4). *(Limit: Artillery – No EP Limit provided the six-counter limit (2.5) is not exceeded. Tank/Stosstruppen – No EP Limit)*

> **Note:** Artillery and Air Squadron counters purchases are different. Artillery counters must be purchased in addition to the cost of increasing the Artillery Maintenance Track. Air Squadron counters do *not* have to be purchased in addition to the cost of increasing the Air Maintenance Track. See 6.5.2 for more detail.

Belgian "Bribes": If playing with optional rule 13.2, the Allies may place EPs in the "Belgian Bribes" box of the Allied Player Board. See 13.2 for detail. *(No EP Limit)*

Cavalry Blocks: Infantry SPs placed on the map during Manpower Deployment (6.2) may be replaced by cavalry SPs. For 1 EP, up to four infantry SPs may be replaced by the same number of cavalry SPs. Cavalry blocks must be available in the Force Pool. *(Limit 1 EP)*

Eastern Front (CP only): Add one black cube to the Eastern Front draw bag (5.0). *(Limit 2 EPs)*

Fortress Repair: For each EP spent, increase by one SP any friendly-controlled Fortress previously reduced in combat. Only one repair may be made to each Fortress per turn. A Belgian Fortress many never be repaired. A Fortress may never exceed its original 1914 SPs. A Fortress reduced to zero SPs (destroyed) may never be repaired. Place a Fortress Repair marker on any repaired Fortress. All repairs must be made during the Production Phase. *(Limit 1 EP per Fortress)*

Initiative Bid: Each player may secretly set aside any number of EPs to bid on Initiative for the turn (6.6). *(No EP Limit)*

Logistic Point: Add one LP by increasing the value of the "Logistic Points" track on the Player Board by one. A player may never have more than 5 LPs. *(Limit 3 EPs)*

Naval Blockade/U-boat Offensive: Add one EP to the Naval Warfare draw bag. This may be done as secretly as possible. No player is ever allowed to look inside the bag. *(Limit: CP 2, Allies 3/1*)*

* Note (Optional Rule): The Allied limit is reduced to one if Great Britain is neutral (13.1).

Technology Advancement Tracks: Increase the level of a single Technology Advancement track by one. Limit one advancement of each technology per Production Phase (12.0).

6.5.2 Artillery and Air Squadron Counters: After all EPs are spent, determine the Artillery and Air Squadron counters "Available" for the current turn. Place the counters in the appropriate "Available" box on the Player Board.

Artillery: The total value of all "Available" Artillery counters may never exceed the value of the Artillery Maintenance Track. Set aside any excess counters until the next Production Phase. A player may break down any of his current counters into smaller values, if needed, using the counters available in the Force Pool; e.g., you may break a 3 into a 1 and 2.

Air Squadrons: Perform these three steps in order:

1. Check the Aircraft Technology track to determine the maximum value Air Squadron counter available for use (12.1).
2. Collect up to five available counters with a sum value less than or equal to the value on the Air Maintenance Track.
3. Place the counters collected in step 2 and the Air Squadron "Bluffing" counter in the "Available Air" box of the Player Board.

> **Note:** It may be impossible to collect enough counters equal to the Air Maintenance Track if the only counters available are low in value due to the Aircraft technology level.

Design Note: The Aircraft technology level is designed to restrict the size of a Power's air force early in the war because the industry was still new and developing in 1914.

6.6 Reveal Initiative Bid

Players secretly place any EPs spent to bid for Initiative in 6.5 into their hands then simultaneously reveal. The player with the higher bid wins the Initiative and goes first during each Action Phase until such time that the Initiative changes again. All EPs used this way, win or lose, are considered spent. A tied bid does not change Initiative.

Strategy Tip: When Initiative changes, the player who went last on the previous turn will have back-to-back turns. For example, if the Allies did not have Initiative on Turn 7, they moved last during Turn 7. If the Allies take Initiative during the Production Phase, they move first during Turn 8, thus moving back-to-back. During Trench Warfare, this is a great way to secure gains or make advancements from cleared hexes without the use of Tanks or Stosstruppen.

6.7 Allocate Supply

Supply reflects the production of weapons, ammunition, and food, and the logistics of getting them to the front. Every hex with a block will either be in supply or Out of Supply (OOS).

6.7.1 General Rules: Each Power may only supply a number of *hexes* equal to the value on its Supply Capacity Track (Player Board). In order to be allocated supply, a *hex* must first be able to trace a Supply Line.

6.7.2 Supply Line: A Supply Line is defined as a continuous path of friendly-controlled and/or friendly-contested hexes from a hex to a Supply Source. Place an OOS marker on blocks in any hex that cannot trace a Supply Line. All SPs in that hex are considered OOS.

Hexes may gain or lose a Supply Line throughout an Action Phase. When checking for a Supply Line during an Action Phase, its current state is used rather than its state during the Production Phase. Thus it is possible that a hex without a Supply Line during the Production Phase may gain one during Block Movement or Combat. Gaining a Supply Line during the Action Phase does not remove any OOS markers.

In this illustration the French 8 in L07 can trace a Supply Line.
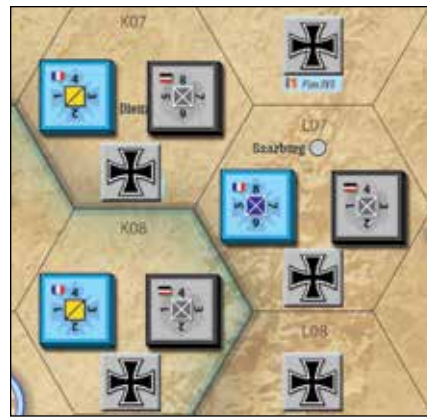
In this illustration the French 8 in L07 cannot trace a Supply Line.

6.7.3 Supply Sources: An Allied Supply Source is any hex on the map's western map edge or a friendly port. A CP Supply Source is any hex on the map's eastern map edge.

6.7.4 Allocate Supply: Each player counts the number of hexes with at least one friendly block and a Supply Line. Koblenz, Paris and England are not counted.

Compare the hex total to the Supply Capacity Track value on your Player Board. If the hex total is greater than the Supply Capacity value, this difference is the number of hexes that must be marked OOS. The controlling player decides which hexes to mark OOS.

Place an OOS marker on the blocks in each chosen hex. SPs that begin the turn in those hexes will suffer the effects of being OOS until the next Production Phase. Blocks that subsequently move into the OOS hex will not have the supply status of their SPs changed.

Note: Allocating supply does not change the value on the Supply Capacity Track. That value only changes during the Production Phase (Economic Maintenance and Spend Economic Points).

6.7.5 The Effects of Being Out of Supply: The state of OOS affects the Block Movement and Combat steps. Logistic Points may not be used on OOS SPs except for a Re-Supply action (10.0).

Out of Supply Movement: Out of Supply SPs do not move per normal rules. During Block Movement they may only move one hex and in the direction of a Supply Source. If OOS SPs move, they remain OOS and are marked with their own OOS marker. OOS SPs are kept separate during combat (below).

Out of Supply Combat: In combat, infantry and cavalry SPs roll half the number of dice rounded down. Artillery counters may not be allocated to a hex without a Supply Line or with only OOS SPs.

