



FIELDS OF DESPAIR

FRANCE ♣ 1914-1918

PLAYBOOK

TABLE OF CONTENTS

14.0 General Information.....	2	Scenario III - 1915-1916: The Great Stalemate.....	14
15.0 Victory Conditions & Scoring.....	3	Scenario IV - 1917-1918: The Final Push	16
16.0 Scenario Special Rules.....	4	Scenario V - 1914-1918: The Grand Campaign	18
17.0 Strategy Tips.....	6	Free Setup Scenarios.....	20
18.0 Designer's Notes	8	19.0-25.0 Solitaire Play.....	21
Scenario I - 1914: Introductory	10	Extended Examples of Play	36
Scenario II - 1914: The Mobile War	12	Credits	43

14.0 General Information

Fields of Despair may be played as a nine-turn Grand Campaign spanning 1914-1918, or as one of four smaller three-turn scenarios. Each three-turn scenario evokes the unique struggle of its time. The 1914 scenario gets you going with its fast moving, unpredictable play. The 1915-16 scenario deadlocks into a chess match of two dug-in combatants searching for any weakness in the other. Finally the dam breaks in the 1917-1918 scenario as the desperate push to end the war races the historical clock.

The 1917-1918 scenario also has a solitaire option complete with a unique system to govern play (19.0-25.0).

14.1 Force Pool and Counter Mix

All scenarios use the same Force Pool and counter mix. For reference, reduced images of the game's two counter sheets and the sticker sheet can be found on pages 41-43 of this manual.

14.2 Map Setup Information

Setup information for components that are placed on the map is presented in a table such as the example that follows. Setup tables are read from left to right beginning with the hex number. Players may use any combination of block values to make up the Infantry and Cavalry SPs in a hex. Fortress notation is "A" for Allied, "B" for Belgian, or "CP" for Central Powers followed by a number that equals the SPs of the Fortress marker to be placed. The notation "HL" indicates a Hindenburg Line marker is placed in the hex. Similarly, Control marker notation is "A" for an Allied Control marker and "CP" for a Central Powers Control marker.

French Army				
Hex No.	Inf SP	Cav SP	Fort	Control marker
B01	-	-	A1	-
C07	15	3	A1	-
D02	-	-	-	-
J07	14	2	A4	A
J08	-	-	A4	-
K08	-	-	-	A
K09	14	2	-	A
K10	-	-	A4	A
Total:	77	10		

Example: For Scenario I, the "French Army" chart lists that in hex J07 the Allied player is to place 14 Infantry SPs, two Cavalry SPs, an Allied 4-SP Fortress marker, and an Allied Control marker. When placing Infantry and Cavalry SPs any combination of available blocks whose sum is the listed number may be used.

Setup information for 1915-1916 and 1917-1918 scenarios group hexes by the use of dividing lines. The Infantry and Cavalry SPs are divided among the hex group at the discretion of the controlling player. At least 1 Infantry SP must be included in each hex. Other information is read straight across, left to right beginning with the hex number.

The Allies				
Hex No.	Inf SP	Cav SP	Fort	Control marker
D01	3	-	-	CP
D01	15	2	-	CP
D02			-	CP
D03	43	8	-	CP
D04			-	CP
D05			-	CP
E06	34	0	-	CP
F05			-	CP
G06			-	CP
H05			A5	Allies
I06				CP

Example: The Allied player divides 34 total Infantry SPs, and 0 total Cavalry SPs between hex numbers E06, F05, G06, and H05 in any manner he wishes using the blocks available in his Force Pool. A Central Powers Control marker is placed in hexes E06, F05, and G06. In hex H05 he places an Allied 5-SP Fortress marker and an Allied Control marker.

14.3 Player Boards

The Player Board Setup table provides the setup information for each Player Board.

Starting Artillery and Air Squadron counter values are listed on the Player Board setup. Take counters of those exact values from the Force Pool and place them in the respective "Available" Player Board boxes. Place markers for Technology Advancements, Maintenance Tracks, and Logistic Points at the listed starting values.

Player Board Setup		
Allies	Asset of War	Central Powers
3,2,2,1,1,0	Artillery Counters	4*,3,2,2,1,0
2,1,1,1,1,0	Aircraft Squadron Counters	2,1,1,1,1,0
0	Tank/Stosstruppen Counters	0
9	Artillery Maintenance Track	12
6	Air Maintenance Track	6
16	Supply Capacity Track	17
1	Logistic Points Track	1
2	Aircraft Tech	2
1	Poison Gas Tech	2
0	Gas Masks Tech	0
1	Tank/Stosstruppen Tech	0

* Big Bertha

Example: The CP place six Artillery counters in their "Available Artillery" box. The counters are value: 4 (Big Bertha), 3, 2, 2, 1, and 0. Six Air Squadron counters are placed in their "Available Air" box. The counters are value: 2 (not Ace), 1, 1, 1, 1, 0. Lastly, a Player Board marker is placed at the given value for each track and technology.

14.4 Global Information

Follow the “Global Setup” when setting up the tracks on the map (Naval Warfare, USA Entry, Eastern Front, Turn, and General Information) and seeding the Naval Warfare and Eastern Front draw bags.

Global Setup						
Track	Box	Bags/Cubes	Blue	Black	Red	White
USW	0	Naval Warfare	5	3	-	1
Blockade	1	Eastern Front	-	4	4	-
USA Entry	1			Allies	CP	
East Front	1	Starting VP:		0	0	
Turn	1/API	Initiative:		CP		

Example: At setup place the USW marker in the “0” box of the USW track. The Naval Blockade, USA Entry, and Eastern Front markers are placed in their respective “1” boxes. The Naval Warfare draw bag is populated with 5 blue, 3 black and 1 white cubes. The Eastern Front draw bag is populated with 4 black and 4 red cubes. The VP markers are both placed at “0” on the General Information Track. The Turn marker is placed on Turn 1, Action Phase 1 with the Iron Cross (CP) Initiative face-up.

15.0 Victory Conditions & Scoring

Each scenario setup states the Victory Conditions and the manner in which VPs are scored and games are won. The three types of Victory Conditions are: Decisive Victory, Domination Victory, and Total Victory Points. Achieving Decisive or Domination Victory Conditions end the game immediately. Total VPs determine the winner at the end of the scenario being played.

VPs are gained or lost during play. Victory Conditions may change when continuing from one scenario to the next or during the Grand Campaign. Careful attention should be paid to the “Scenario Detail” of each scenario setup.

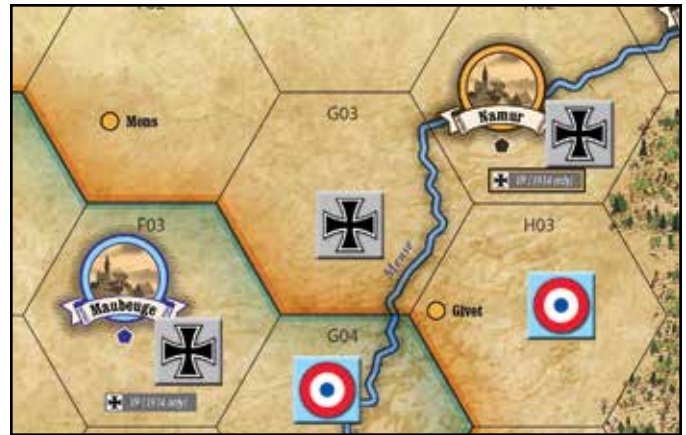
15.0.1 Permanent VPs: Permanent VPs are added to a Power’s VP total during the Scoring Phase. Once added, they are never subtracted from the Power’s VP total.

15.0.2 Temporary VPs: Temporary VPs are added to a Power’s total during the Scoring Phase. Once added, they may be subtracted in a subsequent Scoring Phase if the objective in question is re-captured (controlled) by the enemy. If Temporary VPs are lost, they may be re-acquired in a subsequent Scoring Phase if control of the objective hex has been reestablished.

15.1 Mobile War Scoring: Mobile War Scoring is used during Turns 1-3. Powers earn VPs during the Scoring Phase by controlling or contesting specified hexes. The VP hexes in Belgium are Temporary. All other VP hexes are Permanent.

At the end of Turn 3, the Allies may score VPs based on the number of hexes in France controlled by the CP.

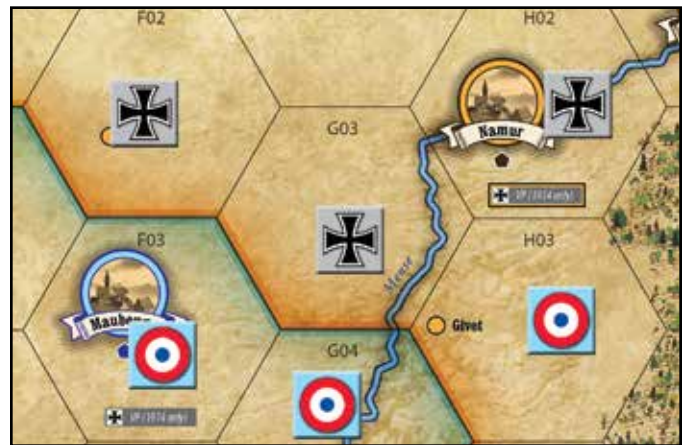
- 12-14 hexes: 1 VP
- 9-11 hexes: 2 VPs
- ≤ 8 hexes: 3 VPs



Example (Scoring Phase Turn 1): The CP score one VP each for control of Maubeuge (Permanent) and Namur (Temporary).



Example (Scoring Phase Turn 2): The Allies recapture both Maubeuge and Namur. Neither Power gains nor loses any VPs for Maubeuge as it is a permanent VP for the CP only. The Allies gain 1 VP for the re-capture (control) of Namur because the CP controlled it during a previous Scoring Phase. The CP lose the 1 VP scored for Namur on Turn 1.



Example (Scoring Phase Turn 3): The Allies lose the 1 VP scored for Namur on Turn 2. The CP gain 1 VP for control of Namur. The CP are allowed to gain the 1 VP because it was lost on Turn 2 thus the total VP gained for Namur is still only one.



15.2 Baseline Scoring: Baseline Scoring takes a snapshot of the frontline and measures a Power's progress against it. VPs scored via Baseline Scoring are Permanent VPs.

A count of CP-controlled hexes in *France* is made at the start of each turn to establish the "Baseline." The Baseline marker is placed on the General Information Track at a value equal to the Baseline.

When completing the Scoring Phase, count the number of hexes in France *controlled* by the CP.

- If the current number of CP controlled hexes is *greater* than the "Baseline," the CP gain VPs equal to the difference.
- If the current number of CP controlled hexes is *equal* to the "Baseline," the CP gain exactly 1 VP.
- If the current number of CP controlled hexes is *less* than the "Baseline," the Allies gain VPs equal to the difference.

15.3 Final Push Scoring: Final Push Scoring is the only scoring method that does not use VPs. Instead, the game becomes an all or nothing measure of the Allied progress against historical results. At the end of Turn 9:

- The game is a draw if the Allies control every hex in France.
- The game is an Allied victory if they control every hex in France and also control five or more hexes in Belgium and/or Germany with a Supply Line.
- If neither condition a) or b) is met, the Central Powers win.

16.0 Scenario Special Rules

Some scenarios have "Scenario Special Rules" noted in the setup information. When in conflict, these rules take precedence over the Core Rules. The following section provides details of the Scenario Special Rules.

16.1 1914 Opening Move



Prior to the start of Turn 1, the CP player completes a surprise "Opening Move" invasion of Belgium. The Opening Move is one complete Action Phase, Aerial Reconnaissance thru Breakout Movement (7.1 – 7.4). The Opening Move *must* include an invasion of Belgium.

During the Opening Move, the CP is not permitted to move blocks, or place Air Squadron or Artillery counters, into any French hex. The Allies may not play Air Squadron or Artillery counters, or use Logistic Points. Once completed, advance the Turn marker to Turn 1 and begin the Sequence of Play.

Optionally, the CP may elect to forgo the Opening Move altogether. If so, place the Turn marker on Turn 1, Action Phase 1 and begin the game on Turn 1.

Design Note: Unrestricted Submarine Warfare brings the threat of early USA entry. The Eastern Front keeps the threat of a Russian Victory hanging over the CP head. Both are designed with an inherent risk and reward. In a game that does not extend beyond 1914, the risk is minimal. As a result, the benefit of USW outweighs the risk. The benefit of spending EPs on other items outweighs the risk of ignoring the Eastern Front.

The 1914 Modified Sequence of Play returns risk to the use of USW and adjusts the CP economy to reflect ongoing efforts on the Eastern Front typical of a longer game. It has the additional benefit of speeding up play.

16.2 1914 Modified Sequence of Play (Optional)

When playing *Scenario I* or *II* (end Turn 3) players may optionally continue play into *Scenario III* (Turns 4-6). The 1914 Modified Sequence of Play is recommended when players are *certain* they will not continue play into *Scenario III*.

If a mutual agreement has been made prior to the start of play, Advancement of the USA Entry marker and resolution of the Eastern Front are skipped. The following rules are used instead.

Advance the USA Entry: Skip this step of the Sequence of Play. Instead, at any time the CP use Unrestricted Sub Warfare immediately place an extra blue cube into the Naval Warfare draw bag before resolving Naval Warfare. The additional cube is permanent.

Resolve the Eastern Front: Skip this step of the Sequence of Play. Instead, reduce the CP EPs by one each turn.

16.3 The Central Powers Reinforce the East

Surprised by the speed with which the Russian Army mobilized in 1914, the German High Command began to transfer soldiers from the Western Front to the East. In 1915, they were being transferred right back.

At the start of Turn 4, complete one of the following procedures.

If continuing play from Turn 3 (*Scenario I, II, or Grand Campaign*), the CP player moves 15 Infantry SPs from Frontline hexes and places them at Turn 5 Action Phase 1.

If beginning play on Turn 4 (*Scenario III*), the CP player places 15 Infantry SPs on the Turn Track at Turn 5 Action Phase 1. Those SPs are placed into CP Frontline hexes (CP player choice) at the start of Turn 5. These 15 Infantry SPs are in addition to any other SPs listed in the scenario setup.

16.4 The Hindenburg Line



The Hindenburg Line provides defensive benefits to the Central Powers as stated in the rule book and noted below for quick reference. Placement of the Hindenburg Line is *optional*.

When the Central Powers are defending a hex containing a Hindenburg Line marker, the number of Trench Defense Dice is doubled (7.3.4).



If the hex marked “Breakout Move” also contains a Hindenburg Line marker, no Allied Breakout Move may be made. Instead, remove the Breakout Move marker and remove the Hindenburg Line marker with it. No Tank counter need be spent to remove the Hindenburg Line marker (7.4.2).

Hindenburg Line markers are set up in pre-determined positions when playing *Scenario IV 1917-1918: The Final Push*. When playing the Grand Campaign, the Hindenburg Line is put into play following these rules.

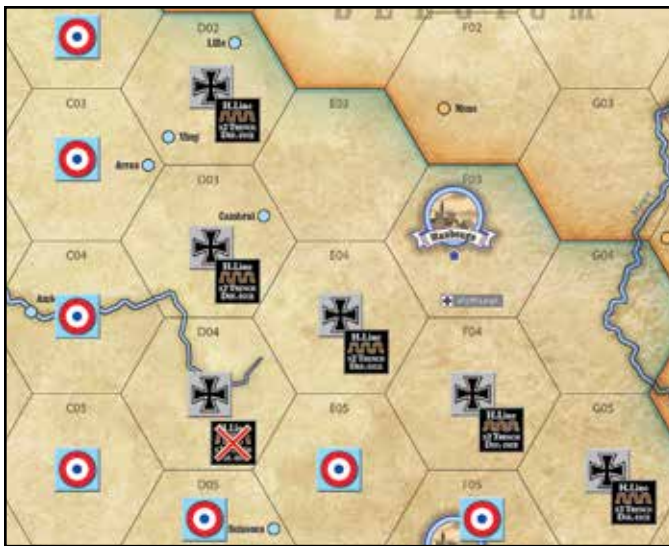
Hindenburg Line markers are placed on the map during the Production Phase of Turn 7 before all other EPs are spent. The CP must spend one EP (total) to place the markers.

Hindenburg Line markers must form a continuous path of adjacent hexes beginning at the northern edge of the map and ending on the southern edge. No breaks are permitted when placing Hindenburg Line markers.

The Hindenburg Line may not exceed 15 hexes.

The Hindenburg Line markers may only be placed in hexes containing CP Control markers.

No Hindenburg Line marker may be placed such that it is in front of two other Hindenburg Line markers adjacent to each other.



Example of Illegal Hindenburg Line Marker Placement: Hex D04 is not legal because it is in front of two other Hindenburg Line markers in hexes D03 and E04.

Due to the curves that often form the frontline; the continuous path of adjacent hexes containing CP Control markers may exceed 15 hexes. If placing the Hindenburg Line and unable to meet the northern edge to southern edge requirement in 15 hexes, the CP player must shorten the path of adjacent hexes containing Control markers. This is done by moving Control markers back in the direction of hexes he controls. An Allied Control marker is placed in any hex vacated this way.

Once reduced to 15 continuous hexes, Hindenburg Line markers may be placed in the hexes containing the CP Control markers. The CP player must also retreat all blocks from hexes vacated in this way to adjacent hexes that now contain Hindenburg Line markers.

Once this procedure is completed, all Hindenburg Line markers should be in hexes

- a) containing CP Control markers, and
- b) that are adjacent to hexes containing Allied Control markers.

Exception: If occupied by a CP block, the CP may place a Hindenburg Line marker in hex H05 (Verdun) even though an Allied Control marker is present. The CP receive all of the Hindenburg Line benefits. The Allies retain control.

If playing the Grand Campaign, the Baseline (15.2) is set for the turn after the Allies take control of the hexes. Change of control in the vacated hexes therefore does not change the score.



Example: In this example, assume the CP frontline stretches 17 hexes and must be shortened to meet the 15-hex Hindenburg Line limit.

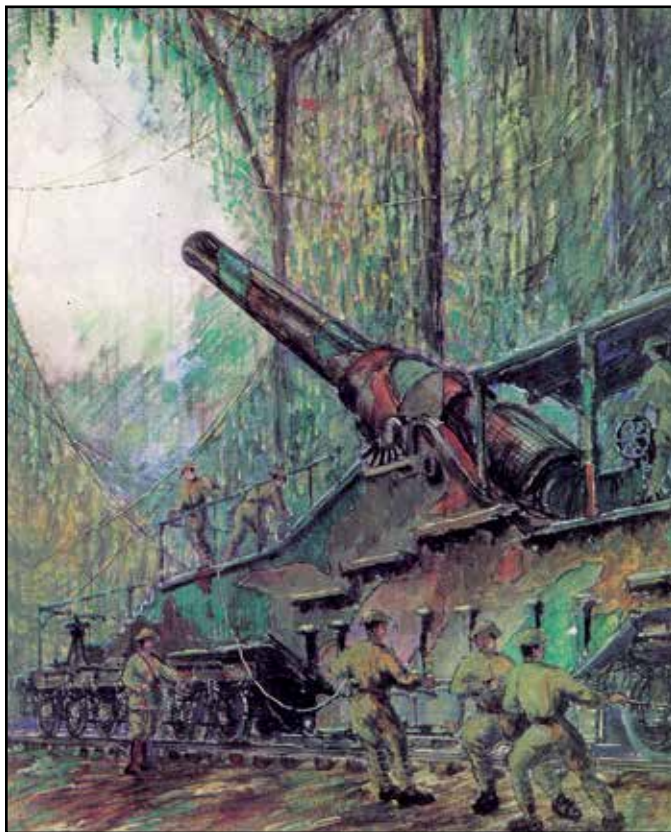
The CP player must move his Control markers back from hex C03, C04, and D04 into hex D03. This reduces the CP frontline by two hexes to 15 hexes in length. Hindenburg Line markers may then be placed in all hexes with CP Control markers.



Example: Allied Control markers are moved forward into the hexes vacated by the CP. The Baseline marker is adjusted to the updated total of CP-controlled hexes in France.

16.5 Spring Offensive

On Turn 8 the CP *must* make a minimum of one attack with 15 SPs or more into a hex. The CP player may select the Action Phase in which to make the attack.



17.0 Strategy Tips

The advice that follows assumes that you're playing the scenario for the time period referenced or that the current Grand Campaign situation is at least similar.

17.1 Strategy in 1914

In General: In 1914 the game is wide-open, fast, and unpredictable at times. For first time players I recommend the more experienced gamer, or one who tends to be more aggressive, play the Central Powers. They are not for the faint of heart.

Central Powers: Attack! Attack! Attack! The trick to keeping the Central Powers on a pace for victory is the relentless attack and use of the Breakout Move. Timid attacks that do not clear hexes are wasted opportunities. You have the advantage in strength but your objectives are a long way from the starting line.

If playing the *Grand Campaign* or *Mobile War* scenario remember that the Opening Move will allow you to move back-to-back. Getting through Belgium quickly and efficiently is the key. It is possible to reach France by your Turn 1 move provided the Opening Move went well.

Legend has it that Helmuth Von Moltke the Elder uttered on his deathbed, "Keep the right wing strong." In 1914 that decision fell to Helmuth Von Moltke the Younger and now falls to you. Keep in mind that the strength of the French Army begins in the Southeast. The Allied objectives are in the Southeast. You must balance your drive towards your objectives while stopping the Allies from gaining theirs. It mimics well the tough choices that faced Von Moltke the Younger in 1914.

You will feel like the French are everywhere. That's because they are. A savvy Allied player can get inside of your head. Don't forget that many of those blocks will be low value or Deception blocks.

Do I take the Channel Ports or go for the Marne River/Paris? I'm going to resist telling you which way is better but I will say that you can't have it all. Keep in mind that if you plan to play into 1915 and beyond that once the trenches are dug, the front becomes static. What do you want the frontlines to look like?

One more thing... If you plan to continue into 1915, be ready for the British Army to get a lot bigger. Kitchener's Army is on the way.

The Allies: The French doctrine of the period was "Attack at all costs!" You cannot sit back and play defense. You must attack. Always keep in mind that in the first few turns the Central Powers Army is larger than yours. You want to slow its advance as much as possible while making selective and opportunistic attacks.

The early advantage you have is that your objectives are right in front of you. A quick strike into the Southeast in places like Mülhausen can yield early Victory Points. Grabbing Turn 1 Victory Points is important because the Central Powers begin weak in the area.

As the Central Powers swing out of Belgium and into France, there will be weak spots in the line. Find them with Aerial Reconnaissance then hit them hard. If you clear a hex you can often Breakout Move into two hexes. This creates a huge headache for the advancing Central Powers. If positioned during Action Phase 2 breaking out into Plan XVII hexes will also score Victory Points.

What if there isn't a weak spot in the Central Powers line? This is great news because a player that defends everything defends nothing. By being strong in every hex, the Central Powers player will not be able to attack in strength and obtain his objectives. If you grab Mühlhausen early, that may be all it takes to win.

Never leave a Fortress hex empty. They are strong defensive positions but alone will fall quickly without blocks defending them, especially if the Central Powers use Big Bertha.

Use your Logistic Points to reinforce. Breakout Moves may put you out of position defensively. A good use of Logistic Points fixes that quickly. Don't be afraid to abandon hexes that you just scored in order to preserve the army.

Use as many blocks as you can in each hex. A single 3-SP block looks a lot more intimidating if placed as three 1-SP blocks.

Finally, if playing beyond 1914, keep in mind that economic decisions made now will affect your late-game ability to squeeze the Central Powers' economy and make effective Breakout Moves. Investments in the Naval War and Tanks are good long-term plays. Also, avoid letting the Central Powers make any easy land grabs by running Cavalry around behind your lines. Those hexes are a lot harder to take back once Trench Warfare begins.

17.2 Strategy in 1915-1916

In General: This is the toughest to write. The strategy is almost universal for both sides. Games are generally very low scoring. There is no perfect strategy so here are some things to consider.

Don't attack without Aerial Reconnaissance. Save your Air Squadrons for finding weak spots. This, of course, frees up your enemy to scout when you're not challenging with a Dogfight. It's really a tough choice. Reconnaissance makes sure that you aren't wasting your Artillery Fire on Deception blocks.

Logistic Points provide defensive flexibility via reinforcement which is the key to a solid defense.

Don't forget that a change in Initiative essentially provides a back-to-back move for the Power obtaining it.

Advance the Tank/Stosstruppen technology or you won't be making Breakout Moves in the late war.

Central Powers: Be prepared to lose your size advantage. You may still outnumber the Allies in total but your reinforcements begin far from the frontline. This makes the frontline a deadlock.

The 1915-1916 Player Board setup puts you in position to take advantage of Poison Gas. You'll get one turn to use it before Gas Mask research will counter it.

Consider using Logistic Points to transfer newly deployed blocks to the front lines. It's a trade off as it reduces your ability to reinforce.

Allies: If continuing from 1914, the size of the British Army can often catch the Central Powers off guard. Don't be afraid to attack!

There is an advantage to not having Initiative. Going second allows you more knowledge of enemy strength in hexes they attack and reveal blocks. It also allows you to be a little more daring during Action Phase 2 because Strategic Reorganization immediately follows allowing you to reposition. Use this attack to your advantage.

Consider bidding on Initiative if you have cleared some hexes of Central Powers units the turn before. This can be a devastating move but you only get it once per game unless the Central Powers take Initiative back. If playing beyond 1915-1916 it might be a better long-term play to wait until 1917.

17.3 Strategy in 1917-1918

In General: The clock is ticking for the Allies. It's a complete role reversal from 1914. The endgame strategy will vary based upon how the first six turns played out.

Central Powers: Your objective is just to hold on. Build the Hindenburg Line right away if continuing play from 1916. You will already have it in play if playing the *1917-1918* scenario. Be mindful of when Russia will exit the war. The only reinforcements you'll receive come from the Eastern Front. Use them wisely.

Whenever able, use a defense in depth. It's a bit of a luxury but have a second row of blocks (even if they're 1's). This puts you in better position for reinforcing and may make the Allies think twice about initiating Breakout Combat. A defense in depth will require a large Supply Capacity.

It is wise to hold back a few Artillery counters for defense against Allied Breakout Combat if you think your front line will break.

Expect your economy to be decimated by the Naval Blockade. A lot of personal preference will go into your economic decisions. It is wise to keep pace with Aircraft Improvements.

Allies: Breaking the Hindenburg Line is objective number one. Pouring everything you can into one hex never works against a good player. He will simply reinforce and stop you dead. Multiple attacks are best. Take care to disguise them as much as possible.

Don't forget about the Southeast. Chances are the defense is thin. A Breakout Move there can get inside the head of your opponent. That said, be mindful of scenario objectives. While the move may get into the head of an opponent, it may not always score Victory Points.

When making a Breakout Move, move into multiple hexes whenever possible.

You already control the Verdun hex (if *1917-1918* scenario). Don't forget to fire its artillery every Action Phase.

Invest in the Tank technology and buy a couple of extra Tank counters if you can. You'll need them.



18.0 Designer's Notes

The Genesis

"What if the blocks didn't stop at 4 steps?" Fields of Despair began with that question posed in the hotel lounge after a long day of convention gaming. You see, it's tradition with my war gaming friends to gather and debrief, argue, curse dice, remind our opponents how lucky they got and (of course) discuss our latest design idea.

The idea for the blocks ranging in value from 0-20 came first. The Western Front of the First World War with its massive concentrations of men was a natural fit. A game was born.

I love block war games. Love them. Hammer of the Scots was the first to hook me followed shortly by EastFront and Europe Engulfed. They are awesome games. Going into the design of Fields of Despair, my goal was not to recreate what had already been perfected. My sincere hope is that after you play you come away with the sense that the game is unique, unlike any block war game you have played before.

Focus

The game is a grand strategic exercise focusing on maneuver and managing risks with the pressure to both attack and defend at the same time. The war at sea, on the Eastern Front, and the home front all augment play that centers on a map of the First World War's Western Front.

Economic System

The economic system was constructed after all elements of play occurring on the map were completed. The goal was to augment, not distract while providing a structured way to manage air, artillery, and supply as well as introduce technologies. System development focused on making the employment of naval warfare meaningful.

Economic Points

Economic Points are a broad abstraction of raw materials, trade, existing industry and manpower on the home front. The tabled arrival is designed to give the CP an advantage in the early war, brief parity mid-war, followed by a rapid decline in the late war.

Maintenance

I wanted to reflect that assets of war take resources to maintain, must be supplied with munitions and trained crews to operate them and often simply need to be replaced.

Naval Warfare

The focus is solely on the economic effect of the war at sea. My goal was to keep it simple while differentiating the tightening vice of the blockade from the more opportunistic U-boat operations. Thus the blockade slowly gains strength over time, choking the CP economy while the CP must take the risk of USW for maximum effect. USW success represents the sinking of ships carrying colonial troops and munitions needed to form and supply divisions in Britain. When two black cubes are drawn and a "6" rolled, the CP has sunk transport carrying Americans, pushing the USA one step closer to war. If USW is never declared, the design intentionally brings the USA into the war late. A single USW declaration puts the USA on the historical timeline and subsequent declarations risk an early entry.

Air System

I wanted to emphasize the primary role of airplanes as a means of reconnaissance. Modifiers to Infantry Combat were never considered. The reconnaissance provides the benefit of information which in turn assures your artillery is not wasted or that you do not move into a trap.

As simple as it seems on the surface, the dogfight and subsequent repair procedure took some time to get to its final form. The intention is to reflect that a counter is an entire squadron (or Jasta) and not an individual airplane. Hits represent a combination of aircraft that are lost and aircraft that make it home severely damaged. The repair system then reflects the crews on the ground working to get the squadrons back to full strength.

The "Abort" is designed to show how hard it can be to complete reconnaissance missions under duress in the new and emerging technology of aircraft.

Artillery

The Artillery counters represent the larger heavy barrages often used before offensives or to take down a Fortress. The smaller caliber guns are assumed to be incorporated in the blocks.

Logistic Points

These were born out of my love for Rick Young and Jesse Evans' Special Action found in Europe Engulfed. The Special Action is a great mechanism for allowing unique actions that had a cost associated with them in the Production Phase. I debated on using the term "Special Action" but decided against it as the Special Action in Europe Engulfed is much more offensive in practice.

Strategic Reorganization

Strategic Reorganization is far and away the hardest concept to explain but has consistently been reported to be the most enjoyable aspect of play. This is the heart of the game. It's what makes *Fields of Despair* a unique game. I wanted players to be able to re-create the large build-up of men in relative secrecy

(barring successful enemy reconnaissance). Sure, the enemy would know something is going on because he sees the blocks turning much the same way commanders of the day saw trains running. However, because the unique block numbering system allows you to reduce blocks in one hex and increase in another, you never know when it's deception.

I decided very early in the design process not to print rail lines on the map. I did not have any desire to create a WWI version of *EastFront* where the capture of rail lines is king. It simply was not the narrative I wanted to tell. I also did not want to assign an arbitrary strategic movement limit that would telegraph build-ups. I did give some thought to the initial difficulties faced by the German Army as they had to repair or build new rail lines in Belgium. I even experimented with a rail capacity as part of the economic game but in the end opted for simplicity.

Forcing a player to keep his frontline maintained with at least one block provided a natural restriction to strategic movement. The appetite for risk and number of SPs in play provided still more limits to what appeared to be limitless on the surface. Yes, under the right circumstances a player could place 1-SP blocks in all of his hexes and concentrate all of his other SPs in one or two. That player would lose and ideally learn why it was not done during the war.

Terrain

My goal was to emphasize the trench as the primary terrain feature. For a majority of the war they dominated the landscape and had the greatest effect on movement and combat. Once both sides dug in, the trench was omnipresent. Thus I decided to have it automatic and everywhere instead of associating an action and/or cost with it. This isn't to say I didn't experiment. In the earliest versions of the game trenches had an EP cost. It just did not work. With the economic system already very tight, the added burden would have required more EPs be put in the system, opening the door to more extreme strategies.

Supply Rules

Supply Capacity represents a Power's production of munitions, construction and maintenance of rail lines, and the manpower required to keep the armies in the field supplied. I decided to deviate from some of the norms I'd grown accustomed to such as home territory is always supplied or every unit with a line of supply is automatically supplied. Instead I wanted to focus on the effort to maintain industry at home and the choice that would need to be made if supplies were limited.

Eastern Front

This is designed as a long-term play to reflect some of the effects of the war in the East on its counterpart in the West. The CP player faces a dilemma. Do you play it safe and send resources east thereby maximizing the troops that return west when Russia falls or throw everything into the West risking the war in the East in hope of a quick victory?

Turn Track

Every WWI Western Front game system that extends beyond 1914 faces the challenge of modeling the dynamic first few months of the war, then a front that is static for years, only to burst open again at the end of the war. My solution was an asymmetrical Turn Track. By allotting an equal number of turns to each stage of the war, each was given enough time to play out. It also made it easier to break the campaign into playable scenarios.

Victory

I designed changing objectives because, simply put, the trenches changed everything. Early objectives emphasize the offensive, and especially in the case of the CP, the breakout. Objectives are differentiated in the early war to give players a sense of each Power's historical objectives.

In *Scenario I: The Mobile War*, the block system did not lend itself well to CP objectives tied to the destruction of the French Army (one historical objective). It proved to be too much accounting. I opted for a combination of simplicity, history, and player freedom. The CP objectives are designed to encourage play that follows the historical route the Imperial German Army took while providing some freedom to deviate from the historical path. I wanted the Allies, the French in particular, to feel the pressure to attack despite being outnumbered.

Baseline scoring was my solution to measuring progress in a stalemate.

Combat Table

The table was created to give players who do not want to roll many dice another option. I want to give a huge thank you to actuary Tony Langasek who created the bones of the table. Aside from some minor adjustments, the work is his. Inspirational credit goes to Rick Young who included a Combat Results Table in *Europe Engulfed*. I personally use the Combat Table every time I play.

Hindenburg Line

I took a liberty and extended the Hindenburg Line the length of the front. In game terms, it represents the German High Command's change to a defense in depth philosophy.

The Solitaire System

The static nature of the front, combined with the generally defensive nature of the CP made the design possible. The mechanism for maintaining the fog of war came first. Then I used the bones of the Combat Table to form many of the tables in the Solitaire Play Guide. A lot of development time went into the tables to get the results I wanted. I tried to design a system that played like I would play (mistakes and all). For example, the CP minor offensives are usually disasters. I considered taking them out but kept them as a representation of an ill-advised attack I'm prone to make. The Objective chits are designed to combine historical objectives with an element to keep you honest.

SCENARIO I

1914: Introductory Scenario

(1/2)

Strategic Intelligence

"The War was decided in the first twenty days of fighting, and all that happened afterwards consisted in battles which, however formidable and devastating, were but desperate and vain appeals against the decision of Fate."

~ Winston S. Churchill

It is August 1914. The mighty German 1st and 2nd Armies have swept into Belgium and overrun the key Belgian Fortresses cities of Liege and Namur. The Schlieffen Plan is set in motion.

Unsure if the German move into Belgium is a diversion, the French Army stands ready to execute Plan XVII. Entirely offensive in nature, Plan XVII's primary objective is the recapture of lost territory in the Alsace-Lorraine region. "Offensive á outrance", or "Offense to the Excess," all of France is alive with the spirit of the offensive.

This Introductory Scenario is three turns and is designed and recommended for new players. The scenario begins on Turn 1, Action Phase 1. The setup already accounts for the "Opening Move and Turn 1 Phases 1-3 of the Sequence of Play. The Central Powers have Initiative and go first. Players may optionally continue play into the 1915-1916 Scenario and beyond.

Scenario Details

SCENARIO TURNS: 1-3

START: Turn 1, Action Phase 1 – Central Powers Initiative

VICTORY CONDITIONS:

DECISIVE VICTORY

Central Powers: Control of Paris (end of any Allied Action Phase).

Allies: No CP controlled hexes in France after the end of Turn 2.

DOMINATION VICTORY

Either Power's VPs exceed the other's by 6 or more.

TOTAL VICTORY POINTS

Mobile War Scoring (15.1): If neither player achieves a Decisive or Domination victory, the player with the highest VP total at the end of Turn 3 wins. If the score is tied, the game is a draw.

SCENARIO SPECIAL RULES:

1914 Modified Sequence of Play (Optional; 16.2): This option is recommended if players are certain they will not continue play beyond Turn 3.

REMINDER:

Dogfighting is not permitted until Turn 2.