6.7.6 Fortress Hexes marked Out of Supply: Each Fortress is considered a partial Supply Source for blocks in the hex. The Fortress provides supply to a number of block SPs equal to its current SP value x2. Thus a Fortress with a 4-SP value can provide supply to 8 block SPs. Verdun and Strasbourg straddle 2 hexes. The Fortress supply is divided between the hexes at the controlling player's discretion. Fortress artillery SPs in hexes marked OOS are *not* halved during Artillery Fire (7.3.1).

7.0 Action Phase

A single Action Phase is defined as the completion of Action Phase Steps 1-4, performed one player at a time, then simultaneous completion of step 6. The player with Initiative (active) completes steps 1-4 first, and then the non-Initiative (passive) player completes. steps 1-4. All Artillery and Air Squadron counters are refreshed by both players at the end of each Action Phase.

Action Phase 1:

1. Aerial Dogfighting and Reconnaissance.
2. Block Movement.
3. Combat.
4. Breakout Movement/Combat (optional).
5. Repeat 1-4 for Passive player then go to step 6.
6. Refresh Air and Artillery counters.

Advance Turn marker and proceed to Action Phase 2

Action Phase 2:

1. Aerial Dogfighting and Reconnaissance.
2. Block Movement.
3. Combat.
4. Breakout Movement/Combat (optional).
5. Repeat 1-4 for Passive player then go to step 6.
6. Refresh Air and Artillery counters.

Proceed to Strategic Reorganization Phase

7.1 Aerial Dogfighting and Reconnaissance (ADR)

The Active player is trying to reveal enemy blocks. The Passive player is trying to shoot the planes down before they do so.

Important! Dogfighting is not permitted before Turn 2 as aircraft at the outset of the war were not well equipped to fight.

7.1.1 ADR General Rules: The Active player has the option to place an available Air Squadron counter from his Player Board *face down* in a hex occupied by at least one enemy block or he may "pass". The selected hex must be no more than two hexes away from a friendly, in-supply *infantry* block. The Passive player then has the option to respond by placing *face down* one of his own available squadrons in any hex occupied by Air Squadron counter of the Active player or he may "pass".

A player is given the option to play an Air Squadron counter or "pass" after each placement by his opponent. Thus a choice of "pass" does not end the step for a player unless both players "pass" back to back. There is no limit to the number of Air Squadron counters that may be placed in the same hex.

Air Squadron "Bluffing Counters" are played in the same manner as all other Air Squadron counters and used to entice the enemy into using his Air Squadrons where you may, in fact, have none.
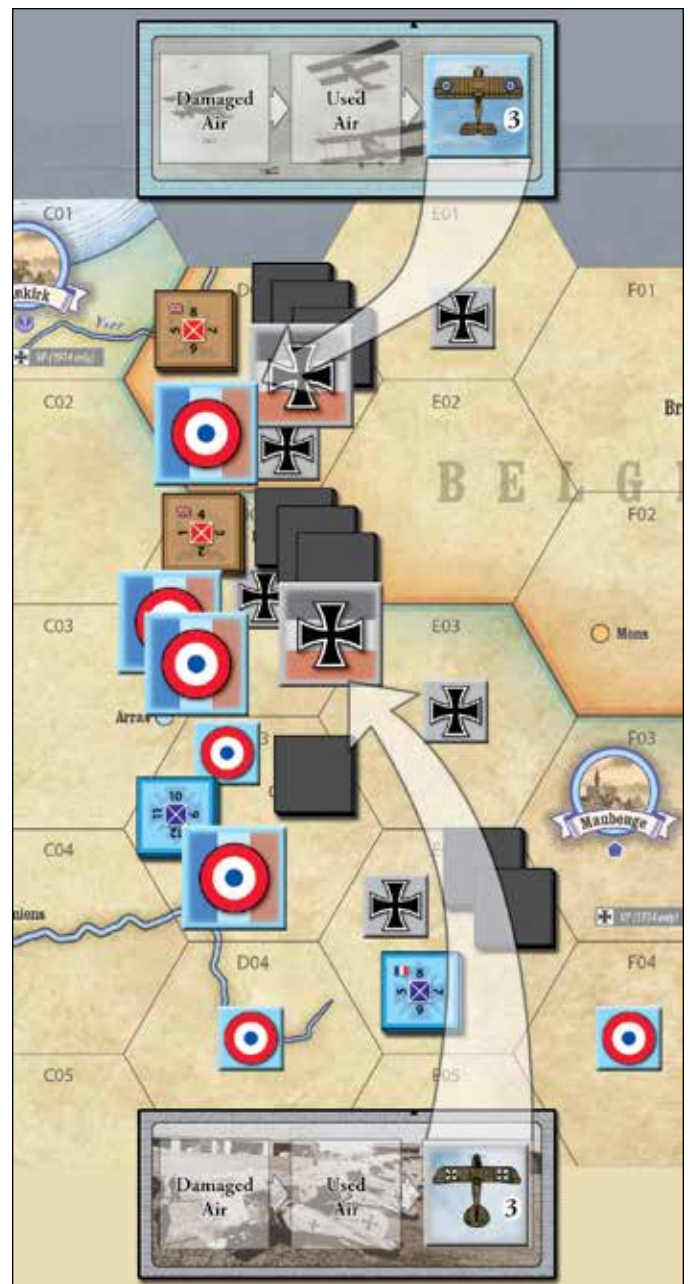
Example: The Allies place an Air Squadron counter from their Player Board face down in hex D01. The CP respond by placing an Air Squadron counter from their Player Board face down in hex D02. This play is legal because an Allied Air Squadron counter is already there.

Once both players run out of Air Squadron counters or pass back to back, all counters are revealed. One hex at a time, resolve the Dogfighting procedure (7.1.2), then the Reconnaissance procedure (7.1.3). Upon completion, return the counters to the Player Board (Used Air box) before proceeding to the next hex. The Active player chooses the order in which hexes are resolved.

Strategy Tip: *Be aware that Air Squadrons are only available once each Action Phase. Thus squadrons used for Dogfighting will not be available for Reconnaissance and vice versa.*

7.1.2 Dogfight Procedure (Beginning Turn 2): If Air Squadron counters from both Powers were placed in the same hex, Dogfighting must be resolved. Both players simultaneously total the value of their counters and roll 1d6 equal to the total. Thus if the Allied counters revealed had a total value of 3, the Allied player would roll 3d6. Each die result will either be a Hit, Abort, or Miss.

Compare Aircraft Technology: Players announce their current level of Aircraft technology indicated on their Player Board. A player with a higher level than his opponent may reduce one die result of 6 rolled by his opponent to a 5. The reduction may occur one time in each hex per Dogfight. All other 6's remain 6's. Die results of 5 are never reduced.

Aces: Upon reaching the 4th level of the Aircraft Improvements Track, the "Ace" Air Squadron counter is added to the Force Pool. In a Dogfight involving an Ace, roll the 2d6 for the Ace separately (Aces are all value 2). The Ace may re-roll one die each Dogfight.

Dogfighting Table		
1d6	**Result**	**Explanation**
1-4	Miss	No effect.
5	Abort	Allied and CP Aborts cancel each other. Remaining Aborts reduces the recon value of a squadron by one.
6	Hit	Place one "Air Damage" marker on an enemy squadron for each Hit. Reduces the Active Player's recon value of a squadron by one.

Applying Hits: Hits are a Dogfighting result that deters the enemy's Reconnaissance efforts and cause significant damage to his aircraft.

For every "6" rolled by your opponent, place one Air Damage marker with your Air Squadrons in the hex. Total damage received cannot exceed the total value of your counters in the hex. All Hits are applied before Aborts.