Player Board Setup

Allies	Asset of War	Central Powers
3,2,1,1,0	Artillery Counters	4*,3,2,1,1,0
1,1,1,1,1,0	Aircraft Squadron Counters	1,1,1,1,1,0
0	Tank/Stosstruppen Counters	0
10	Artillery Maintenance Track	12
5	Air Maintenance Track	5
17	Supply Capacity Track	17
3	Logistic Points Track	4
1	Aircraft Tech	1
0	Poison Gas Tech	1
0	Gas Masks Tech	0
0	Tank/Stosstruppen Tech	0

* Big Bertha

Economy & Reinforcements

Allies		Turn	Central Powers		
Econ Pts	Reinforcements Paris England		Econ Pts	Reinforcements Koblenz EF	
4	15 4	1	8	30 5	
6	20 6	2	10	40 15	
8	20 18	3	12	50 20	
11	35 30	4	12	40 10	
12	30 40	5	11	35 5	
12	30 25	6	9	30 5	
10	10 15	7	8	10 0	
9	10 10	8	7	0 0	
8	10 10	9	6	0 0	

Global Setup

Track	Box	Bags/Cubes	Blue	Black	Red	White
USW	0	Naval Warfare	5	3	-	1
Blockade	1	Eastern Front	-	4	4	-
USA Entry	1			Allies	CP	
East Front	1	Starting VP:		0	0	
Turn	1/API	Initiative:		CP		

SCENARIO I


1914: Introductory Scenario

(2/2)

✠ The Central Powers ✠				
Hex No.	Inf SP	Cav SP	Fort	Control marker
G2	-	3	-	CP
G3	-	2	-	CP
H1	-	-	-	CP
H2	37	-	-	-
H3	-	-	-	CP
H4	4	-	-	CP
I3	2	-	-	-
I5	10	2	-	CP
J5	2	-	CP4	CP
J6	4	-	CP4	CP
K1	-	-	CP1	-
K4	8	-	-	-
K7	1	-	-	CP
L4	7	-	-	-
L7	7	3	-	CP
L8	-	-	-	CP
L9	4	-	-	CP
M3	30	-	CP1	-
M7-8	-	-	CP4	-
Eastern Front marker value: 15				


Central Powers VP Objectives:

Permanent Victory Points/Scored Every Turn

 **VP (1914 only)** Score 1 VP every Scoring Phase for control of every hex containing a CP VP banner. Score 1 VP for hexes on the River Marne (C07, D06, and E06) that are controlled *or* contested. Once scored, these VP may never be lost.




One-Time Victory Points/Scored One Time and May be Lost

 **VP (1914 only)** Score 1 VP for any hex *in Belgium* with a CP VP banner (G01, H02, I02) on a turn in which control is gained. Each of these hexes may never add more than 1 VP each to the CP VP total. Once scored, the VP for a hex is lost if it is controlled by the Allies during a subsequent Scoring Phase. Lost VPs may be re-acquired with CP control of the hex in a subsequent Scoring Phase.

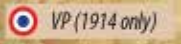


Allied VP Objectives:

Permanent Victory Points/Scored Every Turn

 **Plan XVII** Score 1 VP every Scoring Phase for control of every hex containing a Plan XVII banner. Once scored, these VP may never be lost.




 **VP (1914 only)** Score 2 VPs every Scoring Phase for control of every hex containing an Allied VP banner. Once scored, these VPs may never be lost.



🇫🇷 French Army 🇫🇷				
Hex No.	Inf SP	Cav SP	Fort	Control marker
B01	-	-	A1	-
C07	15	3	A1	-
F01	-	-	-	A
F02	-	-	-	A
F05	-	-	A1	-
G04	-	-	-	A
G05	8	1	-	A
H05	8	-	A5	A
H06	6	1	-	-
H09	-	-	A4	-
I06	12	1	-	A
I07	-	-	A4	A
J07	14	2	A4	A
J08	-	-	A4	-
K08	-	-	-	A
K09	14	2	-	A
K10	-	-	A4	A

One-Time Victory Points/Scored One Time and May be Lost

 **VP (1914 only)** Score 1 VP for control of a hex *in Belgium* with a CP VP banner (G01, H02, I02) if a) control of the hex is gained in the current turn and b) if the CP previously scored VP for controlling the hex. Once scored, the VP may be lost if it is controlled by the CP during a subsequent Scoring Phase.

Allied Bonus VPs: May score one of the following at the end of Turn 3 based on the number of hexes in France controlled by the CP.

12-14 hexes: 1 VP

9-11 hexes: 2 VPs

≤ 8 hexes: 3 VPs

🇬🇧 British Army 🇬🇧				
Hex No.	Inf SP	Cav SP	Fort	Control marker
A01	4	-	-	-
F03	5	1	A2	A
🇧🇪 Belgian Army 🇧🇪				
Hex No.	Inf SP	Cav SP	Fort	Control marker
G1	2	-	B2	A

SCENARIO II

1914: The Mobile War

(1/2)

Strategic Intelligence

"Hard pressed on my right. My center is yielding. Impossible to maneuver. Situation excellent. I attack."

~ Ferdinand Foch, First Battle of the Marne, Sept. 1914

On July 31, 1914, the Russian steamroller begins mobilizing for war. Knowing a two-front war is upon her, Germany begins mobilization. By August 4th, Germany would be at war in the West with France, Belgium and the United Kingdom. Everyone expects to be home by Christmas.

The Mobile War scenario puts you in command on the Western Front at the outbreak of the Great War. The scenario begins with the Central Powers "Opening Move" into Belgium then continues for three turns. This is the period of rapid movement before the trenches are dug and the stalemate begins.

Scenario Details

SCENARIO TURNS: Opening Move then Turns 1-3

START: "Opening Move" — Central Powers Initiative

VICTORY CONDITIONS:

DECISIVE VICTORY

Central Powers: Control of Paris (end of any Allied Action Phase).

Allies: No CP controlled hexes in France after the end of Turn 2.

DOMINATION VICTORY

Either Power's VPs exceed the other's by 6 or more.

TOTAL VICTORY POINTS

Mobile War Scoring (15.1): If neither player achieved a Decisive or Domination victory, the player with the highest VP total at the end of Turn 3 is the winner. If the score is tied, the game is a draw.

SCENARIO SPECIAL RULES:**1914 Opening Move (16.1)**

1914 Modified Sequence of Play (Optional) (16.2): This option is recommended if players are certain they will not continue play beyond Turn 3 (1914).

The Central Powers Reinforce the East (16.3): Follow this procedure if players elect to continue into the next scenario.

REMINDER:

Dogfighting is not permitted until Turn 2.



Player Board Setup

Allies	Asset of War	Central Powers
3,2,1,1,0	Artillery Counters	4*,3,2,1,0
1,1,1,1,1,0	Aircraft Squadron Counters	1,1,1,1,1,0
0	Tank/Stosstruppen Counters	0
11	Artillery Maintenance Track	13
5	Air Maintenance Track	5
18	Supply Capacity Track	18
3	Logistic Points Track	4
0	Aircraft Tech	0
0	Poison Gas Tech	0
0	Gas Masks Tech	0
0	Tank/Stosstruppen Tech	0

* Big Bertha

Economy & Reinforcements

Allies		Turn	Central Powers		
Econ Pts	Reinforcements Paris England		Econ Pts	Reinforcements Koblenz EF	
4	15 4	1	8	30 5	
6	20 6	2	10	40 15	
8	20 18	3	12	50 20	
11	35 30	4	12	40 10	
12	30 40	5	11	35 5	
12	30 25	6	9	30 5	
10	10 15	7	8	10 0	
9	10 10	8	7	0 0	
8	10 10	9	6	0 0	

Global Setup

Track	Box	Bags/Cubes	Blue	Black	Red	White
USW	0	Naval Warfare	4	2	-	2
Blockade	0	Eastern Front	-	3	3	-
USA Entry	0	Allies CP				
East Front	0	Starting VP:		0	0	
Turn	"OM"	Initiative:		CP		

SCENARIO II

1914: The Mobile War

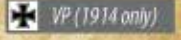
(2/2)

✠ The Central Powers ✠


Hex No.	Inf SP	Cav SP	Fort	Control marker
J01	17	3	-	CP
J02	17	0	-	CP
J03	8	2	-	CP
J05	10	2	CP4	CP
J06	-	-	CP4	CP
K01	-	-	CP1	-
K04	-	-	-	CP
K05	10	0	-	CP
K07	8	3	-	CP
L07	4	0	-	CP
L08	-	-	-	CP
L09	-	-	-	CP
M3	15	0	-	-
M7-8	-	-	CP4	-
Eastern Front marker value: 9				
Major Russian Victories: 0				

Central Powers VP Objectives:

Permanent Victory Points/Scored Every Turn


 **VP (1914 only)** Score 1 VP every Scoring Phase for control of every hex containing a CP VP banner. Score 1 VP for hexes on the River Marne (C07, D06, and E06) that are controlled *or* contested. Once scored, these VP may never be lost.

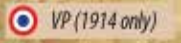
One-Time Victory Points/Scored One Time and May be Lost

 **VP (1914 only)** Score 1 VP for any hex in Belgium with a CP VP banner (G01, H02, I02) on a turn in which control is gained. Each of these hexes may never add more than 1 VP each to the CP VP total. Once scored, the VP for a hex is lost if it is controlled by the Allies during a subsequent Scoring Phase. Lost VPs may be re-acquired with CP control of the hex in a subsequent Scoring Phase.


Allied VP Objectives:

Permanent Victory Points/Scored Every Turn

 **Plan XVII** Score 1 VP every Scoring Phase for control of every hex containing a Plan XVII banner. Once scored, these VP may never be lost.

 **VP (1914 only)** Score 2 VPs every Scoring Phase for control of every hex containing an Allied VP banner. Once scored, these VPs may never be lost.

One-Time Victory Points/Scored One Time and May be Lost

 **VP (1914 only)** Score 1 VP for control of a hex in Belgium with a CP VP banner (G01, H02, I02) if a) control of the hex is gained in the current turn and b) if the CP previously scored VP for controlling the hex. Once scored, the VP may be lost if it is controlled by the CP during a subsequent Scoring Phase.

Allied Bonus VPs: May score one of the following at the end of Turn 3 based on the number of hexes in France controlled by the CP.

12-14 hexes: 1 VP
 9-11 hexes: 2 VPs
 ≤ 8 hexes: 3 VPs



🇫🇷 French Army 🇫🇷

Hex No.	Inf SP	Cav SP	Fort	Control marker
B01	-	-	A1	-
C01	-	-	-	A
C02	-	-	-	A
C07	-	3	A2	-
D02	-	-	-	A
E03	-	-	-	A
F05	-	-	A1	-
G04	-	-	-	A
G05	8	1	-	A
H05	8	-	A5	A
H06	6	1	-	-
H09	-	-	A4	-
I06	12	1	-	A
I07	-	-	A4	A
J07	14	2	A4	A
J08	-	-	A4	-
K08	-	-	-	A
K09	14	2	-	A
K10	-	-	A4	A

🇬🇧 British Army 🇬🇧				
Hex No.	Inf SP	Cav SP	Fort	Control marker
F03	5	1	A2	A
🇧🇪 Belgian Army 🇧🇪				
Hex No.	Inf SP	Cav SP	Fort	Control marker
G1	2	-	B2	-
H2	2	-	B2	-
I2	2	-	B2	-

SCENARIO III

1915-1916: The Great Stalemate

(1/2)

Strategic Intelligence

"The machine gun is a much over rated weapon."

~ Field Marshal Douglas Haig, 1915

After the "Miracle of the Marne" in September of 1914, both sides tried to turn the other's open flank in what became known as the "Race to the Sea." By winter, the front lay in deadlock with trenches on both sides stretching from the Belgian coast to the Swiss border. With the West dug in, the German High Command shifted its focus to the East.

The 1915-1916 scenario is a three-turn chess match as players search for, then try to exploit, a weak spot in the enemy's lines. With both sides dug in, combat favors the defender.

Scenario Details

SCENARIO TURNS: 4-6

START: Turn 4 – Advance Turn and USA Entry markers

Note: Scenario begins with the Turn marker already advanced.

VICTORY CONDITIONS:

DECISIVE VICTORY

Central Powers: Control of Paris (end of any Allied Action Phase).

Allies: No CP controlled hexes in France.

DOMINATION VICTORY

Central Powers: Control 22 or more total hexes in France at the end of any Allied Action Phase.

Allies: The CP control 8 or fewer hexes in France at the end of any Central Powers Action Phase.

TOTAL VICTORY POINTS

Baseline Scoring (15.2): Start the Baseline Marker at 15.

If neither player achieved a Decisive or Domination victory, the player with the highest VP total at the end of Turn 6 is the winner. If the score is tied, the game is a draw.

SCENARIO SPECIAL RULES:

The Central Powers Reinforce the East (16.3)

REMINDER:

Trench Warfare rules apply to Infantry Combat and Breakout Movement. During Infantry Combat the defender fires first and adds Trench Defense Dice to his total. Breakout Movement is not allowed without the play of a Tank or Stosstruppen counter.



Player Board Setup

Allies	Asset of War	Central Powers
3,2,2,1,1,0	Artillery Counters	4*,3,2,2,1,0
2,1,1,1,1,0	Aircraft Squadron Counters	2,1,1,1,1,0
0	Tank/Stosstruppen Counters	0
9	Artillery Maintenance Track	12
6	Air Maintenance Track	6
16	Supply Capacity Track	17
1	Logistic Points Track	1
2	Aircraft Tech	2
1	Poison Gas Tech	2
0	Gas Masks Tech	0
1	Tank/Stosstruppen Tech	0

* Big Bertha

Economy & Reinforcements

Allies		Turn	Central Powers		
Econ Pts	Reinforcements Paris England		Econ Pts	Reinforcements Koblenz EF	
4	15 4	1	8	30 5	
6	20 6	2	10	40 15	
8	20 18	3	12	50 20	
11	35 30	4	12	40 10	
12	30 40	5	11	35 5	
12	30 25	6	9	30 5	
10	10 15	7	8	10 0	
9	10 10	8	7	0 0	
8	10 10	9	6	0 0	

Global Setup

Track	Box	Bags/Cubes	Blue	Black	Red	White
USW	0	Naval Warfare	8	6	-	0
Blockade	3	Eastern Front	-	6	8	-
USA Entry	3	Allies CP				
East Front	3	Starting VP:	0	0		
Turn	4	Initiative:	CP			

SCENARIO III

1915-1916: The Great Stalemate

(2/2)

✠ The Central Powers ✠				
Hex No.	Inf SP	Cav SP	Fort	Control marker
D01	57	1	-	CP
D02			-	CP
D03			-	CP
D04			-	CP
D05	40	0	-	CP
E06			-	CP
F05			-	CP
G06			-	CP
H05	31	1	A5	A
I06			-	CP
J05			CP4	-
J06			CP4	CP
K07			-	CP
L07			-	CP
L08			-	CP
L09			-	CP
K01	-	-	CP1	-
M03	-	-	CP1	-
Eastern Front marker value: 37				

🇫🇷 French Army 🇫🇷				
Hex No.	Inf SP	Cav SP	Fort	Control marker
D03	43	8	-	CP
D04			-	CP
D05			-	CP
E06	34	0	-	CP
F05			-	CP
G06			-	CP
H05			A5	A
I06	13	2	-	CP
I07			-	A
J07			-	A
K08			-	A
K09			-	A
K10			-	A
B01	-	-	A1	-
C07	-	-	A2	-
H09	-	-	A4	-

Baseline Scoring:



15.2 Baseline Scoring: A count of CP-controlled hexes in *France* is made at the start of each turn to establish the “Baseline.” The Baseline marker is placed on the General Information Track at a value equal to the Baseline. When completing the Scoring Phase, count the number of hexes in France with CP Control markers.

Central Powers VP Objectives:

During each Scoring Phase gain VPs for *one* of the following:





1 VP per hex If the current number of CP controlled hexes is greater than the “Baseline,” gain VPs equal to the difference.

1 VP If the current number of CP controlled hexes is equal to the “Baseline” gain 1 VP.

Allied VP Objectives:

During each Scoring Phase gain VPs for the following:

VP per hex If the Baseline is greater than the current number of CP controlled hexes in France, gain VPs equal to the difference.

 British Army 				
Hex No.	Inf SP	Cav SP	Fort	Control marker
D01	15	2	-	CP
D02			-	CP
 Belgian Army 				
Hex No.	Inf SP	Cav SP	Fort	Control marker
D01	3	-	-	CP

Additional Control Markers

CP: G05, H04, I05

Allies: C01-C06, D06, E07, F06, G07, H06



SCENARIO IV

1917-1918: The Final Push

(1/2)

Strategic Intelligence

"Retreat? Hell, we just got here!"

*~ Capt. Lloyd W. Williams,
company commander 5th US Marines 1918.*

In the West, the US policy of neutrality "in thought and deed" is about to end. German resumption of unrestricted submarine warfare and British release of the Zimmerman Note will finally lead to a US declaration of war.

In the East, a revolution in Russia will soon exit her from the war. German units once tied up in the East are about to head west. The Spring Offensive must end the war before the Americans arrive in force.

The 1917-1918 scenario is a 3-turn scenario that brings the war to a close. The Central Powers, emboldened by the fall of Russia have one last offensive in them. While the Allies, bolstered by the arrival of the Americans begin the final push to expel the Hun from France.

Scenario Details

SCENARIO TURNS: 7-9

START: Turn 7 – Advance USA Entry marker

Note: Scenario begins with the Turn marker already advanced.

VICTORY CONDITIONS:

DECISIVE VICTORY

Central Powers: Control of Paris (end of any Allied Action Phase).

Allies: No CP controlled hexes in France at the end of Turn 8.

DOMINATION VICTORY

Central Powers: Control 20 or more total hexes in France at the end of any Allied Action Phase.

Allies: Control 10 or more hexes in Belgium.

TOTAL VICTORY POINTS

In the place of Total Victory Point scoring use Final Push Scoring (15.3).

SCENARIO SPECIAL RULES:

The Hindenburg Line (16.4)

Spring Offensives (16.5)

REMINDERS:

Trench Warfare: Trench Warfare rules apply to Infantry Combat and Breakout Movement.

Eastern Front: Russia exits the war on Turn 7 after resolving the EF. The CP add Infantry SPs equal to the EF table to Frontline hexes during Strategic Reorganization.

USA Entry: The USA enters the war on Turn 7 after advancing the USA Entry marker per Core Rules (11.2).



Player Board Setup

Allies	Asset of War	Central Powers
4,3,3,2,1,0	Artillery Counters	4*,3,3,2,1,0
3,2†,2,1,1,0	Aircraft Squadron Counters	3,2†,2,1,1,0
1	Tank/Stosstruppen Counters	1
13	Artillery Maintenance Track	13
9	Air Maintenance Track	9
17	Supply Capacity Track	17
2	Logistic Points Track	1
4	Aircraft Tech	4
4	Poison Gas Tech	5
2	Gas Masks Tech	2
3	Tank/Stosstruppen Tech	3

* Big Bertha † Ace

Economy & Reinforcements

Allies		Turn	Central Powers		
Econ Pts	Reinforcements Paris England		Econ Pts	Reinforcements Koblenz EF	
4	15 4	1	8	30 5	
6	20 6	2	10	40 15	
8	20 18	3	12	50 20	
11	35 30	4	12	40 10	
12	30 40	5	11	35 5	
12	30 25	6	9	30 5	
10	10 15	7	8	10 0	
9	10 10	8	7	0 0	
8	10 10	9	6	0 0	

Global Setup

Track	Box	Bags/Cubes	Blue	Black	Red	White
USW	3	Naval Warfare	11	7	-	-
Blockade	6	Eastern Front	-	7	11	-
USA Entry	7	Allies CP				
East Front	6	Starting VP:	0	0		
Turn	7	Initiative:	CP			

SCENARIO IV

1917-1918: The Final Push

(2/2)

✠ The Central Powers ✠				
Hex No.	Inf SP	Cav SP	Fort	Control marker
D01	62	3	HL	CP
D02			HL	CP
D03			HL	CP
D04			HL	CP
E05	53	0	HL	CP
F05			HL	CP
G06			HL	CP
H05			HL	A
I06			HL	-
J05			CP4	CP
J06			HL/CP4	CP
K07			HL	CP
L07	23	0	HL	CP
L08			HL	CP
L09			HL	CP
K01	-	-	CP1	-
M03	-	-	CP1	-
M07/08	-	-	CP4	-
Eastern Front marker value: 50				

Final Push Scoring (15.3)

At the end of Turn 9:

- The game is a draw if the Allies control every hex in France.
- The game is an Allied victory if they control every hex in France and also control five or more hexes in Belgium and/or Germany with a Supply Line.
- If neither condition a) or b) is met, the Central Powers win.

Additional Control Markers

CP: G05, H04, I05

Allies: C01-C05, D05, E06, F06, G07, G08, K08-K10



🇫🇷 The Allies 🇫🇷				
Hex No.	Inf SP	Cav SP	Fort	Control marker
D01	61*	2*	HL	CP
D02			HL	CP
D03			HL	CP
D04	47	2	HL	CP
E05			HL	CP
F05			HL	CP
G06	29	0	HL	CP
H05/H06			HL/A3	A
I06			HL	CP
I07	29	1	A4	A
J07			A4	A
J08			A4	-
K08			-	A
K09			-	A
K10			A4	A
B01	-	-	A1	-
C07	-	-	A2	-
H09	-	-	A4	-

* Belgian and British SPs only, player choice.

USA Deployment Table						
Action Phase	Turn 7		Turn 8		Turn 9	
	AP1	AP2	AP1	AP2	AP1	AP2
Infantry SPs	2	4	6	14	12	4

SCENARIO V

1914 -1918: The Grand Campaign

(1/2)

Strategic Intelligence

"The lamps are going out all over Europe, we shall not see them lit again in our life-time."

~ British Foreign Secretary Sir Edward Grey

In August of 1914, the giants of Europe plunge into war head first. Each is certain of its victory, its cause greater than the next. In Germany, trains run with precision timing, bringing men to the West in numbers not seen before in human history. Certainly this will be over soon. Certainly we will all be home by Christmas.

The Grand Campaign links all three scenarios together from the Central Powers "Opening Move" in August of 1914 to the final Allied push of 1918.

Scenario Details

SCENARIO TURNS: 1-9

START: "Opening Move" for CP, then begin Turn 1

Victory Conditions: Victory Conditions change when Trench Warfare begins

VICTORY CONDITIONS - TURNS 1-3:

DECISIVE VICTORY

Central Powers: Control of Paris (end of any Allied Action Phase).

Allies: No CP controlled hexes in France after the end of Turn 2.

DOMINATION VICTORY

Either Power's VPs exceed the other's by 6 or more.

TOTAL VICTORY POINTS**Mobile War Scoring (15.1)**

VICTORY CONDITIONS - TURNS 4-9:

DECISIVE VICTORY

Central Powers: Control of Paris (end of any Allied Action Phase).

Allies: No CP controlled hexes in France.

DOMINATION VICTORY TURNS 4-6:

Central Powers: Control 22 or more total hexes in France at the end of any Allied Action Phase.

Allies: The CP control 8 or fewer hexes in France at the end of any Central Powers Action Phase.

DOMINATION VICTORY TURNS 7-9:

Central Powers: Control 20 or more total hexes in France at the end of any Allied Action Phase.

Allies: Control 10 or more hexes in Belgium.

TOTAL VICTORY POINTS

Baseline Scoring (15.2): Start the Baseline marker at 15.

SCENARIO SPECIAL RULES:

1914 Opening Move – Start of Game (16.1)

The Central Powers Reinforce the East – Turn 4 (16.3)

The Hindenburg Line – Turn 7 (16.4)

Spring Offensives – Turn 8 (16.5)



Player Board Setup

Allies	Asset of War	Central Powers
3,2,1,1,0	Artillery Counters	4*,3,2,1,0
1,1,1,1,1,0	Aircraft Squadron Counters	1,1,1,1,1,0
0	Tank/Stosstruppen Counters	0
11	Artillery Maintenance Track	13
5	Air Maintenance Track	5
18	Supply Capacity Track	18
3	Logistic Points Track	4
0	Aircraft Tech	0
0	Poison Gas Tech	0
0	Gas Masks Tech	0
0	Tank/Stosstruppen Tech	0

* Big Bertha

Economy & Reinforcements

Allies		Turn	Central Powers		
Econ Pts	Reinforcements Paris England		Econ Pts	Reinforcements Koblenz EF	
4	15 4	1	8	30 5	
6	20 6	2	10	40 15	
8	20 18	3	12	50 20	
11	35 30	4	12	40 10	
12	30 40	5	11	35 5	
12	30 25	6	9	30 5	
10	10 15	7	8	10 0	
9	10 10	8	7	0 0	
8	10 10	9	6	0 0	

Global Setup

Track	Box	Bags/Cubes	Blue	Black	Red	White
USW	0	Naval Warfare	4	2	-	2
Blockade	0	Eastern Front	-	3	3	-
USA Entry	0	Allies CP				
East Front	0	Starting VP:		0	0	
Turn	"OM"	Initiative:		CP		

SCENARIO V

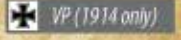
1914 -1918: The Grand Campaign

(2/2)


The Central Powers				
Hex No.	Inf SP	Cav SP	Fort	Control marker
J01	17	3	-	CP
J02	17	0	-	CP
J03	8	2	-	CP
J05	10	2	CP4	CP
J06	-	-	CP4	CP
K01	-	-	CP1	-
K04	-	-	-	CP
K05	10	0	-	CP
K07	8	3	-	CP
L07	4	0	-	CP
L08	-	-	-	CP
L09	-	-	-	CP
M3	15	0	-	-
M7-8	-	-	CP4	-
Eastern Front marker value: 9				
Major Russian Victories: 0				

Central Powers VP Objectives:

Permanent Victory Points/Scored Every Turn


 Score 1 VP every Scoring Phase for control of every hex containing a CP VP banner. Score 1 VP for hexes on the River Marne (C07, D06, and E06) that are controlled *or* contested. Once scored, these VPs may never be lost.

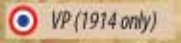
One-Time Victory Points/Scored One Time and May be Lost

 Score 1 VP for any hex in Belgium with a CP VP banner (G01, H02, I02) on a turn in which control is gained. Each of these hexes may never add more than 1 VP each to the CP VP total. Once scored, the VP for a hex is lost if it is controlled by the Allies during a subsequent Scoring Phase. Lost VPs may be re-acquired with CP control of the hex in a subsequent Scoring Phase.


Allied VP Objectives:

Permanent Victory Points/Scored Every Turn

 Score 1 VP every Scoring Phase for control of every hex containing a Plan XVII banner. Once scored, these VP may never be lost.

 Score 2 VPs every Scoring Phase for control of every hex containing an Allied VP banner. Once scored, these VPs may never be lost.

One-Time Victory Points/Scored One Time and May be Lost

 Score 1 VP for control of a hex in Belgium with a CP VP banner (G01, H02, I02) if a) control of the hex is gained in the current turn and b) if the CP previously scored VP for controlling the hex. Once scored, the VP may be lost if it is controlled by the CP during a subsequent Scoring Phase.

Allied Bonus VPs: May score one of the following at the end of Turn 3 based on the number of hexes in France controlled by the CP.

13-14 hexes: 1 VP
 10-12 hexes: 2 VPs
 ≤ 9 hexes: 3 VPs

French Army				
Hex No.	Inf SP	Cav SP	Fort	Control marker
B01	-	-	A1	-
C01	-	-	-	A
C02	-	-	-	A
C07	-	3	A2	-
D02	-	-	-	A
E03	-	-	-	A
F05	-	-	A1	-
G04	-	-	-	A
G05	8	1	-	A
H05	8	-	A5	A
H06	6	1	-	-
H09	-	-	A4	-
I06	12	1	-	A
I07	-	-	A4	A
J07	14	2	A4	A
J08	-	-	A4	-
K08	-	-	-	A
K09	14	2	-	A
K10	-	-	A4	A

British Army				
Hex No.	Inf SP	Cav SP	Fort	Control marker
F03	5	1	A2	A

Belgian Army				
Hex No.	Inf SP	Cav SP	Fort	Control marker
G1	2	-	B2	-
H2	2	-	B2	-
I2	2	-	B2	-

USA Deployment Table						
Action Phase	Turn 7		Turn 8		Turn 9	
	AP1	AP2	AP1	AP2	AP1	AP2
Infantry SPs	2	4	6	14	12	4

Free Setup Scenarios

Free Setup Introduction:

The Free Setup (FS) Scenarios are “sandbox” scenarios designed to give the players a say in how pre-war planning might have gone. They have two elements. First is the freedom to change the starting location of the blocks. Second is the complete re-allocation of your economy prior to the start of play. Players must mutually agree to use one or both of these elements when playing.

To play, select a scenario and follow the starting turn/phase, all of the Victory Conditions, Scenario Special Rules and reminders. Use the Scenario’s “Economy and Reinforcements” table. Set up the blocks and re-allocate the EPs considering the following below.

Block Setup: Each player is provided a sum total of their entire block SPs. They may set that total up using any block mix they wish, including the use of Deception blocks (value 0). Blocks must be placed in Frontline or controlled hexes. The number of hexes containing blocks at the end of setup cannot exceed a Power’s Supply Capacity.

Economic Setup: Each player is provided a sum total of his EPs to spend. Restrictions on the starting level of technology varies by start year. Otherwise, a player is free to spend as he wishes, following the rules of (6.5) Spend EPs. Assume all values begin at zero unless otherwise stated by the “(FS) Global Setup.”

Economic Reminders: Artillery Maintenance must be equal to or greater than the sum value of the Artillery counters. Supply Maintenance must equal the number of hexes you place blocks into at setup. The Central Powers player should spend EPs to place cubes in the Eastern Front draw bag otherwise three “Major Russian Victories” are likely to end the war.

Scenario VI ~ 1914: Free Setup

Set up the Belgian blocks per the *1914: The Mobile War Scenario* setup. All technology tracks must begin at box 0 and cannot be advanced when re-allocating EPs. They may be advanced normally during the Production Phase of Turn 1.

1914 (FS) Points Available

	Infantry SPs	Cavalry SPs	Economic Pts
Central Powers	89	10	54
Allies - French	62	10	45
Allies - British	5	1	-

1914 (FS) Global Setup

Track	Box	Bags/Cubes	Blue	Black	Red	White
USW	0	Naval Warfare	0	0	-	2
Blockade	0	Eastern Front	-	0	3	-
USA Entry	0	Allies CP				
East Front	0	Starting VP:	0	0		
Turn	“OM”	Initiative:	CP			

Scenario VII ~ 1915-1916: Free Setup

Technology advancements may not exceed box 2 when re-allocating EPs. They may be advanced normally during the Production Phase of Turn 4.

1915-1916 (FS) Points Available

	Infantry SPs	Cavalry SPs	Economic Pts
Central Powers	128	2	59
Allies - French	90	10	52
Allies - British	15	2	-
Allies - Belgium	3	-	-

1915-1916 (FS) Global Setup

Track	Box	Bags/Cubes	Blue	Black	Red	White
USW	0	Naval Warfare	0	0	-	0
Blockade	3	Eastern Front	-	3	8	-
USA Entry	3	Allies CP				
East Front	3	Starting VP:	0	0		
Turn	4	Initiative:	CP			

Scenario VIII ~ 1917-1918: Free Setup

Technology advancements may not exceed box 5 when re-allocating EPs. They may be advanced normally during the Production Phase of Turn 7.

1917-1918 (FS) Points Available

	Infantry SPs	Cavalry SPs	Economic Pts
Central Powers	138	3	68
Allies - French	105	3	76
Allies - British	58	2	-
Allies - Belgium	3	-	-

1917-1918 (FS) Global Setup

Track	Box	Bags/Cubes	Blue	Black	Red	White
USW	3	Naval Warfare	0	0	-	0
Blockade	6	Eastern Front	-	7	11	-
USA Entry	7	Allies CP				
East Front	6	Starting VP:	0	0		
Turn	7	Initiative:	CP			

Solitaire Play

Stop! Solitaire play requires knowledge of the Core Rules. Please go back and read them first if you have not already.

19.0 Solitaire Introduction

Scenario IX - 1917-1918: The Final Push (Solitaire)

It's 1917. The Americans are starting to trickle in across the Atlantic. Public tension in Russia is reaching a boiling point. Revolution is upon her. On the Western Front, men are weary. Political pressure mounts to end the war quickly. You are in command.

The Solitaire Scenario puts you in command of the Allies in 1917. The Allies, in the same manner as a two-player match, must push a relentless enemy from France. The Central Powers will not go easily. Her actions, driven by chit pulls, tables, and charts, are designed to mimic the play of a solid (not perfect) opponent.

Solitaire play uses the Core Rules combined with additional Solitaire Rules, Solitaire Components and a new "Solitaire Sequence of Play." The Solitaire System is designed to be taken as a whole but players have the freedom to use its parts to augment more traditional solitaire play of block war games.

Players should familiarize themselves with the Core Rules before proceeding. A Solitaire Play Guide is provided that walks step by step through the solitaire procedures for each phase of play.

19.1 Rules Notation

Solitaire rules use a notation that allows a reader to know if a rule is a modification of a Core Rule.

(Rule Number)-S: The "S" following a rule number denotes a reference to a Core Rule with a new solitaire procedure.

Example: *Solitaire Combat is notated as (7.3-S) which indicates the Core Rule for Combat (7.3) is being augmented or replaced by a procedure specific to Solitaire play.*

19.2 Acronyms

The acronyms used in the Solitaire Rules, on the play aids, tables and charts are listed below to save you from going back to the Core Rules.

Acronym	Phrase
AP	Action Phase
CP	Central Powers
DRM	Die Roll Modifier
LP	Logistic Point
SP	Strength Point

20.0 Solitaire Components

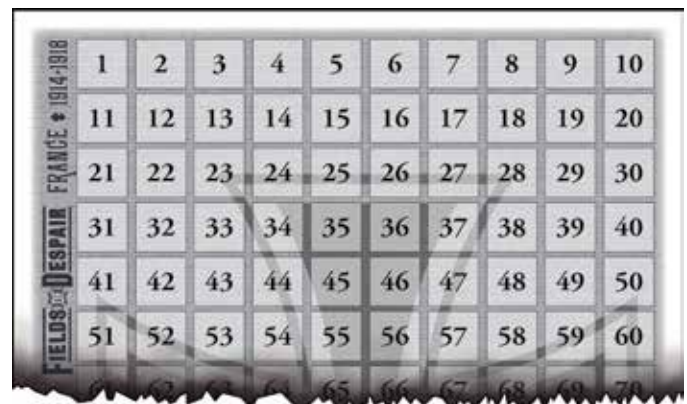
20.1 Solitaire Player Board

The Solitaire Player Board combines both Powers onto one Player Board. It is managed in the same manner as a Player Board in a 2-player game.



20.2 Central Powers Strength Point Track

The CP Strength Point Track is used to manage the non-player CP SPs as they are gained as reinforcements and lost from combat. See (23.3.2) for detail.



20.3 Objective Chits



Objective chits are placed in a coffee cup or other and drawn during play to determine the objective and path of a CP attack. Objectives range from a final drive on Paris, the division of the French and British forces to an opportunistic strike into the weakest hex in the Allied lines.

The hex of attack is generally noted as “Weakest Hex” followed by a location. The “Weakest Hex” is the hex with the fewest Allied SPs. When an attack location is noted as two hexes, the weakest of the two is attacked. If the two hexes are tied in total Allied SPs, the first hex listed is attacked.

Example: If the Objective chit states “Weakest Hex D4/E5,” the CP attack the weakest of those two hexes. If they are tied in Allied SPs, hex D4 is attacked.

20.3.1 Objective Chit Manifest: The Objective chits preceded by an asterisk in the chart to the right are placed in the draw cup during setup. The Objective chits without such an asterisk are conditionally added to the draw cup when the condition has been met.

Design Note: Some Objective chits that target the “Weakest Hex” are abstracting a successful aerial reconnaissance by the CP.

20.3.2 Objective Chit Decision Tree: The Objective chit Manifest contains a “Decision Tree” to use when determining which hex the CP attack.

The Decision Tree first provides the primary objective (hex or hexes). In the event none of the primary hexes are contested with supply lines, secondary and tertiary objectives are also provided.

Primary objectives should not be attacked any time both secondary objective hexes are contested. This is too dangerous a move for the CP. The secondary objectives are used instead. The same consideration applies when determining an attack against secondary objectives. In the event they are both contested tertiary objectives are used.