Every Hit applied to the Active Player's Air Squadrons reduces the Reconnaissance value by 1 (7.1.3).

Applying Aborts: Aborts are a Dogfighting result that deters the enemy's recon efforts without causing significant damage to his aircraft.

Remove one die result of "5" rolled by the Passive player for every "5" rolled by the Active player. Each remaining "5" of the Passive player reduces the Reconnaissance (7.1.3) value of the Active player in the hex by 1.

Example, Dogfight Results:
Hex 1: The Allied "5" cancels one "5" rolled by the CP. The CP score one (net) Abort result with their 2nd "5".
Hex 2: Each side scores one "Hit." An Air Damage marker is placed with the Air Squadron counters.
Hex 3: There is no Dogfight in this hex since only Allied Air Squadrons occupy it.

7.1.3 Reconnaissance Procedure: The Active player totals his Air Squadron value in the hex then subtracts the sum of Air Damage markers and Aborts from Dogfighting. The total (if positive) is the number of enemy blocks that must be laid face up by the Passive player. The Active player selects which block(s) he would like to have revealed. Blocks remain face up until the end of the Active player's current Action Phase.

Example, Resolving the Allied Reconnaissance:

Hex 1: *Allied Air Squadron value 3 less the CP Abort that was not canceled equals two blocks revealed.*

Hex 2: *Allied total Air Squadron value 2 less the one damage from Dogfighting equals one block revealed.*

Hex 3: *Allied Air Squadron value of 1 with no Dogfight to resolve reveals a number of blocks equal to the full value of the counter, which is one.*

7.1.4 Return Air Squadron Counters to Player Boards:
Both players return Air Squadron counters and Damage markers from the hexes resolved to their Player Boards. Air Squadron counters returned this way are placed in the "Used Air" box. Damage markers are placed in the "Damaged Air" box. Reduce the value of the Air Maintenance Track by the total of the Damage markers currently being placed in the "Damaged Air" box.

Example, Return Counters to Player Boards: *The Allied player has placed his used Air Squadrons in the "Used Air" box on his Player Board, and the Damage marker in the "Damaged Air" box. He also adjusts the marker on the Air Maintenance Track, moving it from 9 to 8.*

7.2 Block Movement

General Rules: The Active player may move some, all, or none of his blocks. Infantry move up to 2 hexes, cavalry up to 3. Deception blocks never move during this step.

Blocks that begin this step in England may move to the port spaces of Calais, Dunkirk, or Antwerp (Antwerp only from Turn 4 see: 11.1) provided the destination is friendly-contested or friendly-controlled. If Calais and Dunkirk are enemy-controlled, blocks may move to any hex on the far left map edge of France. Blocks that move from England to a port or map edge in France may not move again this step but may participate in Strategic Reorganization (8.0).

Blocks marked OOS during the Production Phase, or that do not currently have a Supply Line, suffer the OOS movement restrictions (6.7.5).

Note: Supply is allocated only during a Production Phase. However, play may cause blocks to lose their Supply Line. In this event, blocks that were allocated supply but can no longer trace a Supply Line suffer the OOS penalties for *movement only*.

A block that moves into or through an enemy-controlled hex immediately takes control of the hex if no enemy Fortress or blocks are present. After all movement is complete, adjust Control markers as needed.

7.2.1 Breaking Down Blocks: Prior to any movement, larger blocks may be broken down into smaller blocks; i.e., a block with 8 SPs may be returned to the Force Pool and replaced by any number of blocks with a sum total of 8 SPs. The new blocks may then move to different hexes or some may move and others stay. Deception blocks (zero SPs) may enter play as part of this process but may not move from the hex during this step.
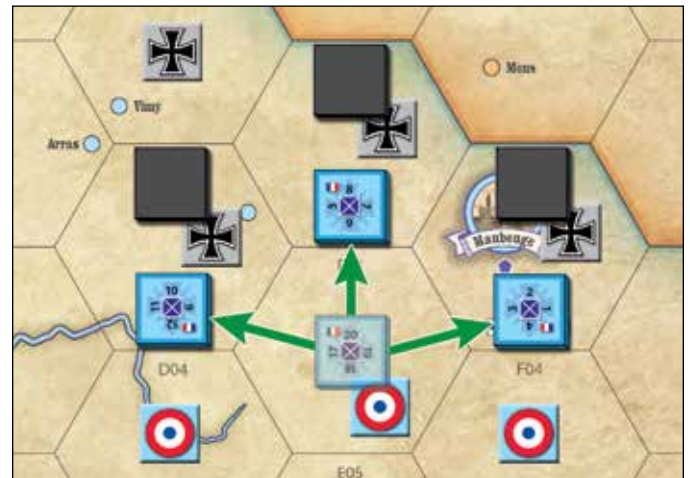
Example: *A 20-SP infantry Allied block breaks down into three smaller infantry blocks, with a sum total of 20-SPs, which subsequently move into three different hexes.*

The Active player may at any time consolidate blocks in one hex so that others are made available in the Force Pool. For example, a hex containing three 4-SP infantry blocks may be consolidated into one 12-SP infantry block. The three 4-SP in-

fantry blocks return to the Force Pool and may be used to break down blocks in other hexes. Infantry and Cavalry blocks may never be interchanged during this process.

7.2.2 Contested Hexes: If moving into a hex containing an enemy block or Fortress makes it newly contested, movement ends immediately.

Blocks moving *out* of a contested hex must first enter either a friendly-controlled or friendly-contested hex. If the first hex entered is a friendly-contested hex, movement ends immediately. If movement from a contested hex to either a friendly-controlled or friendly-contested hex is not possible, then movement may only be in the direction of a Supply Source.
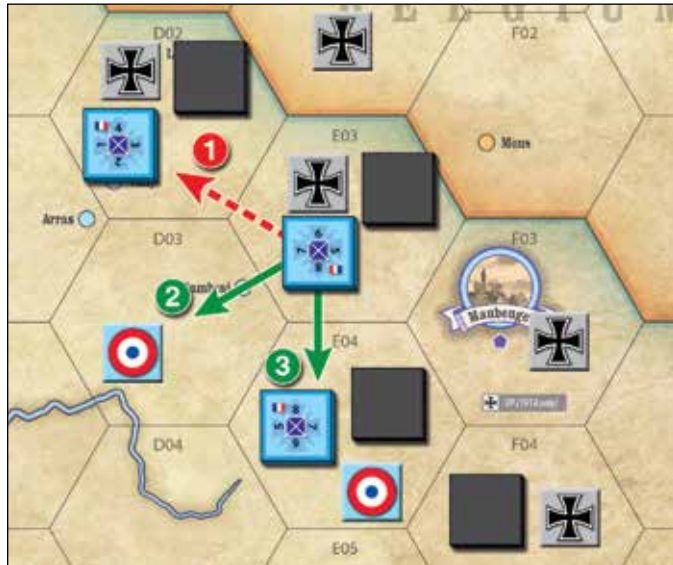
Example, Movement from Enemy-Contested hex E03:
1. Illegal move directly from hex E03 to hex D02 as hex D02 is enemy-contested.
2. Legal move to hex D03, and may optionally move one hex further, including into hex D02.
3. Legal move to hex E04 (friendly-contested). Moving into E04 immediately ends movement because the move is from one contested hex to another contested hex.