Two Objective chits cannot attack the same hex in a single Action Phase. If it is impossible to execute an Objective chit due to game conditions or a repeat objective, a new chit is drawn.

In many cases, the “Weakest Hex” is selected. On Objective chits with two hexes listed, the first hex listed breaks the tie. On Objective chits that state “Weakest Hex Lost” or “Weakest Hex Col. C-H” ties should be broken by a random die roll.

Objective Chit Manifest			
Decision Tree			
Objective	Primary Objective	Secondary Objective	Tertiary Objective
*Paris	Weakest Hex D4/E5	E4/F4	F3/G4
*Paris	Weakest Hex E5/D4	F4/E4	G4/F3
*Paris	Weakest Hex E5/F5	F4/G5	G4/H4
*Channel Ports	Weakest Hex D1/D2	E1/E2	F1/F2
*Channel Ports	Weakest Hex D2/D1	E2/E3	F2/F1
*Divide	Weakest Hex D3/D4	E3/E4	F3/F2
*Divide	Weakest Hex D4/D3	E4/E3	F3/F2
Objective	Condition	Detail	
*Counter Attack	Weakest Hex Lost (if none redraw)	CP attacks a hex where control was lost to the Allies this Action Phase. If more than one, attack hex with fewest Allied SPs. If unable to attack any hexes lost, attack a hex newly contested due to an Allied Breakout Move. If none of these conditions exist, redraw.	
*Verdun Artillery	Draw additional if turn 8 or 9	4d6 artillery attack at Verdun. A CP Artillery counter is not used for this attack. Draw/resolve an additional Objective chit.	
*Weakest Hex Col. C-H	#1 Always in Pool	Attacks the hex with the lowest Allied SP total between columns C-H	
Objective	Condition required to place into pool	Detail	
Weakest Hex Col. C-H #2	Add to Pool if 2+ hexes <5 Allied SPs	Add if 2 or more Allied hexes in columns C-H have <5 SPs	
Weakest Hex Col. C-H #3	Add to Pool if 3+ hexes <5 Allied SPs	Add if 3 or more Allied hexes in columns C-H have <5 SPs	
Weakest Hex Col. C-H #4	Add to Pool if 4+ hexes <5 Allied SPs	Add if 4 or more Allied hexes in columns C-H have <5 SPs	
East Col. I-M	Auto Win Advance 1 hex (no combat)	Add to pool if total Allied SPs in columns I – M, rows 7-10 is <20. When drawn, the Allies immediately lose control of one hex in France columns I-M, rows 7-10 that is adjacent to a CP controlled hex and does not have an Allied Fortress. Place a single CP block face down (any value) and a CP Control marker. This placement does not start the Combat Sequence. Target hexes K08 then K09 first. If neither hex is adjacent to a CP controlled hex, target any French controlled hex in Germany rows 6-10.	

21.0 How to Set Up

To play, set up Scenario IV, *1917-1918: The Final Push* (historical) as you would for a two-player game without placing the CP blocks. Combine the “Player Board Setup” for both Powers on the Solitaire Player Board. All 2-player Victory Conditions, Special Rules and reminders apply.

The CP blocks are set up by placing a *single* block, *face down* (i.e., *not standing*), in every hex where the CP player would set up per the 2-player scenario. The block value does not matter. It is simply there to remind you the enemy is present.

Place the Central Powers Strength Point Track to the side of the map. Place the “Total SPs” marker on 140 and the “Revealed SPs” marker on 14. Set aside the Objective chits “Weakest” 2, 3, and 4. Place all other Objective chits into a coffee cup or other. You are ready to begin.

22.0 Solitaire Play Guide

Immediately following the Solitaire Rules section is a playing guide to walk you through each solitaire procedure. The guide begins with a Solitaire Sequence of Play and walks you step by step through all solitaire procedures.

22.1 Solitaire Sequence of Play

To play solitaire, simply follow the steps of the Solitaire Sequence of Play. The Solitaire Sequence of Play follows the same sequence of actions as the 2-player game. Core Rule references are provided next to each step. An “(S)” next to a Core Rule reference number is notated whenever a new or altered procedure is required. Find the new or alternate procedure in the Solitaire Play Guide, complete it, then return to the Solitaire Sequence of Play.

Solitaire Sequence of Play example:

(S) Aerial Dogfighting and Reconnaissance (7.1)

- Follow Solitaire Play Guide for Allied ADR (7.1-S)

In this example, the “(S)” is alerting you to follow the Solitaire Play Guide’s section on Allied SDR. It is found in section 7.1-S.

Note: If ever in conflict with the Core Rules, the Solitaire Rules and procedures take precedence.

23.0 Key Concepts & Procedures

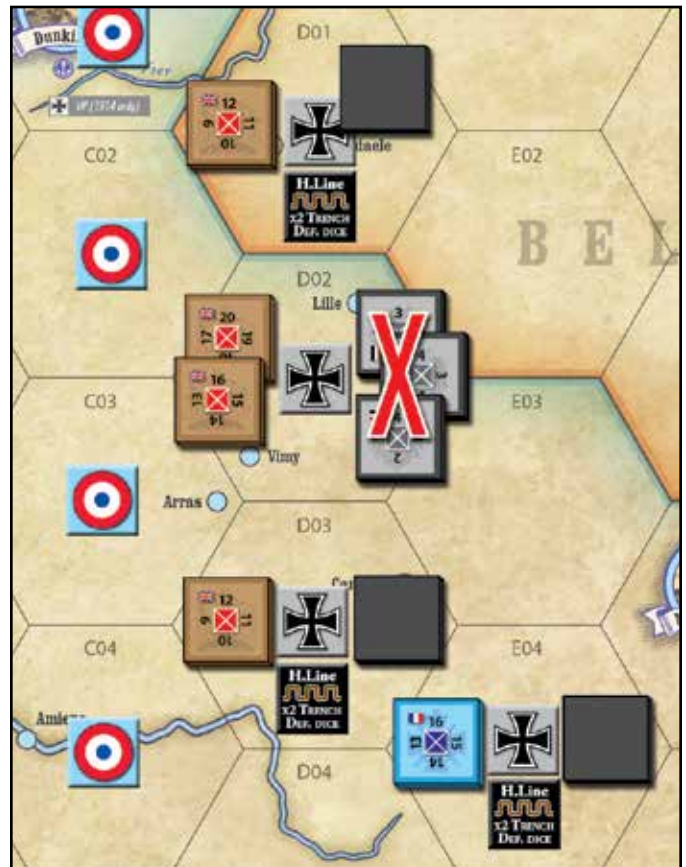
Solitaire procedures which are new and vital to maintaining the non-player CP are detailed in this section.

23.1 Every CP-Controlled Hex Contains at Least One CP Block

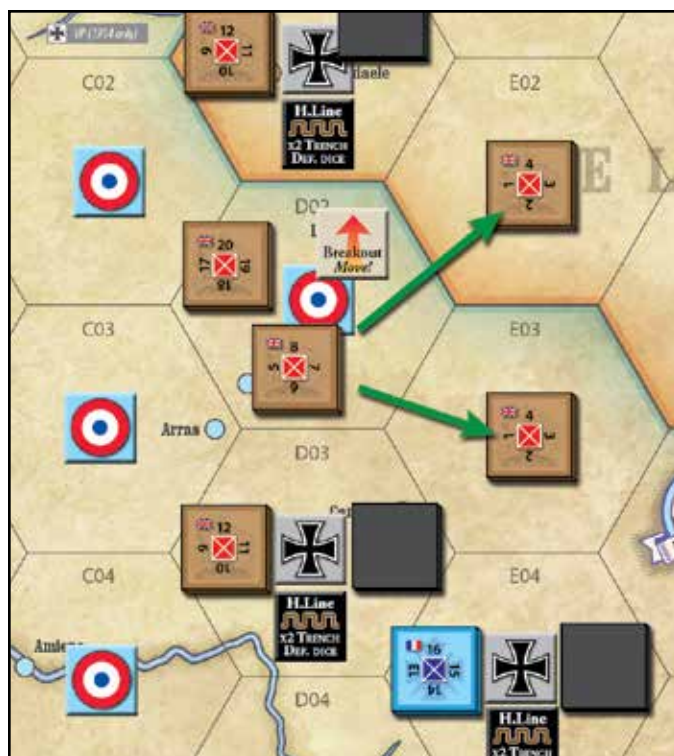
When playing the solitaire scenario, every hex controlled by the non-player CP is considered to be occupied by at least one CP block. Thus, *you must be very diligent in your adjustment of Control markers*.

On the Allied turn, any time you advance into a CP controlled hex not already containing a CP block, immediately place a CP block (face down, value does not matter) and a CP Control marker (if not already there) in the hex.

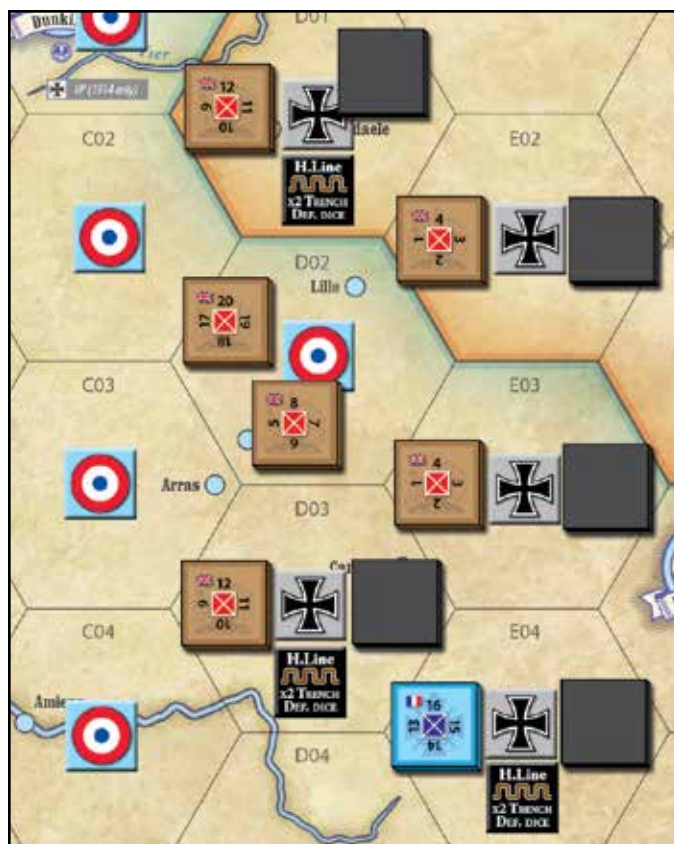
Design Note: This rule simulates the movement an opponent would make to plug the gaps.



Example 1: In hex D02 combat is resolved and all of the CP blocks are removed. Remember, all hexes to the right of the CP Control markers are controlled by the CP (Hex Control 1.5).



Example 1, continued: The Allies place a Control marker and a Breakout Move marker in hex D02. The 16-SP block is split into an 8-SP block and two 4-SP blocks. The 4-SP blocks advanced to hexes E02 and E03.



Example 1, continued: CP Control markers are placed in newly occupied hexes along with a face-down CP block.

23.2 The Allied Frontline is Always Contested at the Start of an Action Phase

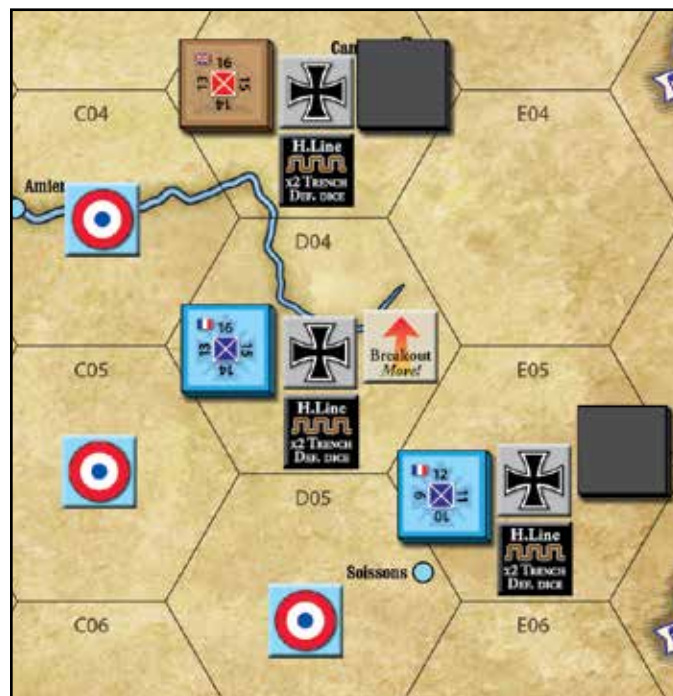
Design Note: This procedure simulates movement by the Central Powers to reinforce the frontline. It also mirrors the situation a 2-player game would present.

At the start of the scenario, the frontline is a series of contested hexes from columns C-I. As the scenario plays out, the non-player CP will make every effort to keep the front contested. Thus if through Combat or Movement the Allies have become the sole occupant of a hex that is within legal movement of a CP occupied or controlled hex, place a CP block face down in the hex. The block value does not matter.

At the start of every Allied and non-player CP Action Phase, place a CP block facedown into every *Allied controlled* hex that:

- Is located in Germany, Belgium, Luxemburg, or located in columns A-H and/or hex I06 of France.
- Does not already contain a CP block
- Is within two hexes of a CP Frontline hex and could be reached following the rules for block movement.

The Allied Control marker remains in any hex where a CP block is added.



Example 2: Combat resolution in hex D04 has left the Allies as the sole occupant. A Breakout Move marker is placed in the hex.



Total SPs: “Total SPs” is the current size of the CP Army on the Western Front. It is the sum total of Hidden and Revealed SPs. Starting scenario value: 140



Revealed SPs: “Revealed SPs” is the sum total SPs of all CP blocks currently face-up plus one each for every hex where all CP blocks are hidden. The “Revealed SPs” value can never be less than the number of CP hexes containing at least one block as each hex is assumed to have at least 1 SP in it. Starting scenario value: 14

Hidden SPs: At any point in time the “Hidden SPs” referenced on tables is the difference between the “Total SPs” and “Revealed SPs.”

Both the “Total SPs” and “Revealed SPs” will increase and decrease through play as follows.

When to Adjust “Total SPs” and “Revealed SPs”		
	Increase by 1	Decrease by 1
Total SPs	For every 1 SP added from Man-power Deployment or during Strategic Reorganization when SPs arrive from the Eastern Front	For every 1 SP lost due to Artillery Fire and/or Infantry Combat
Revealed SPs	For every 1 SP revealed by Aerial Reconnaissance or Infantry Combat	For every 1 SP lost (due to Infantry Combat or Artillery Fire) by a block currently revealed



FRANCE * 1914-1918	1	2	3	4	5	6	7	8	9	10
	11	12	13	Revealed SPs	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40
	41	42	43	44	45	46	47	48	49	50
	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70
	71	72	73	74	75	76	77	78	79	80
	81	82	83	84	85	86	87	88	89	90
	91	Total SPs	93	94	95	96	97	98	99	100
FIELDS OF DESPAIR	101	102	103	104	105	106	107	108	109	110
	111	112	113	114	115	116	117	118	119	120
	121	122	123	124	125	126	127	128	129	130
	131	132	133	134	135	136	Total SPs	138	139	140
	141	142	143	144	145	146	147	148	149	150
Central Powers Strength Point Track										

Example 4, Turn 7 Strategic Reorganization: On Turn 7 the CP have 45 SPs remaining on the Eastern Front after it is resolved. The SPs are transferred to Frontline hexes as part of Strategic Reorganization. The “Total SPs” increases by 45. The “Revealed SPs” does not move because the new SPs are hidden.

FRANCE * 1914-1918	11	12	13	14	15	16	17	18	19	20
	21	22	Revealed SPs	24	25	26	27	28	29	30
	31	32	33	34	35	36	Revealed SPs	38	39	40
	41	42	43	44	45	46	47	48	49	50
	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70
	71	72	73	74	75	76	77	Total SPs	79	80
	81	82	83	84	85	86	87	88	89	90
Central Powers Strength Point Track										

Example 5, Aerial Reconnaissance: Allied Aerial Reconnaissance reveals 14 CP SPs in a hex. The “Revealed SP” value is increased by 14. The “Total SPs” does not change because the total size of the CP Army has not increased or decreased.

	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	Revealed CP	38	39	40
	41	42	43	44	45	46	47	48	49	50
	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70
	71	72	73	74	75	76	77	Total CP	79	80
at Track	81	82	83	84	85	86	87	88	89	90

Example 6, Artillery Fire: Allied Artillery Fire scores 3 Hits in a hex with blocks not revealed by Aerial Reconnaissance. The “Total SPs” is reduced by 3 because the CP lost 3 SPs. The “Revealed SP” value does not change because the 3 lost SPs were hidden.

	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	Revealed CP	38	39	40
	41	42	43	44	45	46	47	48	49	50
	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70
	71	72	73	74	Total CP	76	77	78	79	80
at Track	81	82	83	84	85	86	87	88	89	90

Example 7, Infantry Combat: The CP takes 4 Hits during Infantry Combat. Both “Total SPs” and “Revealed SPs” are reduced by 4 because the Infantry Combat procedure reveals the blocks. Thus Infantry Combat losses are always taken by revealed blocks.

23.3.3 Placement of Central Powers Blocks in a Hex: When non-player CP blocks would be revealed during play by Aerial Reconnaissance the quantity of blocks (1-3) and combined SPs of those blocks is determined by the Solitaire Air Reconnaissance Results table. (7.1.3-S of the Solitaire Play Guide)

When non-player CP blocks would be revealed during play by Infantry or Breakout Combat the quantity of blocks (1-3) and combined SPs of those blocks is determined by the Central Powers SPs in a Hex Table. (7.3.3-S of the Solitaire Play Guide)

In both cases it is vital that you place the correct number of blocks (1-3) indicated by the table. A single hex may only have three blocks placed in it. Therefore if Aerial Reconnaissance places two blocks in a hex, Infantry Combat will only place one more.

23.3.4 Central Powers “Reset”: At the end of every CP Action Phase, any face up CP blocks are “reset” to hidden as they would be in a 2-player game. The procedure at the end of Action Phase 1 is different from Action Phase 2.

Action Phase 1: Adjust the “Revealed SPs” marker to equal the value of all blocks face up (from CP attacks) plus one for each with a face down CP block.