If a hex is contested at the beginning of a Movement step, at least one *block* must be left after movement is completed. The remaining block can have any SP value. Thus when moving, the Active player has the option to reduce the SPs of the remaining block. For example, a 10-SP block may be split into a 9-SP and 1-SP block (provided the blocks are available in the Force Pool). He may move the 9-SP block and leave the 1-SP block in the hex.

If a Deception block is available in the Force Pool, it may be placed in the hex and all of the SPs that began the phase in the hex may move out.

Design Note: A unique aspect of this game is that two enemy blocks in the same hex do not automatically pin or reveal other blocks. When designing I visualized two opposing trench lines. Forward movement is blocked but lateral movement is not. The trench did not end just because the hex did. I also wanted to reflect the fact that while you knew the enemy was in the trench across from you, you never knew the strength without reconnaissance or an attack. Thus blocks stand face up unless air recon is used or combat is being resolved.

7.2.3 Terrain: Blocks moving from a clear or river hex into an enemy-controlled forest hex must stop. Forest hexes are I03, I04, J02, J03, and K03. Forest hexes that are friendly-controlled have no effect on movement. Moving from forest hex to forest hex has no effect on movement.

7.3 Combat

General Rules: The combat sequence is completed *one* time during each Combat step. Combat may only occur in contested hexes. If at the end of combat blocks from both sides remain, they are stood up as to hide their SPs. The hex remains contested.

The controlling player always decides which of his blocks take Hits. For every Hit a block takes in combat, rotate it counter-clockwise to the reduced value. If necessary, replace it with a block of lower value from the Force Pool. For example, if a single Hit is taken by a block with 13 SPs, return the 13 to the Force Pool and replace it with a block or blocks with a total of 12 SPs. Blocks that would be reduced to zero are returned to the Force Pool. If a Fortress takes a Hit, replace its current marker with one of lesser value.

Combat Sequence:
1. Artillery Fire
2. Active player option to end Combat
3. Infantry/Cavalry Combat

7.3.1 Artillery Fire: Players use the Artillery counters from their Player Boards to shell enemy blocks in contested hexes. A player must have at least one *infantry* block in the hex to initiate Artillery Fire.

Artillery Counters: The Active player has the option to place an Artillery counter from the "Available" box on his Player Board *face down* in a contested hex or he may "pass". The Passive player then has the option to respond by placing one of his own available Artillery counters *face down* in any contested hex or he may "pass". Players *need not place their counters in the same hex.*

A player is given the option to play a counter or "pass" after every placement by his opponent. Thus a choice of "pass" does not end the step for a player unless both players "pass" back to back. There is no limit to the number of Artillery counters that may be placed in the same hex. Once both players run out of Artillery counters or pass back to back, all counters are revealed and Artillery Fire is resolved.

Artillery "Bluffing Counters" are played in the same manner as all other Artillery counters and used to entice the enemy into using his artillery away from your main objective.

> ***Strategy Tip:*** *It is wise to use Air Squadron and Artillery counters in conjunction. Artillery alone does not reveal a block. Know what you are firing at.*

Fortress Artillery: Fortress artillery is rolled at the same time as Artillery counters. In any hex containing a Fortress and at least one enemy block, the player controlling the Fortress rolls a number of dice equal to the current SPs of the Fortress. It is important to note that *all Fortresses with an enemy block in their hex fire every time Artillery Fire is resolved.*

Resolving Artillery Fire: The Active player selects a hex containing Artillery counter(s) and/or a Fortress. All Artillery counters in the selected hex are revealed. Each side totals the SPs of their counters plus the SPs of any friendly Fortress and rolls 1d6 equal to the total. Thus an Artillery counter with 4 SPs would roll 4d6. Results are applied simultaneously.

Every "Hit" result forces the enemy to reduce the SPs of his blocks in the hex by 1. ***Applying Hits does not reveal the blocks.*** A player may use blocks from their Force Pool to replace a block, if needed, to place a lower SP total in the hex. Players may replace blocks as a matter of deception as well.

Artillery Fire Results		
1d6	**Result**	**Modifies (7.3.1.1)**
1-3	Miss	
4	Miss	Research of Chlorine/Mustard Gas turns die rolls of 4 into Poison Gas Hits
5	Hit	Fortress in hex allows owner to ignore Hit on die roll of 5.
6	Hit	

Important! Artillery Fire may never clear a hex completely or force a player to reveal any block. Thus after applying all artillery results, each player will have, at a minimum, one of the following: A Fortress with 1-SP, or a block with 1-SP, in addition to any Deception blocks.

Example: If the Allies score two Hits with Artillery Fire and the CP's only item in the hex is a 1-SP block, the Hits are ignored as the block cannot be reduced because it would clear the hex.

This process is repeated until every hex containing Artillery counters, and/or a Fortress, has been resolved. All Artillery counters used in this manner are returned to the Player Board and placed in the "Used Artillery" box and are unavailable until refreshed at the end of the current Action Phase (7.6).

Verdun and Strasbourg: During a single Combat Sequence, Artillery Fire may be resolved in both hexes either Fortress occupies. Resolve one hex completely, making any reductions in Fortress SPs due to enemy fire. Then resolve Artillery Fire in the second hex rolling dice equal to the updated Fortress SPs.

7.3.1.1 Artillery Fire Modifiers

Fortress Hexes: A Fortress allows the controlling player to ignore all Hits scored against him with a "5." The first Hit scored with a "6" reduces the Fortress SPs by one (exception: Big Bertha). Any other Hits are then applied to Infantry and/or Cavalry blocks. Hits scored with a die result of "4" (Poison Gas) are applied to blocks before Hits scored with a die roll of "6." Any results of "6" remaining after all blocks are removed are applied to the Fortress down to 1-SP.

Big Bertha Artillery: One CP Artillery counter is labeled "Big Bertha." During play it may be used in the same manner as any other Artillery counter. When used in a hex containing an enemy Fortress, the CP player has the option to spend 1 LP and use it as a rail gun. The CP must be the Active player to do this.

If used as a rail gun, Big Bertha dice are rolled before any other CP artillery dice. Hits are scored on a roll of "5" or "6" and *all Hits are applied to the Fortress before blocks*. Firing Big Bertha is not a separate phase of combat. Thus if Big Bertha scores a Hit with a "6," all other artillery Hits are applied to blocks first.

Poison Gas					
0	1	2	3	4	5
			Chlorine Gas Hit: 4	Chlorine Gas Hit: 4	Mustard Gas Hit: 4

Chlorine or Mustard Gas: If a player has advanced his "Poison Gas" technology to Chlorine gas (level 3 or 4) or Mustard gas (level 5), all Artillery Fire results of "4" are Poison Gas Hits. Poison Gas Hits may be canceled by the Gas Mask technology and never reduce a Fortress.

Note: Once level 5 on the Poison Gas track is reached all Poison Gas Hits are considered to be from Mustard gas.

Gas Masks					
0	1	2	3	4	5
–0/–0	–1/–0	–2/–0	–3/–1	–3/–2	–4/–3

Gas Mask Technology: If a player has advanced the Gas Mask technology, a number of Poison Gas Hits may be canceled. The first number on the Gas Mask track is the number of Hits canceled if your opponent used Chlorine gas (level 3 or 4) and the second if Mustard gas (level 5). In both cases, any roll of "5" or "6" remain Hits (12.3).

7.3.2 Active Player Option to End Combat: After Artillery Fire is resolved for all hexes, the Active player may choose to continue or end the Combat Sequence in each hex individually. For each hex in which a player elects to continue combat complete 7.3.3.

Design Note: This option reflects the choices made by commanders to wage a war of attrition, shelling the enemy without leaving your trench.

7.3.3 Infantry Combat: For simplification, all rules and references to "Infantry Combat" apply to both infantry and cavalry blocks.

The Active player selects a contested hex and declares he wants to initiate Infantry Combat. The Passive player must then decide if he wishes to optionally respond by spending a Logistic Point to retreat or reinforce (10.0). If the Passive player did not retreat, both players reveal their blocks and simultaneously roll 1d6 per SP of their blocks. Hits are scored for every "5" or "6" rolled. *After all Hits are applied, both players stand their blocks back up* including those placed face up by air recon. Only one round of combat is fought per hex.

If all Passive player blocks are removed, whether by a retreat or combat result, and any Passive player Fortress in the hex is destroyed, place a "Breakout Move" marker in the hex. Blocks in the hex may make an optional move after combat is completed for all hexes. (7.4)

This process is repeated for every contested hex in which the Active player wishes to initiate combat. After combat, any hex occupied by only one Power should have the Control marker of that Power. Change the Control marker if needed.

Combat Table: As an optional substitute to rolling 1d6 per SP, two Combat Tables are provided. The first table (blue) is used if Hits will result on a 5-6, and second table (green) if Hits would only be scored on a "6" (Fortress hex). Roll 3d6 and reference across to the number of dice being substituted. The result is the number of Hits scored.

7.3.4 Infantry Combat Modifiers
Trench Warfare: Once Trench Warfare begins the Passive player gains two advantages. First, "Trench Defense" dice are added to the Passive player's total dice rolled in Infantry Combat. Second, he rolls first during Infantry Combat and all Hits are applied before the Active player determines how many dice to roll.

Trench Defense Dice: The Passive player (defending) rolls extra dice based on the SPs of the Active player (attacking). These dice are in addition to dice rolled per the regular combat rules and are only available after Trench Warfare begins. Consult the Trench Defense Dice Table (on map) to determine the quantity of extra dice.

Design Note: The number of Trench Defense dice increases as the number of attacking SPs increase. This is to reflect how a small number of men could hold off or do disproportionate damage to a much larger force. Thousands of men charging across No Man's Land simply made for easy targets.

The Hindenburg Line: When the CP are defending a hex containing a Hindenburg Line "HL" marker, the number of Trench Defense dice is doubled.

River Hexes: A newly-contested river hex provides the Passive player with a one-time bonus if he controls the hex. The first time Infantry Combat is resolved, follow the rules for Trench Defense dice. Any subsequent combat is treated normally. Once Trench Warfare begins no river bonus is awarded.

Fortress Hex: A Fortress allows the controlling player to ignore all Hits scored against him with a "5." As with Artillery Fire, the first Hit scored with a "6" reduces the Fortress SPs by one. All other 6's are applied to his blocks. Once all of his blocks are removed, the remaining 6's continue to reduce the Fortress. Infantry Combat may reduce the Fortress value down to zero.

A Fortress reduced to zero SPs is not considered destroyed until the end of the Active player's Action Phase after all *Infantry Combat* has been resolved. Thus if a Fortress is reduced to zero by Artillery Fire, the benefit to the controlling player remains until the end of all Infantry Combat. Once a Fortress is considered destroyed, Hits to defending blocks occur per the regular combat rules.

7.4 Breakout Movement and Combat

As a result of Infantry Combat, some hexes may contain a "Breakout Move" marker. SPs in those hexes may now make an optional extra move following the rules of 7.4.1 or 7.4.2. Blocks remain hidden during this movement. All Breakout Movement is completed before any resulting Breakout Combat is resolved. Therefore it is possible for blocks performing separate Breakout Moves to end in the same hex and participate in combat together.

7.4.1 Breakout Movement before Trench Warfare: During a Breakout Move, cavalry may advance two hexes, infantry blocks one hex. Otherwise, Breakout Movement follows all of the rules of Block Movement (7.2).

Example 1: Combat is resolved in hex H02, which results in both the Belgian 2-SP block and Fortress being removed.

Example 2: A "Breakout Move" marker is placed in hex H02 from supply because all enemy blocks and/or Fortresses were removed from the hex during the Combat Sequence.
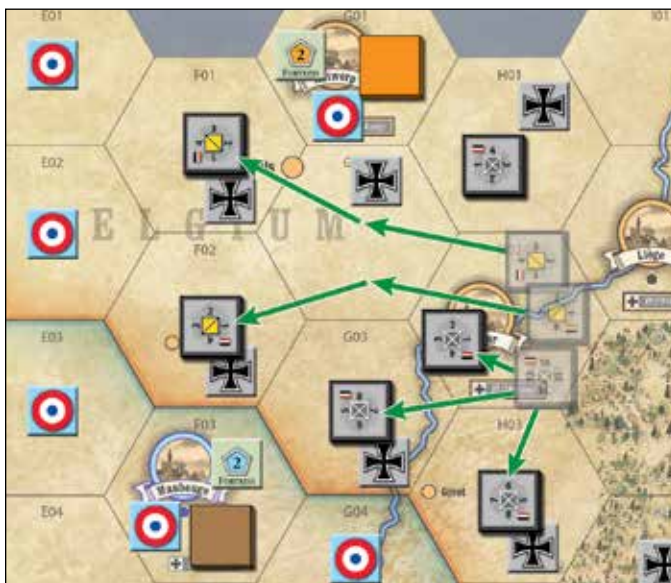
Example 3: The CP force in H02 perform a "Breakout Move" after the victory at Namur. The two cavalry blocks advance two hexes each. The 16-SP infantry block breaks down into three blocks: 8-SP, 6-SP, and 2-SP. The 8-SP and 6-SP blocks advance one hex each, and the 2-SP block remains in place.

7.4.2 Breakout Movement during Trench Warfare: All Breakout Movement is reduced to one hex regardless of block type. In addition to the normal requirements for a Breakout Movement to occur, the Active player must also return one Tank/Stosstruppen counter from his Player Board to his Force Pool. Each Tank/Stosstruppen counter allows a limited amount of block SPs to participate in the Breakout. See the Tank/Stosstruppen Technology track on the Player Board for the current value. The number of block SPs that may participate in the Breakout Move is equal to the current value of the Tank/Stosstruppen Technology track.

The Hindenburg Line: If any hex with a Breakout Move marker also contains a Hindenburg Line "HL" marker, no Allied Breakout Move may be made. Instead, remove the Breakout Move marker and remove the "HL" marker with it. No Tank counter must be spent to remove the "HL" marker.

7.4.3 Breakout Combat: If a hex becomes newly-contested as a result of Breakout Movement, a Breakout Combat marker is placed in the hex and the Combat Sequence (7.3) is followed. The Active player may not use Artillery counters (just can't keep up) but the Passive player may. No further Breakout Move is allowed after this combat.

If blocks end a Breakout Move in a hex already contested prior to the start of all Breakout Movement, no new combat is fought.

7.5 Repeat 1-4 for Non-Initiative Player

After the player with Initiative completes Action Phase steps 1-4 (7.1 - 7.4), the Passive player completes Action Phase steps 1-4 then both players continue to 7.6.

7.6 Refresh Air and Artillery Counters

All Artillery counters, Air Squadron counters, and Air Damage markers move one box to the right on the Player Board. The sum value of all Air Damage markers that move to the "Available" box is immediately added back to the Air Maintenance track. The Air Damage markers are then returned to supply. The sum value of all Air Squadron counters must be no greater than the value on the Air Maintenance track. Add or remove counters as needed. Players may also change the counter mix at this time for Artillery and/or Air Squadron provided the sum value is no greater than the corresponding maintenance track and the six counter limit is not exceeded. Counters in the "Available" box at the end of this step may be used during the next Action Phase.