In hexes where the Central Powers attacked, use *three blocks* to comprise the total CP SPs then stand the blocks up facing away from you. In all other Frontline hexes, place one CP block face down. The SP value does not matter.

Action Phase 2: Place one CP block face down in a manner that contests every Allied Frontline hex adjacent to a CP Control marker in France columns A-H and hex I06. Once complete, the result should be the same as the procedure in 23.2. Adjust the “Revealed SPs” marker to equal the number of Frontline hexes.

Design Note: The difference in the two procedures accounts for the Strategic Reorganization that would occur after Action Phase 2.

24.0 General Rules

24.1 Solitaire Initiative

The CP has the Initiative for Turn 8, Action Phase 1. For all other Action Phases, the Allies have the Initiative. This means that the Initiative changes mid-turn during Turn 8 and the Allies will move back-to-back.

24.2 Solitaire Rounding

Results for the CP Air and Artillery Response tables are rounded down when the exact value of Air Squadron or Artillery counters is not available. Counters from supply may be used as needed when rounding.

24.3 Order of Resolution

When a step in the Sequence of Play must be resolved in more than one hex, the hex containing the greatest Allied value associated with the step is resolved first. Ties are player choice.

Example 9: If the Allies have declared Infantry Combat in 3 different hexes, the hex with the greatest sum total Allied SPs is resolved first.

24.4 When Central Powers Strength Points Equal Zero

If through the course of play, the Total SPs and Revealed SPs are equal, the Hidden SPs become zero. This does not mean that the entire CP Army is exposed or exhausted. It means the limit of Allied Intelligence has been reached. When consulting the Solitaire Air Reconnaissance table (7.1.3-S) or Central Powers SPs in a Hex (7.3.3-S) table, the “1-4” column will always be used and the full amount of the result put into play. Neither the Total SPs nor Revealed SPs are adjusted when placing CP SPs in this manner.

25.0 Solitaire Scenario

Specific Rules

The following rules are additional Scenario Specific Rules that apply only to Scenario IV 1917-1918 The Final Push (Solitaire).

25.1 Central Powers Economic Guide

The Central Powers Economic Guide dictates how to spend the CP EPs. The guide is broken into three categories: Free, Primary, and Choice.

Free These are acquired by the CP free of cost.

Primary These purchases are listed by name, in order and quantity () of purchase.

Choice The player may choose from this list, what the CP will buy. This option helps provide some flexibility in the difficulty of play.

EPs are spent on Primary items in the order listed before Choice items. Purchasing stops when all of the EPs are spent. The “Free” Stosstruppen counter is the free counter awarded per the Core Rules not an additional one.

25.2 Naval Warfare

The CP declares Unrestricted Submarine Warfare every turn.

25.3 Aerial Reconnaissance Restrictions

The Allies may not use more than one Air Squadron counter in SE France (columns in France I-K). The counter value may not exceed 2.

The CP do not perform the Aerial Reconnaissance step during their Action Phase.

Design Note: CP Objective chits that target the weaker of two hexes simulate attack plans based on Aerial Reconnaissance.

25.4 Central Powers Spring Offensive

In the spring of 1918, the CP launched a series of offensives collectively known as the Spring Offensive.

The Spring Offensive occurs on Turn 8, Action Phase 1. The CP has two advantages during this Action Phase. First, they have the Initiative. Second, if any CP attack creates a 2:1 CP advantage in block SPs after Infantry Combat resolution, the Allied SPs must retreat one hex. A Breakout Move marker is placed in any hex an Allied retreat occurs.



Solitaire Play Guide

Solitaire Sequence of Play

S: Indicates a solitaire procedure detailed in the Solitaire Play Guide.

1. Advance USA Entry Track (4.1)

Turn 7 only. The USA enters the war (11.2).

2. Resolve Eastern Front (5.1)

Turn 7 only. Russia exits the war.

3. Production Phase (6.0)

Economic Maintenance (6.1).

Manpower Deployment/Attrition (6.2).

Collect Economic Points (6.3).

Naval Warfare (6.4).

- The CP always declare USW.

S Spend Economic Points (6.5)

- For the CP consult the “Non-Player Central Powers Economic Guide.”

S Reveal Initiative Bid.

- No bid is ever made for Initiative. The CP have the Initiative Turn 8 AP1. For all of other Action Phases the Allies have the Initiative.

Allocate Supply (6.7).

Important: Turn 8 AP1; complete the CP Action Phase before the Allied Action Phase. Then on turn 8 AP2, return to completing the Allied Action Phase first. This will give the Allies back-to-back Action Phases.

4. Action Phase 1 (7.0)

ALLIED ACTION PHASE.

Reminder: Make sure appropriate Allied hexes are contested before proceeding (23.2).

S Aerial Dogfighting and Reconnaissance (7.1).

- Follow Solitaire Play Guide for Allied ADR (7.1-S).

S Block Movement (7.2).

- Follow Core Rules for Block Movement.

S Combat (7.3).

- Follow Solitaire Play Guide (7.3-S).

S Breakout Movement/ Combat (7.4).

- Follow Core Rules for Breakout Movement.
- If a Hindenburg Line (HL) marker is present, remove marker instead of moving.
- Follow Solitaire Play Guide for Breakout Combat (7.3-S) steps 2-7.

CENTRAL POWERS ACTION PHASE

S Complete Central Powers Action Phase.

- Follow Solitaire Play Guide for CP Action Phase Sequence (7.5-S).

Refresh Air and Artillery Counters (7.6).

- Follow Core Rules for both Powers.

Advance Turn marker and proceed to Action Phase 2.

5. Player Action Phase 2 (7.0)

- Same as procedures as Action Phase 1.

Proceed to Strategic Reorganization Phase.

6. Strategic Reorganization (8.0)

Follow the Core Rules for Allies.

SR is not completed for the CP.

Turn 7 (only): Increase the CP Strength Point Track by the value of the Eastern Front marker on the General Information Track.

7. Score (9.0)

Final Push Scoring (15.3).

(6.5) Non-Player CP Economic Guide

Add “Free” items to the CP player board without spending EPs. Spend CP EPs on “Primary” items in order in the quantity indicated (#). Up to two EPs are spent on Supply Capacity if needed to avoid placing hexes OOS. Any remaining may be spent at player discretion on the “Choice” items listed.

Turn 7

Free: Logistic Points (2), Tank Counter (1)

Primary: Air Tech (1), Supply Capacity (0-2), Tank Tech (1), Gas Mask Tech (1)

Choice: Air or Artillery Maintenance, Naval Warfare

Turn 8

Free: Logistic Points (2), Tank Counter (1)

Primary: Air Tech (1), Gas Mask Tech (1), Supply Capacity (0-2), Tank Tech (1)

Choice: Air or Artillery Maintenance, Gas Mask Tech

Turn 9

Free: Logistic Points (2), Tank Counter (1)

Primary: Supply Capacity (0-2), Gas Mask Tech (1)

Choice: Air or Artillery Maintenance

Allied Aerial Dogfighting and Reconnaissance (ADR)

Overview: Place your Air Squadrons in hexes you want to try and reveal enemy blocks. Check the Air Response Tables to see if the CP tries to stop you. Consult the “Solitaire Air Reconnaissance Results” tables for each hex where your squadrons remain after the Dogfight procedure.

Solitaire ADR Steps (7.1-S)

1. Place all Allied Air Squadron counters in hexes where you want to perform Aerial Reconnaissance. **Reminder:** *Only one counter may be placed in hex cols. J-M.*
- * 2. Select the hex with the greatest sum total Allied Air Squadron value (ties are player choice) and follow steps 1 and 2 of the Solitaire Dogfight Tables (7.1.2-S).
3. Repeat step 2 for every hex with Allied Air Squadron counters. Note that the value used in step 1 decreases as Air Squadrons are placed on the map.
4. Resolve *all* Dogfighting per Core Rules.
- * 5. Roll on the Solitaire Air Reconnaissance Results Table for every hex with surviving Allied Air Squadrons (7.1.3 - S).
- * Step detail follows in text below.

* Step 2 Procedure: Solitaire Dogfight Tables (7.1.2-S)

a Do the Central Powers Respond with Air Squadrons?

- For each hex, roll 1d6 adding any DRMs.
- Cross reference the die result with the total value of CP Air Squadron counters currently in the “Available Box.” If the result is “No (N)”, no CP counters are placed in the hex. If, “Yes (Y)”, go to step ‘b’ (below).

b How Much Do They Respond With?

- Roll 1d6 adding any DRMs.
- Cross reference the die result with the total value of CP Air Squadron counters in the “Available Box.” The result is the total value of CP Air Squadron counters moved from the Solitaire Player Board to the hex.
- On a modified die roll result of 4-6 place the “Ace” counter as part of the total (if in “Available” box).

* Step 5 Procedure: Solitaire Air Reconnaissance Results Table (7.1.3-S)

What’s in the hex?

Roll 3d6 and cross reference with the amount of CP SPs currently hidden. Place CP SPs in the hex face up equal to the result. *It is critical that you place the correct number of blocks (1, 2, or 3) to compose the total.*

The following limits apply based on the value of Allied Air Squadrons in the hex less Damage and Aborts from Dogfighting:

Step 1: Do the Central Powers Respond?						
	<i>Sum Total Value of CP Air Counters Available</i>					
1d6	1-3	4-6	7-9	10-12	13+	
≤ 1	N	N	N	N	Y	DRMs (cumulative)
2	N	N	N	Y	Y	<i>Sum Total Allied Air Value in Hex</i>
3	N	N	Y	Y	Y	+2 Allied Air > 5
4	N	Y	Y	Y	Y	+1 Allied Air 3-5
≥ 5	Y	Y	Y	Y	Y	+1 Previous result was “N”

	<i>Sum Total Value of CP Air Counters Available</i>					
1d6	1-3	4-6	7-9	10-12	13+	
≤ 1	1	1	2	2	3	DRMs (cumulative)
2	1	2	2	3	3	<i>Sum Total Allied Air Value in Hex</i>
3	2	2	3	3	3	+2 Allied Air > 5
4	2	2	3	3	4	+1 Allied Air 3-5
5	2	3	3	4	4	-2 Allied Air = 1
≥ 6	3	3	4	4	5	

	<i>Hidden CP SPs</i>														
3d6	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36	37-60	61+				
≤ 6	1	1	1	1	2	3	4	7	8	9	12				
7	1	1	1	2	2	3	4	7	8	10	13				
8	1	1	2	3	4	5	6	7	8	10	14				
9	1	2	2	4	5	6	7	10	11	13	15				
10	1	2	3	5	7	8	9	13	15	17	19				
11	2	3	4	6	8	10	11	15	17	20	22				
12	2	3	5	7	9	11	13	17	19	21	23				
13	2	4	5	8	10	13	15	19	21	24	26				
14	2	4	6	8	12	14	16	20	23	26	28				
15	2	4	6	9	12	14	16	20	25	28	30				
16	3	4	6	9	13	15	17	21	25	29	30				
17	3	4	6	10	13	16	19	22	26	29	31				
18	3	5	7	10	14	17	20	23	27	30	32				

c Allied Air Squadron Value 1: do not exceed the 13-16 column. Place CP SPs revealed using exactly 1 block.

d Allied Air Squadron Value 2: do not exceed the 25-28 column. Place CP SPs revealed using exactly 2 blocks.

e Allied Air Squadron Value 3+: No restrictions, place CP SPs using exactly 3 blocks.

Allied Combat Sequence

Overview: Commit to all of your Artillery Fire and Infantry Combat. Then check for CP response and resolve Artillery Fire and Infantry Combat.

Solitaire Combat Steps (7.3-S)

1. Place all Allied Artillery counters you wish to use per Core Rules.
2. Declare *all* hexes in which the Allies will initiate Infantry Combat placing Allied Attack markers in each.
3. Place the “Allied Attack #1” marker into the hex containing the greatest combined sum total of Allied Artillery SPs and Allied block SPs. The #2 is placed in the 2nd highest total and so on. Ties are player choice. Hexes where Artillery counters were placed but no Infantry Combat will occur do not require markers.
4. For all hexes with an Allied Attack marker or Allied Artillery counters, complete steps 5-9. Complete 5-9 in their entirety in one hex before going to the next. Resolve hexes in order beginning with “Allied Attack #1.”
- * 5. Check the Solitaire Artillery Response Table (7.3.1-S).
- * 6. Determine CP SPs in each hex with an “Allied Attack” marker (7.3.3-S).
- * 7. Check for CP reinforcement.
- * 8. Resolve Artillery Fire per Core Rules.
- * 9. Resolve Infantry Combat per Core Rules.
- * Step detail follows in text below.

Solitaire Artillery Response (7.3.1-S)						
Step 1: Do the Central Powers Respond?						
f	Sum Total Value of CP Artillery Counters Available					
1d6	1-3	4-6	7-9	10-12	13+	DRMs (cumulative)
≤ 1	N	N	N	N	Y	+2 Allied SPs > 10
2	N	N	N	Y	Y	+1 Allied SPs 5-10
3	N	N	Y	Y	Y	+1 Previous result was “N”
4	N	Y	Y	Y	Y	Allied SPs = Artillery SPs + Block SPs
≥ 5	Y	Y	Y	Y	Y	
Step 2: How Much Do They Respond With?						
g	Sum Total Value of CP Artillery Counters Available					
1d6	1-3	4-6	7-9	10-12	13+	DRMs (cumulative)
≤ 1	1	1	2	2	3	+2 Allied SPs > 10
2	1	2	2	3	3	+1 Allied SPs 5-10
3	2	2	3	4	4	-1 Allied Arty SPs 2
4	2	3	4	4	5	-2 Allied Arty SPs <2
5	2	4	4	5	5	Central Powers Turn
6	3	4	5	6	6	+1 Major Offensive
≥ 7	3	4	5	7	8	

* Step 5 Procedure: Solitaire Artillery Response Tables

Begin with the hex with the highest *combined sum total* of Allied Artillery SPs *and* Allied block SPs. Complete steps 1 and 2 of the Solitaire Artillery Response tables before proceeding to the next hex.

f Do the Central Powers Respond with Artillery Placement?

- Roll 1d6 adding any DRMs.
- Cross reference the die result with the current “Total Value of CP Artillery Counters Available” (counters in the “Available Box”). If the result is “No (N)”, no CP Artillery counters are added to the hex. If “Yes (Y)”, complete step “g” (below).

g How Much Artillery Do They Respond With?

- Roll 1d6 adding any DRMs.
- Cross reference the die result with the “Sum Total Value of CP Artillery Counters Available.” CP Artillery counter SPs equal to the result are moved from the Solitaire Player Board to the hex in question. Note: Moving Artillery counters in this manner reduces the total value of CP Artillery counters in the “Available Box.” Use the updated value when completing the Solitaire Artillery Response steps 1 and 2 for the next hex.



* Step 6 Procedure: Determine CP SPs in a Hex (7.3.3-S)

Note: After completing the following procedure, a hex where an Allied Attack marker was placed must contain exactly three face-up CP blocks. For any hex that already has three blocks face-up as a result of Aerial Reconnaissance skip this step and go directly to Solitaire Combat Step 7.

1. Establish the current value of “Central Powers Hidden SPs” by subtracting the “Revealed SPs” from the “Total SPs.”
2. Roll 3d6 adding any DRMs and cross reference the result with the Hidden CP SPs from step 1. The result is the quantity of SPs to place in the hex.
3. Check for a Limit.
4. Place CP SPs face-up in the hex equal to the result. Increase the “Revealed SPs” marker up by the result.
5. In each hex where step 4 is completed, three blocks (total) should be face-up and comprise the CP SP total.

Central Powers SPs in a Hex (7.3.3-S)												
Hidden CP SPs												
3d6	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36	37-40	41-44	45-48
≤ 6	1	1	1	2	2	2	3	3	5	6	7	7
7	1	1	1	3	3	3	5	5	5	6	7	7
8	1	1	2	4	4	5	6	7	8	9	10	10
9	1	2	3	5	6	8	9	10	12	14	15	15
10	1	3	4	7	8	10	12	13	14	16	18	18
11	2	3	5	8	10	12	13	15	16	18	20	20
12	2	4	6	9	12	13	14	16	18	19	21	21
13	2	4	6	9	14	15	16	17	19	21	24	24
14	2	5	7	10	15	16	17	18	20	23	26	26
15	2	5	7	10	15	16	18	20	22	25	30	30
16	3	5	8	11	16	17	19	22	24	27	32	32
17	3	5	8	12	16	17	21	24	26	28	33	33
≥ 18	3	5	9	13	17	20	23	26	28	30	35	35

Limit if Allied Attack < 15 SPs

7.3.3-S DRMs (add if CP Total SPs 61+)

- +3 Allied SPs > 30
- +2 Allied SPs 20-30
- +1 Allied SPs 15-20

Limit it:

- 1 block remaining to be placed
- 2 blocks remaining to be placed
- 3 blocks remaining to be placed

Note: Any hex that already has one or two blocks face-up as a result of Aerial Reconnaissance will have a limit placed on its table 7.3.3-S result. Additionally, any hex where the Allied SPs are less than 15 will also have a limit.

The Limit in a Hex: A limit is placed on the Table 7.3.3-S result if blocks have already been revealed by Aerial Reconnaissance or the Allied Attack is with less than 15 SPs. Both limits may apply at the same time.

Blocks Remaining to be Placed	Limit
0	Do not roll on table
1	Do not exceed yellow (top color)
2	Do not exceed light green (middle color)
3	No Limit (any color)

Allied SPs in Hex	Limit
< 6	Do not exceed the 13-16 Column
< 15	Do not exceed the 25-28 Column
15 +	No Limit

* Step 7 Procedure: Central Powers Reinforcement Check

If the CP have any Logistic Points, check for CP reinforcement. Determine the ratio of Allied to CP block SPs rounding down. Roll 1d6 on the CP Reinforcement Check Table. If the result is Yes (Y), add 5 CP SPs to the hex. Reduce CP Logistic Points by one and increase the “Revealed SPs” marker by 5.

CP Reinforcement Check				
Allied SPs : Central SPs				
1d6	4:1	3:1	2:1	1:1
1	Y	N	N	N
2	Y	N	N	N
3	Y	Y	N	N
4	Y	Y	Y	N
5	Y	Y	Y	N
6	Y	Y	Y	Y

* Steps 8 and 9: Artillery Fire and Combat

Resolve Artillery Fire per Core Rules. After applying any losses, resolve Infantry Combat per Core Rules.

Reminder: Adjust the Central Powers SPs table after Artillery Fire, then again after Infantry Combat.

- **Artillery Fire:** For every 1 SP loss taken by the CP, reduce the “Total SPs” marker by 1.
- **Infantry Combat:** For every 1 SP loss taken by the CP (already revealed block), reduce the “Total SPs” and “Revealed SPs” markers by 1.

Central Powers Action Phase

Overview: This section of the Solitaire Play Guide takes you step by step through the non-player CP turn.

Central Powers Action Phase Steps (7.5-S)

1. Place all revealed CP blocks face down.
2. Place one CP block face down into any Allied Frontline hex not already containing a CP block (23.2).
3. Reduce the number of CP blocks in every contested hex to one block (SPs do not matter). Return excess blocks to the force pool.
4. Set the "Revealed SPs" marker equal to the number of CP blocks on the map.
- * 5. Roll on the "No. of CP Offensives" table to determine number of CP Offensives.
- * 6. Resolve Major Offensives.
- * 7. Resolve Minor Offensives.
- * 8. Resolve Breakout Movements.
- * 9. Resolve Breakout Combats.
10. Central Powers "Reset."
11. Return to Solitaire Sequence of Play.
- * Step detail follows in text below.

* Step 5 Procedure: Determine the Number of Central Powers Offensives

Roll 3d6 and add any DRMs to the total. Find the total on the "Number of CP Offensives" table. The first column to the right is the total number of Major Offensives, and the second column is the number of Minor Offensives, to be resolved this Action Phase.

CP Offensive DRM's (cumulative)		Number of CP Offensives		
		3d6	Major	Minor
-5	Turn 7	1-6	0	0
+5	Turn 8 AP1	7	0	1
+3	Turn 8 AP2	8	1	0
+2	No CP hex controlled in France	9	1	0
-1	CP Total SPs 26-50	10	1	1
-2	CP Total SPs <25	11	2	0
Min.	On T9 AP2 if Allies	12	2	0
2 Maj.	have achieved Draw	13	2	1
Off.	or Victory Condition	14	2	1
		15	2	1
		16	2	2
		17	3	0
		18	3	0
		19+	4	0

On Turn 9 Action Phase 2, if the Allies have achieved the Victory or Draw condition, a minimum of 2 Major Offensives are launched.

* Step 6 Procedure: Resolve a Major Offensive

1. Draw Objective chit, determine the target hex of the attack and place it on the hex (20.3.2).
2. Allies decide whether or not to reinforce using a Logistic Point (player choice). Follow Core Rules for Reinforcement with the exception that it is limited to 5 SPs total.
3. Roll 3d6 and consult the "Major Offensive SPs" table.
4. Place *three blocks* into the hex equaling the SPs of the offensive. Remember to adjust the "Revealed SPs" as you go.
5. Allied player optionally places any available Artillery counters he wishes.
6. If the CP has Artillery counters available, roll on step 2 of the "Artillery Response Table" (7.3.1-S) to place CP artillery. The result of step 1 is always "Y."
7. Resolve Infantry Combat per Core Rules.
8. Place a "Breakout Move" marker if applicable. If Turn 8 AP1, Spring Offensive rules apply after CP offensives (25.4).
9. Repeat steps 1-8 for next Major Offensive. If none remain, continue to Minor Offensives.

Major Offensive SPs						
	Central Powers Hidden SPs					
3d6	21-30	31-40	41-50	51-60	61-75	76+
3-5	4	6	8	9	10	12
6-9	6	9	11	13	15	17
10	8	12	15	17	20	23
11	10	15	18	22	25	28
12	11	18	22	26	29	33
13	13	21	25	29	33	38
14	14	22	27	31	36	41
15	15	23	28	33	38	43
16	15	24	29	34	39	44
17	15	24	29	34	39	45
18+	16	25	30	35	40	45



* Step 7 Procedure: Resolve a Minor Offensive

Follow the steps for Major Offensives. Consult the Minor Offensive table in step 3.

Minor Offensive SPs						
	Central Powers Hidden SPs					
3d6	1-10	11-20	21-30	31-40	41-50	51+
3-5	2	2	3	3	4	4
6-9	2	3	4	5	6	6
10	3	4	6	7	8	9
11	4	5	7	8	9	11
12	5	6	8	10	11	13
13	5	7	9	11	13	14
14	6	8	10	12	14	15
15	6	8	10	12	14	15
16	6	8	11	13	15	15
17	6	8	11	14	15	15
18+	7	9	11	15	15	15

* Step 8 Procedure: Resolve Breakout Movements

Complete the following steps for each hex containing a Breakout marker.

1. Determine the Nature and Direction of the Breakout Move marker by rolling 2d6, 1st (black) and 2nd (blue). The 1st (black) indicates the column on the Breakout Movement table and the 2nd (blue) indicates the row. Breakout moves are into Allied controlled hexes.
2. Redistribute SPs from the hex containing the Breakout Move marker. The distribution is determined by the "Distribution" values underneath the "Nature of Breakout Move" determined in Step 1.

Breakout Movement Table					
Turn 7 & 9					
		Nature of Breakout Move			
		CD	CC	AD	AC
		1-2	3-4	5	6
Direction of Breakout:	1-3	CD-SR	CC-SR	AD-SR	AC-SR
	4-6	CD-WH	CC-WH	AD-WH	AC-WH
Distribution:		2-1	2-1	1-1	1-1
Turn 8					
		Nature of Breakout Move			
		CD	CC	AD	AC
		1-2	3-4	5	6
Direction of Breakout:	1-3	CD-SR	CC-SR	AD-SR	AC-SR
	4-6	CD-WH	CC-WH	AD-WH	AC-WH
Distribution:		1-1	1-1	1-2	1-2

If distribution is 2-1:

- a. Place 2 SPs in the hex containing the Breakout Move marker then b *or* c.
- b. **Divided Attack:** Place 1 SP in all adjacent hexes not already contested or
- c. **Concentrated Attack:** Place 1 SP in a single adjacent hex not already contested determined by the "Direction of Breakout."
- d. Repeat a then b or c until all SPs are distributed or the Stosstruppen Breakout Move limit has been reached.

If distribution is 1-1:

- a. Place 1 SP in the hex containing the Breakout Move marker then b *or* c.
- b. **Divided Attack:** Place 1 SP in all adjacent hexes not already contested or
- c. **Concentrated Attack:** Place 1 SP in a single adjacent hex not already contested determined by the "Direction of Breakout."
- d. Repeat a then b or c until all SPs are distributed or the Stosstruppen Breakout Move limit has been reached.

If distribution is 1-2:

- a. Place 1 SP in the hex containing the Breakout Move marker then b *or* c.
- b. **Divided Attack:** Place 2 SPs in all adjacent hexes not already contested or
- c. **Concentrated Attack:** Place 2 SPs in a single adjacent hex not already contested determined by the "Direction of Breakout."
- d. Repeat a then b or c until all SPs are distributed or the Stosstruppen Breakout Move limit has been reached.

Breakout Movement Table Definitions

Nature of Breakout Move

CD Cautious/Divided:

CC Cautious/Concentrated

AD Aggressive/Divided

AC Aggressive/Concentrated

Cautious: Breakout moves leave a greater number of SPs behind to protect the Supply Lines.

Aggressive: Breakout moves advance with a greater number of SPs in hope of capturing more hexes.

Divided: Breakout moves split the advancing SPs into multiple hexes to cause the most disruption to the enemy.

Concentrated: Breakout moves advance into a single hex with the intention to take and hold new hexes.

Direction of Breakout Move

SR Shortest Route

WH Weakest Hex

Shortest Route: Advances into the hex closest to objective first. In a "Divided" Breakout, This hex gets the majority of SPs if not able to divide evenly when redistributing SPs.

Weakest Hex: Advances into hex with fewest Allied SPs first. In a "Divided" Breakout, This hex gets the majority of SPs if not able to divide evenly when redistributing SPs.

Place SPs into hex with the fewest Allied SPs first

Direction of Breakout Tie Breakers:**1st Tie Breaker:**

SR	Weakest hex breaks tie
WH	Shortest Route to objective breaks tie

2nd Tie Breaker:

If the 1st tie breaker does not break the tie, roll 1d6 and the hex on the Left, Middle or Right (from the direction of the attack) breaks the tie.

Three hexes tied	L-M-R	1-2 L, 3-4 M, 5-6 R
Two hexes tied	L-R	1-3 L, 4-6 R

Design Note: The Breakout move, often into open areas of the map, presented one of the greater solitaire design challenges. It is deceptively complicated. The easy answer would be to advance “X” SPs each time in the same given direction. However, I wanted to instill variety and perhaps an aggressive or passive personality. I arrived at three key elements of a breakout. First, it must be aggressive or cautious. Does the CP throw everything it can forward in hope of winning the war or have the battles of 1915-1916 made the CP overly cautious in an advance? Second is the direction of the advance which was tricky given the hex map. Any hex could potentially advance into three other hexes. This brought about the “Distribution” so that holes were not left in the lines. I altered the distribution based on the aggressive or cautious result. Thirdly, is the direction of the breakout which also works as a tie-breaker for odd numbered advances into multiple hexes.

*** Step 10 Procedure: Central Powers “Reset” (23.3.4)**

If End of Action Phase 1: Adjust the “Revealed SPs” marker to equal the value of all blocks face up (from CP attacks) plus one for each with a face down CP block.

In hexes where the CP attacked, use 3 *blocks* to comprise the total CP SPs then stand the blocks up facing away from you. In all other Frontline hexes, place one CP block face down. The SP value does not matter.

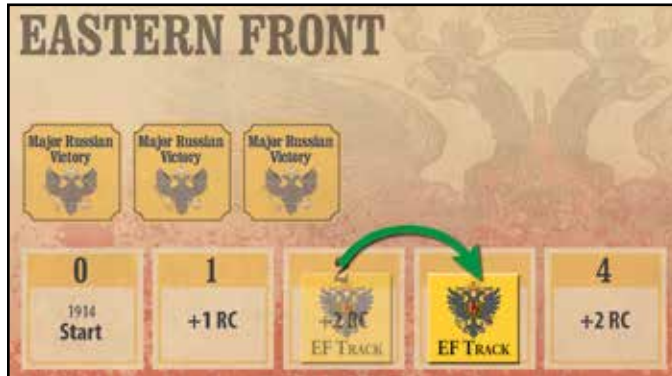
If End of Action Phase 2: Place one CP block face down in a manner that contests every Allied Frontline hex adjacent to a CP Control marker in France columns A-H and I06. Once complete, the result should be the same as the procedure in 23.2. Adjust the “Revealed SPs” marker to equal the number of Frontline hexes.



Extended Examples of Play

Resolving War on the Eastern Front (5.0)

The CP player advances the Eastern Front Track marker one space to the right and adds two red cubes (+2 RC) to the Eastern Front draw bag.



Three cubes are then drawn at random...



The Allied player then rolls 1d6 and consults the Eastern Front Loss Table.

1d6 result:

Since two red cubes were drawn the middle column is used. The CP loses five SPs on the Eastern Front.

Eastern Front Loss Table				
1d6	1 Red	2 Red	3 Red	4 Red
1	1	2	3	4
2	2	3	4	5
3	2	3	4	5
4	3	4	5	6
5	3	5	6	7
6	4	6	7	8

The Eastern Front marker is reduced from eleven to six.

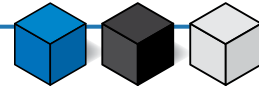


After the Eastern Front marker is reduced, all three cubes are returned to the Eastern Front draw bag.

Production Phase Step 4: Naval Warfare (6.4)

For the following examples, the Allies have just collected 12 EPs and the CP 11 EPs. The Naval Warfare situation at the start of Turn 5 is illustrated. Three cubes are drawn at random from the Naval Warfare draw bag.

Example One:



If the cube draw is:

The result: The CP loses one EP because one blue cube was drawn. The CP also loses two more EPs because the Blockade level at the start of the turn was four (+2). The CP returns a total of three EPs to supply after which the Blockade level increases from four to five.



The result:

If Prize Regulations declared: The Allies lose one EP because one black cube was drawn. No other effect.

If USW declared: The Allies lose one EP because one black cube was drawn. The USW table is immediately advanced one space because one black cube was drawn.

The CP player rolls 1d6 and consults the "2-3" column of the USW Table.

USW Table						
1d6	1	2-3	4-5	6-7	8-9	10+
1	0	0	1	2	3	3
2	0	1	2	3	3	4
3	1	2	2	3	4	5
4	1	2	3	4	5	6
5	2	3	4	5	6	7
6	3	2	4	5	6	7

1d6 result:

The Allied player reduces the block SPs in England by two.

The  result:




This cube is a non-event and is discarded from play.

The blue and black cubes are returned to the Naval Warfare draw bag.

Example Two:

If the cube draw is:



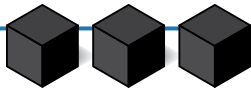
The    result: The CP loses three EPs because three blue cubes were drawn. The CP also loses two more EPs because the Blockade level at the start of the Turn was four (+2). The CP returns a total of five EPs to supply. Five is a legal amount because it does not exceed half of the total EPs collected by the CP this turn (11). The Blockade level is increased by one from four to five. It is only increased by one even if two or three blue cubes are drawn.


No  drawn result:

If Prize Regulations or USW declared: Since no blue cubes were drawn, the CP do not lose any EPs this turn. The CP do not lose any EPs from the Blockade level.

Example Three:

If the cube draw is:



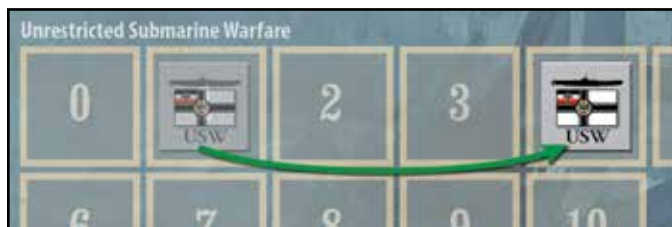
No  drawn result: Since no blue cubes were drawn, the CP does not lose any EPs this turn. The CP does not lose any EPs from the Blockade level.

The    result:


If Prize Regulations declared: The Allies lose three EPs because three black cubes were drawn. No other effect.

If USW declared: The Allies lose three EPs because three black cubes were drawn.

The USW table is immediately advanced three spaces because three black cubes were drawn.



The CP player rolls 1d6 and consults the “4-5” column of the USW Table.

1d6 result: 

The Allied player reduces the block SPs in England by four. The USA Entry track is advanced one space because two or more black cubes were drawn and a six was rolled.

1d6	1	2-3	4-5	6-7
1	0	0	1	2
2	0	1	2	3
3	1	2	2	3
4	1	2	3	4
5	2	3	4	5
6	3	2	4	5

Action Phase (7.0)

The following Action Phase example walks through the CP invasion of Belgium to begin the war. The 1914 Opening Move rules of *The Mobile War* (Scenario II) and *The Grand Campaign* (Scenario V) are in effect (16.1).

Step 1: Aerial Dogfighting and Reconnaissance (7.1)

The CP places Air Squadron counters face down into hexes H02 and I02 where he wishes to reveal blocks. The Allies are not allowed to respond with Air Squadrons during the Opening Move nor would they want to as Dogfighting is not permitted until Turn 2. The CP Air Squadrons are then revealed.



The Dogfighting procedure is bypassed and the Reconnaissance procedure begins. The value on each Air Squadron counter is one, thus one block is revealed in each hex. The Belgian blocks are laid face-up for the remainder of the CP Action Phase.

Step 2: Block Movement (7.2)

1. The CP 17-SP infantry block moves directly into hex I02. The 2-SP cavalry block moves into hex I02 via hex I01. Since hex

I01 is not occupied by a Belgian block, the CP immediately take control.

2. The CP 17-SP infantry block breaks down into a 14-SP and 3-SP block. Then the 14-SP block moves directly into hex I02 and the 3-SP block into hex I03. Since hex I03 is not occupied by a Belgian block, the CP immediately take control.
3. The CP 8-SP infantry block advances to hex H03 via hex I04. The 2-SP cavalry block advances to hex H03 via hex I03. Since hex H03 and I04 are not occupied by a Belgian block, the CP immediately take control. Given the fact that both blocks began the Action Phase in a forest hex, they do not suffer the forest hex movement restriction.

Step 3: Combat (7.3)

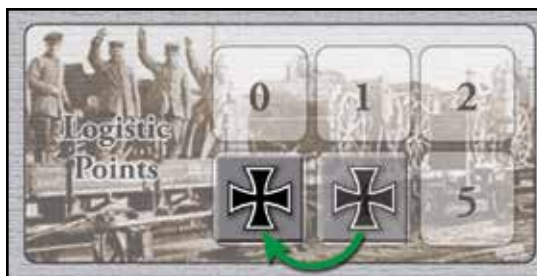
A round of combat must be fought in hex I02 (Liege) because it is newly contested. The CP will only score Hits on a result of 6 because the Belgians begin the combat sequence with a Fortress in the hex. The Belgians will score Hits on a 5 or 6.



Combat Sequence:

- a. Artillery Fire
- b. Active Player Option to End Combat
- c. Infantry/Cavalry Combat

Artillery Fire. The CP player has the option to place Artillery counters from the “Available” box on the CP Player Board into any contested hex. The only contested hex is I02. A 2-SP, 3-SP, and 4-SP Artillery counter are placed in hex I02. The 4-SP counter is “Big Bertha.” The Allies are not permitted to play Artillery counters during the Opening Move; therefore only the Belgian Fortress will fire. The Allied player is not allowed to spend LPs during the Opening Move and thus does not have the option to reinforce.



The CP player decides to spend a Logistic Point and use “Big Bertha” as a rail gun (10.1). As a rail gun, Big Bertha’s dice are rolled before the other CP artillery and Hit on a 5 or 6, and *all* Hits will be applied to the Fortress.



Big Bertha fires. Two Hits are scored against the Liege Fortress, reducing its SPs to zero. Although reduced to zero, the Fortress is not considered destroyed until all Infantry Combat has been resolved. Thus the defensive benefits will remain until Infantry Combat is completed.



The remaining CP artillery fire. The two rolls of 6 are Hits. The 5 is a miss due to the Fortress whose benefit lasts the entire Combat Sequence. The 3 and 1 rolls are misses. Despite two Hits,

the Belgian block is only reduced by one SP because Artillery Fire can never clear a hex of enemy SPs (7.3.1).