8.0 Strategic Reorganization

Design Note: At first read this phase will appear to give players too much freedom. With play, however, players will quickly realize that the amount of SPs that actually moves is limited. As the front grows, so too does the demands on your Force Pool which, in-turn, limits what can move. Thus I made the decision not to place an arbitrary numerical limit on strategic movement but rather have it governed by preparation during play.

Strategic Reorganization is the strategic movement phase that keeps the enemy guessing! Players use Strategic Reorganization to transfer the SPs of their armies over longer distances than normally allowed to better position them for offensive or defensive operations in the coming turn.

Transferring SPs does not have to mean physically moving blocks (though you can). Instead a player may simply reduce the SPs of a block in one hex and increase in another. *To grab a stack of blocks and move them from one area of the map to another is to defeat the purpose of this phase—**to bluff**.*

The amount of SPs that may be moved in this phase is not governed by a fixed number. The amount able to move will vary based on the situation in the game. Factors include Supply Lines, the length of the frontline, blocks available in the Force Pool, etc.
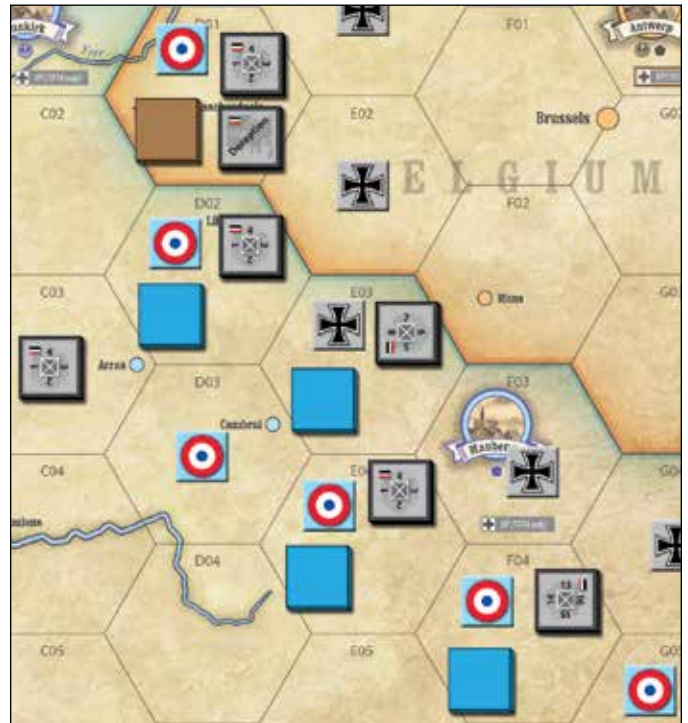
8.1 Strategic Reorganization

The following rules govern this phase of play.

- Strategic Reorganization is completed simultaneously by both players. The player with Initiative may make any final adjustments after the other player is finished.

- A block must be in supply to participate otherwise its SPs may not move during Strategic Reorganization.

- A hex must have a Supply Line otherwise no SPs can move into or out of it.

- A block being decreased and the block being increased as a result must have a Supply Line to each other.

- Every Frontline hex that began Strategic Reorganization with a block must end the phase with at least one block.

- Deception blocks may be moved in this phase and may replace a block to meet the previous rule.

- The *total* SPs in play may *never* change during this phase.

- The Allied player cannot mix British, French, USA or Belgian SPs. For example, a French block reduced in one hex must increase a French block in another hex.

- At the end of the phase, no hex may contain more than 3 blocks.
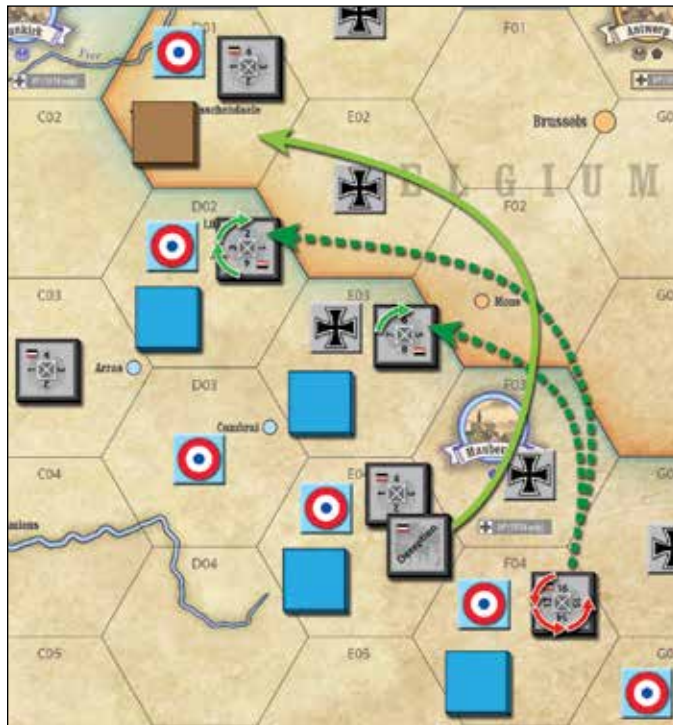
Example: The CP transfer 3 SPs from hex F04 to hexes D02 and E03 by reducing the 16 SPs in hex F04 to 13 SPs and increasing the block in D02 by 2 SPs and the block in E03 by 1 SP. The CP 4-SP block in hex C03 cannot be reduced or increased because it does not have a Supply Line to any other in-supply

blocks. The Deception block in hex E04 is free to move to any friendly-controlled, friendly-contested, or enemy-contested hex, and thus is moved to hex C01.

***Example:** Above is how the map would appear to the CP player after the Strategic Reorganization Phase.*

9.0 Scoring Phase

Players total the VPs they have earned by completing scenario objectives (3.1) and adjust the VP markers on the General Information Track accordingly. This is the only time the VP markers are adjusted unless otherwise stated in the scenario detail. When in conflict, the Scenario Special Rules take precedence.

For scoring purposes, "controlled" hexes (1.5) must also have a Supply Line (6.7.2).

Game End: After adjusting the score for both players, a victory check is made (3.0). If victory is not achieved, continue play to the next turn. The game will also end after the final turn of a scenario is completed, unless both players have agreed to continue into the next scenario.

> **Note:** Some scenarios may not use VPs to determine a victor. See each scenario for details.

10.0 Logistic Points

A Logistic Point (LP) is an asset that allows a player to take one of several unique actions. LPs are purchased during the Production Phase (6.5) and tracked on the Player Board. Once purchased, these points are kept until spent. Unspent LPs at the end of a turn carry over to the next turn.