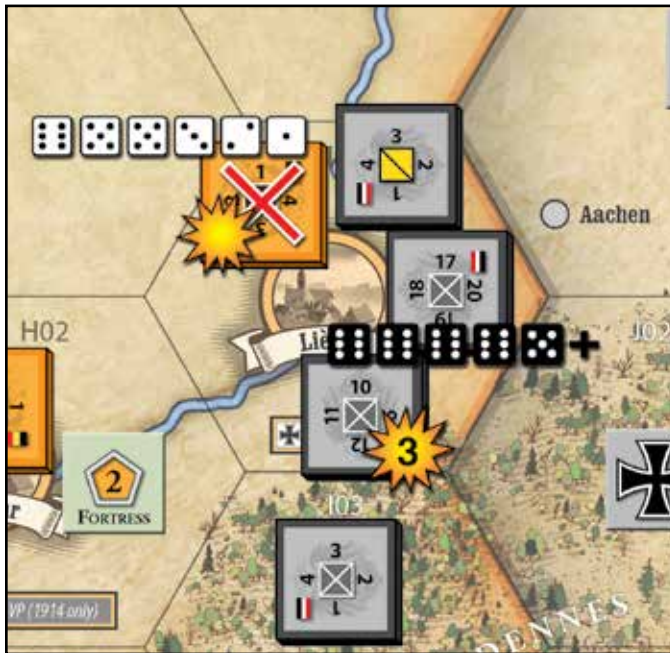
The Liege Fortress fires. Two dice are rolled for the Fortress because it had 2 SPs at the start of the Combat Sequence. The 5 is a Hit, the 4 a miss. The CP 14-SP block is reduced to 13 SPs. This reduction is taken without revealing the blocks.

Infantry/Cavalry Combat. The CP has the option to end the Combat Sequence but elects to continue. The CP player lays his blocks face-up. Until this moment, the Allied player was not aware of their strength.

Given the fact that Trench Warfare has not begun, Infantry Combat is resolved simultaneously. Liege has a river, giving the Belgians additional dice on the defense. The amount of extra dice is determined using the Trench Defense Table. The CP is attacking with more than 17 SPs thus five extra dice are awarded.

Trench Defense Table	
Active Player Strength	Extra Dice
1-4	1
5-8	2
9-12	3
13-16	4
17+	5

The Belgians roll 1d6 for the one remaining infantry SP plus 5d6 for the river (7.3.4). The CP rolls 33d6, the sum total of the CP infantry and cavalry SPs in the hex.




The CP strike. The first six removes the last Belgian infantry SP.

The Belgians fight desperately. Each roll of 6 and 5 scores a Hit for a total of three Hits. The CP reduces the 13-SP block to 10 SPs.

Note: As an alternative to rolling thirty-three dice, the CP player may roll 3d6 and consult the thirty-three column of the “Hits on a 6” table.

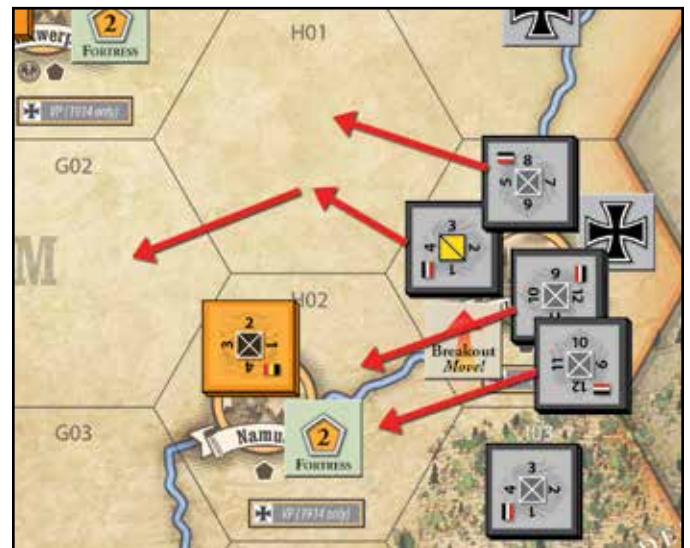
3d6 Result	29	30	31	32	33	34	35
3	0	0	0	0	1	1	2
4	1	1	1	1	1	2	2
5	2	2	2	2	2	2	3
6	2	2	2	2	3	3	3
7	3	3	3	3	3	3	4
8	3	4	4	4	4	4	4
9	4	4	4	4	5	5	5
10	5	5	5	5	5	5	5

Example result : The die roll total of eight is cross-referenced with the number of dice (33) that would have been rolled. The result would be four Hits.

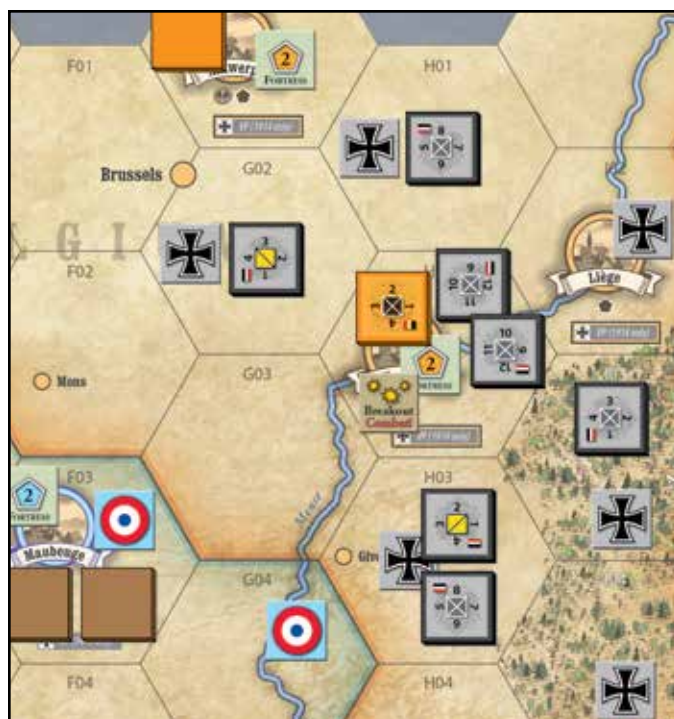
Combat is resolved. The Belgian block and Fortress marker are removed. A Breakout Move marker is placed in the hex because all Belgian block SPs and the Fortress marker have been removed. A CP Control marker is placed in the hex. The Control markers in hexes J01 and J02 are removed because the hexes are no longer adjacent to Belgian controlled hexes or hexes with Allied Control markers. As a reminder, all hexes to the right of the CP Control markers are considered controlled by the CP (no marker needed).

Step 4: Breakout Movement (7.4.1)

The CP has the option to complete a Breakout Move or to remove the Breakout Move marker ending the Action Phase. The CP elects to perform the Breakout Move. Only SPs in the hex with the Breakout Move marker may move. Cavalry blocks may advance two hexes, infantry blocks one hex. Before moving, the 17-SP block is broken down into a 9-SP block and an 8-SP block.



The 3-SP cavalry block sweeps around Namur advancing to hex G02 via hex H01. The 8-SP block drives towards Antwerp advancing into hex H01. The 9-SP and 10-SP blocks, push into Namur.



The CP Breakout Move is completed. Control markers are placed in hexes G02 and H01 because the CP blocks are the sole occupants of each hex. The CP Control marker is removed from hex I01 because it is no longer needed. Due to the fact that it is newly-contested, a Breakout Combat marker is placed in hex H02.

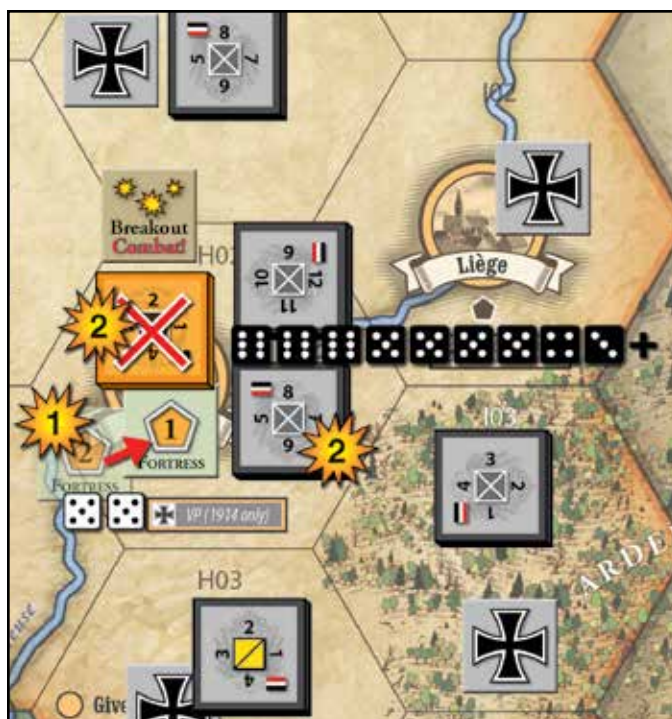
Breakout Combat (7.4.3)

Breakout Combat follows the same procedure as Combat (7.3).

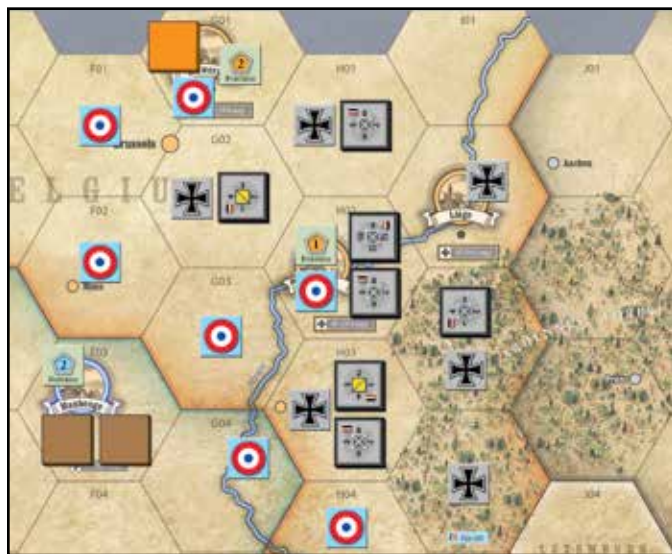
Artillery Fire. The Power executing the Breakout Move may not play Artillery counters. Artillery Fire will only arise from the Fortress. The Namur Fortress fires, scoring two Hits by rolling “double” fives, which reduces the CP 10-SP block to 8 SPs.

Infantry Combat. The CP roll 17d6 (alternatively 3d6 and consult the “Hits on a 6” Combat Table’s 17 column).

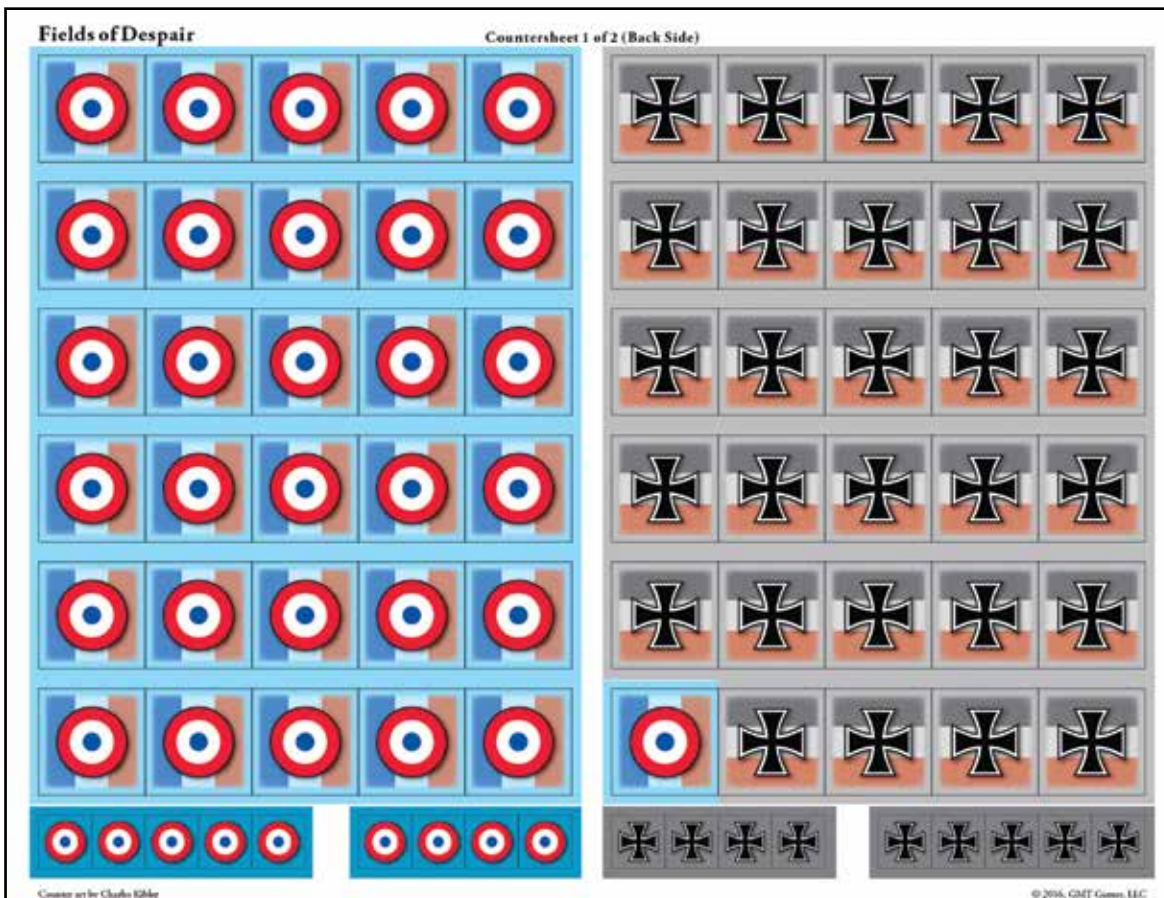
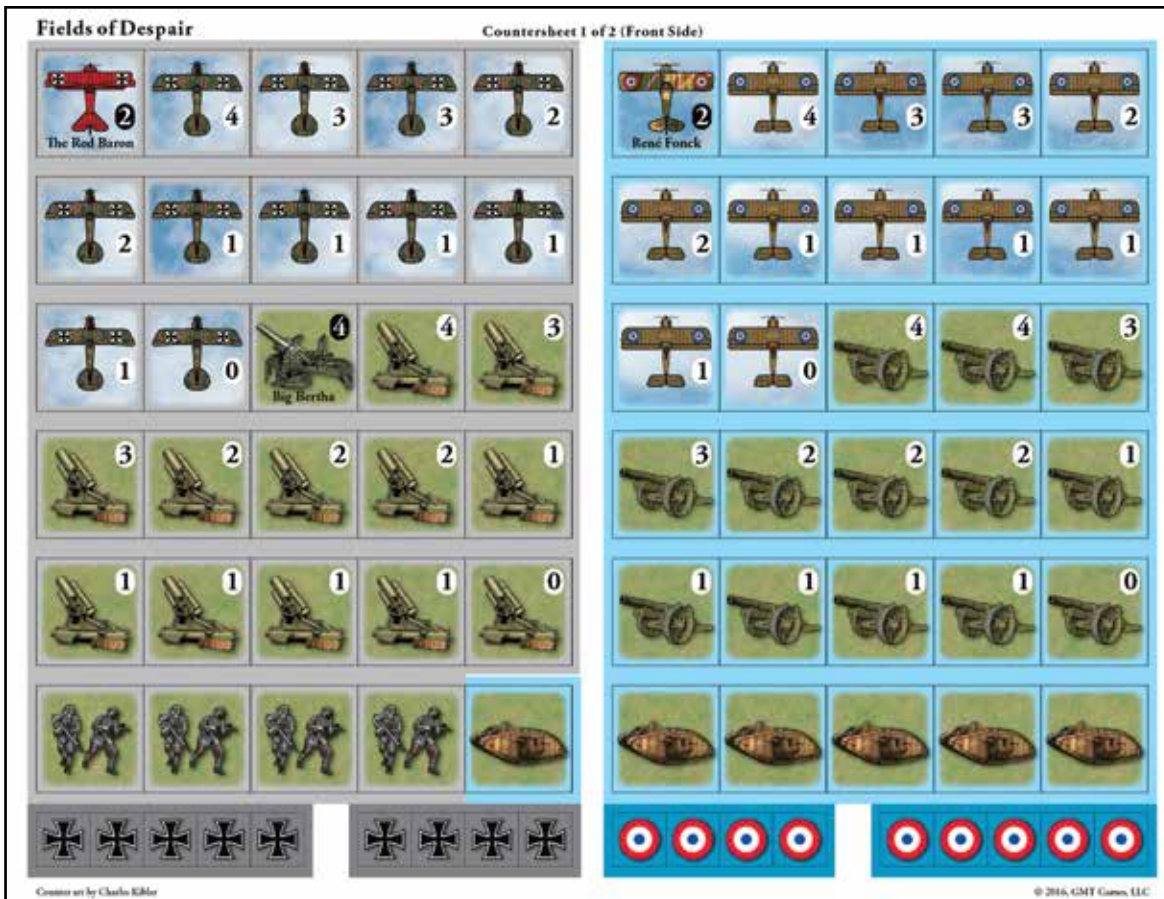
The CP strike. Only the die results of “6” score Hits due to the protection of the Fortress (what a waste of perfectly good fives!). Three Hits are scored. The first Hit is applied to the Fortress reducing it from 2 SPs to 1 SP. Then Hits are applied to the Belgian blocks. Two Hits clear the hex of Belgian infantry.



The Belgians fire back. Hex H02 has a river which provides one-time additional dice as determined by the Trench Defense Table. Since the CP is attacking with 17 SPs, five additional dice are added to the two dice provided by the Belgian 2-SP block. Seven dice are rolled but, the highest result is a four, so no Hits are scored.



The end of Breakout Combat concludes the Opening Move. Belgium is a member of the Allies so Allied Control markers are placed in Belgian hexes that border hexes with CP Control markers. The Control marker in hex F03 is removed because the hex does not border a hex with a CP Control marker. The Turn marker is now advanced and play continues into Turn 1.



© 2016, CMT Games, LLC

© 2014, CMT Games, LLC



Production Coordination: Tony Curtis



GMT Games, LLC
P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com