10.1 Logistic Point Uses

Aircraft Repair *(Action Phase -Refresh Air)*: One LP allows a player to remove up to two Air Damage markers from his Player Board and immediately add the value back to his Air Maintenance track (7.6). *(No LP Limit)*

Big Bertha Artillery Fire *(Action Phase - Artillery Fire)*: One LP allows the CP player to fire the "Big Bertha" artillery as a rail gun (7.3.1.1). *(Limit 1 LP per Action Phase)*

Emergency Reorganization *(Action Phase – Start of Block Movement)*: One LP spent allows the Active player to move up to 5 SPs using the rules of Strategic Reorganization (8.0). SPs moved in this way must move before any other SPs and may not move again during the Block Movement step (7.2). If moved to a contested hex the SPs may participate in combat and any subsequent Breakout Move (7.4). *(Limit 2 LP per Action Phase)*

Reinforcement *(Action Phase – Combat)*: One LP allows the Passive player to reinforce a target hex where the Active player has initiated Artillery Fire, or declared Infantry Combat. The option to reinforce is given a) during Artillery Fire after all Artillery counters are placed but *before* any are revealed then again b) during Infantry Combat in any hex where combat is declared before blocks are revealed.

To reinforce, the Passive player may move up to 5 SPs from each adjacent hex. If reinforcing SPs are coming from a contested hex, at least one SP must be left behind in each.

SPs that have already participated in Infantry Combat in the current Combat Sequence may not be used to reinforce.

A hex that was reinforced cannot in turn, use any SPs within it to reinforce another hex during the same Action Phase. A hex that was reinforced cannot use a subsequent LP to retreat before combat. *(Limit 1 LP per target hex)*

Re-Supply *(Any phase)*: One LP removes the OOS marker (6.7.4) from one hex provided the hex has a current Supply Line (1.3). *(No LP Limit)*

Retreat before Combat *(Action Phase – Infantry Combat)*: One LP allows the Passive player to retreat any or all of his blocks from a hex where Infantry Combat has been declared to an adjacent hex. This action occurs before blocks are revealed. When retreating, the Passive player has the option to break down blocks following the rules of 7.2.1. All retreating blocks must move to the same hex.

Retreating blocks must move to a friendly-controlled or friendly-contested hex. If neither is available, they may move to an enemy-controlled *empty hex* in the direction of a Supply Source. If no legal retreat hex is available, the blocks may not retreat.

Retreating blocks may enter a hex where Infantry Combat is later declared. They do not roll any dice for the combat in the hex they are entering but may be taken as losses.

> **Important!** Retreating from a hex during Infantry Combat (7.3.3) does not prevent the Active player from placing a Breakout Move marker in the hex. *(No LP Limit)*

11.0 Nation-Specific Rules

The following nations have unique rules that may or may not come into play depending on the scenario selected. When in conflict, the scenario rules take precedence over this section.

11.1 Belgium

Belgium begins all scenarios as a member of the Allies. Belgian blocks deployed at setup come under command of the Allied player. If removed from play, Belgian blocks become a part of the Allied Force Pool.

The Allied player may never allocate LPs, Artillery, or Air Squadron counters in hexes where the Allies have *only* Belgian blocks or a Belgian Fortress. Belgian Fortresses may still fire their inherent artillery during combat resolution.

Beginning on Turn 4, if Antwerp is friendly-controlled or friendly-contested by the Allies, Great Britain may move blocks from England to Antwerp in the same manner they move to Calais or Dunkirk (7.2).

11.2 The United States of America

The USA begins the game as a neutral Power and enters the game on a variable timetable determined by the USA Entry Track. Starting location on the track will vary by scenario. The USA blocks will enter play on the turn the USA Entry marker reaches the "Declaration of War" space. This may occur at the start of any turn when advancing the USA Entry marker or when resolving Unrestricted Submarine Warfare (6.4).

USA Block Deployment: The USA blocks do not enter play during the Production Phase. Instead, place the USA blocks on the turn track at the SP values indicated by the USA Deployment Table. At the start of *every* Allied Action Phase, move the USA SPs for the current Action Phase from the turn track to any friendly-controlled or friendly-contested hex with a Supply Line.

USA Deployment Table

Turn	Declaration of War		2nd Turn at War		3rd Turn at War		All Turns after 3rd	
Action Phase	A1	A2	A1	A2	A1	A2	A1	A2
Block SPs	2	4	6	14	12	4	4	4

Example: If the "Declaration of War" space is reached at the start of Turn 7, the Allied player places a 2-SP USA block on the turn track Turn 7/Action Phase 1. A 4-SP USA block is placed on Turn7/Action Phase 2 and so on. If needed, more than one block may be used to comprise the USA SPs.

Design Note: The constant placement of USA blocks is designed to give the CP the feeling that the "Doughboys" just keep coming.

12.0 Technology Detail

During the Production Phase, players have the option to spend EPs to make technological advancements in the areas of Aircraft, Poison Gas, Gas Masks and Tanks/Stosstruppen. *Each technology may only be advanced by one level (space) each turn.*

Technology is tracked on the Player Boards for each Power. The starting level for each technology varies by scenario and is given in the set-up information.

12.1 Aircraft

This technology represents the development of better airplanes, the Interrupter Gear, and improved tactics. The benefit of advancement in Aircraft technology varies by location on the track. Benefits include: increasing the value of Air Squadron counters available for play, increasing the current value of the Air Maintenance Track, and putting the Air Squadron "Ace" counter into the Force Pool.

1. The box number referenced at setup.

2. The range in value of Air Squadron counters that may be used (not including the Bluffing Counter 2.5.5).

3. Reminder that the "Ace" counter may not be used until this box is reached.

4. The immediate one-time increase made to a Power's Air Maintenance Track when advancing to this box.

Example: The Allied player increases his Aircraft Improvements from box 3 to box 4. He immediately increases his Air Maintenance track by 2 and may now use Air Squadron counters with a value of 3 as well as his "Ace."

A Power with a lead in Aircraft technology gains an advantage when Dogfighting (7.1.2).

12.2 Poison Gas

Advancements in Poison Gas technology improve the ability of artillery to score Hits against infantry and cavalry blocks. Once a player reaches the level 3, "Chlorine Gas" box on the technology track, all of his die results of "4" score Poison Gas Hits against blocks. These Hits may be canceled by the enemy's Gas Mask technology. Once level 5 "Mustard Gas" is reached, the 4's remain Hits but the Gas Mask technology level needed to cancel those Poison Gas Hits increases.

Poison Gas Hits never reduce a Fortress. A Fortress does not protect blocks from Poison Gas Hits. (7.3.1.1). Poison Gas Hits, as all artillery Hits, can never clear a hex of completely (7.3.1).

12.3 Gas Masks

Gas Mask technology can protect blocks against enemy gas attacks by canceling Poison Gas Hits. Advancement of this technology may not begin until the Production Phase after either player reaches "Chlorine Gas."

Gas Mask Track: Each space has two numbers. The first number is the amount of Poison Gas Hits that are canceled if the enemy has a Poison Gas level of 3 or 4 (Chlorine Gas). The second number is the amount of Poison Gas Hits that are canceled if the enemy has a Poison Gas level of 5 (Mustard Gas).

Example: The CP have advanced to Level 3 Chlorine Gas and the Allies have subsequently advanced 2 steps on the Gas Mask track.

When Artillery Fire is resolved in a hex, the CP resolve all results of "5" or "6" as Hits per Artillery Fire rules. All "4's" are set aside as Poison Gas Hits. Since the Allied player has a Gas Mask Level 2 (-2/0), two of the Chlorine Gas Hits are removed and any remaining Hits are applied to blocks.

If, instead, the CP had reached Mustard Gas on the Poison Gas track, the Allies would cancel none of the Hits because their Gas Mask level is –2/–0.

12.4 Tanks/Stosstruppen

This technology represents the development of Tanks (Allies), training of Stosstruppen (CP), and overall improvements in tactics used in the later part of the war to achieve breakouts.

Tank/Stosstruppen Counters: Once Trench Warfare begins, Breakout Movement is not allowed unless a Tank or Stosstruppen counter is spent. (7.3.3/7.4.2). The counters are unavailable for purchase until Level 3 is reached on its technology track. When Level 3 is reached during a Production Phase, the player immediately receives one free Tank or Stosstruppen counter and a free counter every subsequent Production Phase. During the Production Phase, additional counters may be purchased at a cost of 1 EP each.

Tank/Stosstruppen counters are kept on the Player Board until used. Their quantity is not public information.

Tank/Stosstruppen Counter Use: Tank/Stosstruppen counters may not be used until Trench Warfare begins. A counter must be spent to permit any hex with a Breakout Move marker to complete the Breakout Move. Only one counter may be spent, per hex, in any given Action Phase. Once spent, a Tank/Stosstruppen counter is returned to the Force Pool.

Spending the Tank/Stosstruppen counter is optional. A player may opt to forego the Breakout Move and simply remove the Breakout Move marker from the hex without moving.

The amount of SPs that may move during the Breakout Move is up to, but no more than, the current value on the player's Tank or Stosstruppen Technology track.

Tanks						
0	1	2	3	4	5	6
1914 start			4	6	7	10

Example: If the Allies have a Tank technology Level of 3 and spend a Tank counter, the number of SPs that may participate in a Breakout Move from the hex is 4.

13.0 Optional Rules

Design Note: The following rules are optional and may be added as a whole or a la carte. Some are intended to provide a more immersive experience, while others to allow the exploration of alternate history.

"Just for a scrap of paper, Great Britain was going to make war on a kindred nation who desired nothing better than to be friends with her."

    ~ German Chancellor Theobald von Bethmann-Hollweg

13.1 Neutral Great Britain

Historical Note (Neutrality, 13.1-13.2): *On August 4, 1914 Germany declared war on Belgium and thus violated her neutrality as guaranteed by the "scrap of paper," the Treaty of London of 1839. Great Britain declared war. What if Germany had not invaded Belgium?*

Great Britain begins the Grand Campaign and 1914 Mobile War scenarios as a neutral Power. Great Britain immediately joins the war as a part of the Allies when a CP block moves into any Belgian hex, any turn when USW is declared, or when a Declaration of War is made.

If Belgium is not attacked by the CP during the "Opening Move", immediately move all British blocks placed at set-up to England (hex A01). They stay there and may not be controlled by the Allied player until Britain enters the war. British blocks deploy in England as usual but may not be moved. Additionally, during any Production Phase that Great Britain is neutral (after the resolution of Naval Warfare), only one Allied EP may be added to the Naval Warfare draw bag.

Neutral Britain's Declaration of War: At the start of every Allied Action Phase, the Allied player checks for a British Declaration of War.

The check is made by rolling 1d6 and adding +1 to the result for each hex in France controlled by the CP. Thus if the CP control 3 hexes, the total is the die result +3. Britain declares war on a total of 5 or higher. Great Britain will thus automatically join the Allies at the start of any Allied Action Phase the CP control 4 hexes in France.

Immediately upon entry, British blocks in England may be moved from England to Allied-controlled or Allied Frontline hexes. The British blocks may participate in all steps of the Action Phase in which they enter the war.

13.2 Neutral Belgium

Belgium begins the Grand Campaign and 1914 Mobile War scenarios as a neutral Power. Belgium immediately joins the war as a part of the Allies when a CP block moves into any Belgian hex. Therefore it is possible for Belgium to remain neutral the entire game. Once at war, Belgian blocks deployed during setup come under command of the Allied player. If removed from play, Belgian blocks become a part of the Allied Force Pool.

Belgian Transit Rights: A neutral Belgium may grant permission for British and French blocks to move through its hexes as if it was an Allied Power. A check for Transit Rights is made at the start of *every* Allied Action Phase that Great Britain is at war and Belgium is neutral.

If Britain is neutral at the start of an Action Phase, check for British entry. If Britain declares war, immediately check for Belgian Transit Rights before moving British blocks from England (13.1).

The check for Transit Rights is made by rolling 1d6 and adding the result to the value of the current turn. Thus if checking on Turn 1 the total is the die result +1, on Turn 2 it is the die result +2. Transit Rights are granted on a total of 6 or higher.

An additional +1 may be gained by spending an EP during any Production Phase to "Bribe" the Belgians. Each EP spent provides a permanent +1 modifier to the current and all future checks for Transit Rights. Modifiers gained this way are cumulative. Only one EP may be spent each Production Phase on a "Bribe."

Allied blocks may move through Belgium the Action Phase Belgium grants Transit Rights. Additionally, all hexes in Belgium are considered Allied controlled. Allied Control markers are immediately adjusted. Belgian blocks remain neutral until a CP block enters a Belgian hex.

13.3 Fokker Scourge

Historical Note: In 1915, development of the Interrupter Gear allows the Fokker Eindecker to fire its machine guns safely through the propeller. Aiming the guns by pointing the airplane proved to be a huge advantage in early dogfights. The Eindecker ruled the 1915 skies over France in what come to be known as "The Fokker Scourge."

During Turn 4 the CP re-roll one miss die result in every Dogfight.

13.4 Trench Warfare is Optional

Historical Note: What if the gap between the German 1st and 2nd Armies had never formed? What if the "Miracle on the Marne" wasn't a miracle after all and the German Army never dug in?

Beginning on Turn 4, both players must decide whether to dig in or not. To make the decision, both players place one or two Control markers in their fist—one Control marker to dig in, two to not dig in. Players reveal simultaneously.

If either player decides to dig in, a state of Trench Warfare begins. If not, the choice is made again at the start of every subsequent turn until Trench Warfare begins.

13.5 Stabilizing the Eastern Front

Historical Note: In August 1914, the Russian Army mobilizes faster than the German High Command expects. On August 20 the Russian 1st Army wins a victory in the Battle of Gumbinnen. The Russian 2nd Army then moves to pin the German 8th Army, the only German Army in the East, between the two larger Russian Armies.

The resulting Battle of Tannenberg would prove to be a crushing defeat for the Russian 2nd Army. The German 8th Army under the command of Paul von Hindenburg and Erich Ludendorff threw all of their strength at the Russian 2nd Army while it was separated from the Russian 1st Army. With the 2nd Army shattered, the Germans turned to face the Russian 1st.

What if you're not so lucky and the Battle of Tannenburg is a disaster? The Russian Steamroller will be advancing through Prussia on the way to Berlin.

After resolving war on the Eastern Front, the CP may optionally transfer 5 (total) SPs from any combination of hexes to the turn track. A 5-SP block is placed on the turn track two full turns ahead of the current turn. After transferring the SPs, the CP may remove one red cube from a "Major Russian Victory" box and return it to the Eastern Front bag.

SPs placed on the turn track are returned to Frontline hexes when the Turn marker reaches them on the turn track.

13.6 General Pershing Refuses to Integrate US Troops

Historical Note: After the U.S. Declaration of War, the French and British military leaders sought to augment their depleted armies with US soldiers. General John J. "Black Jack" Pershing, commander of the American Expeditionary Force, instead insisted that American soldiers would fight as a single force under U.S. command.

The Action Phase of USA entry, and any Action Phase when no USA blocks are in play, USA blocks may be placed in any friendly-controlled or friendly-contested hex with a Supply Line. All subsequent placements of USA blocks must either be in or adjacent to a hex containing USA blocks at the start of the Action Phase.

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