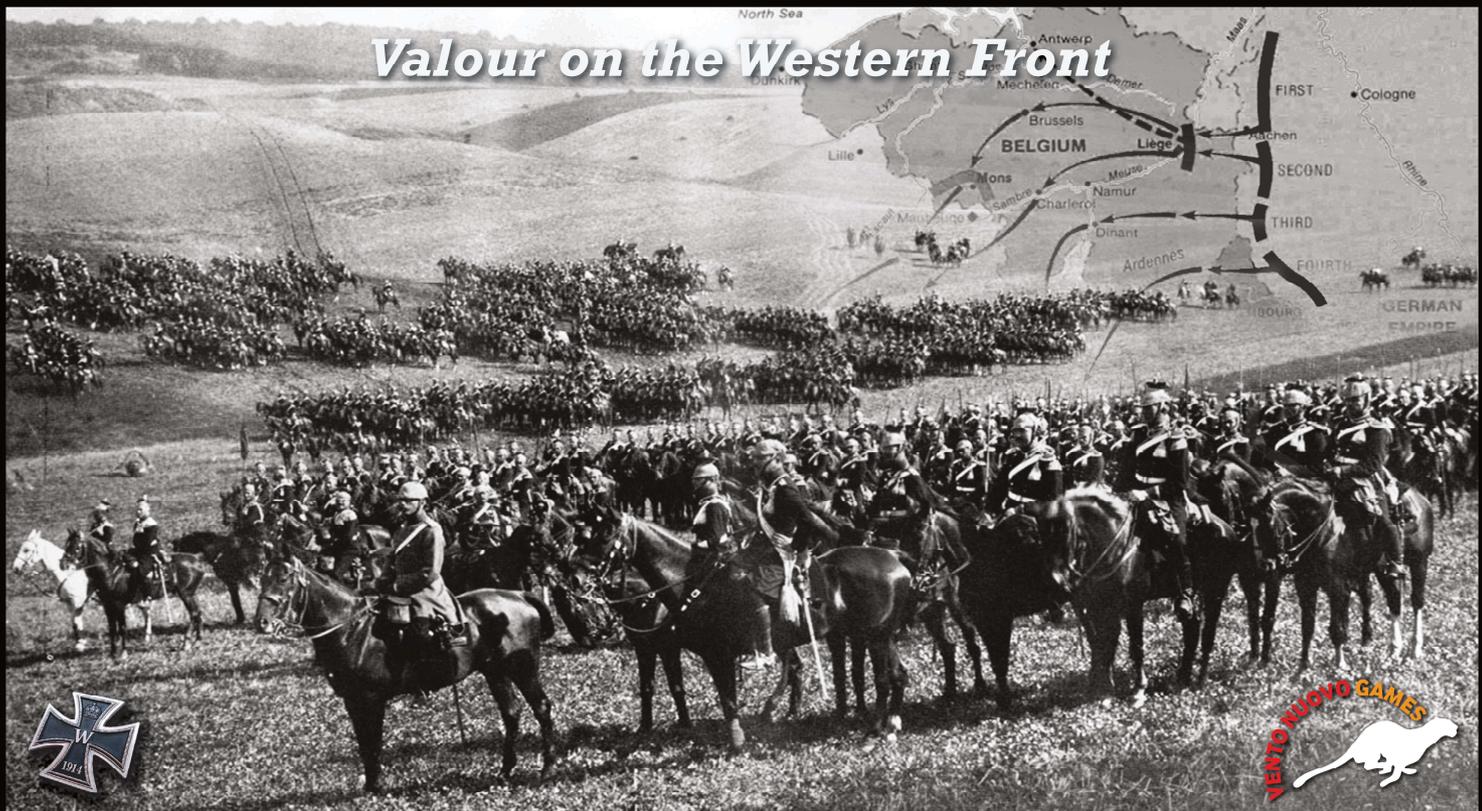


1914

# GERMANY AT WAR



## Valour on the Western Front

### HISTORICAL BACKGROUND

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

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

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

#### The Schlieffen Plan

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

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

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

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

### THE GAME

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

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

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



## THE ARMIES

### The Germans, 58 units

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

### The French, 47 units

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

### The Belgians, 8 units

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

### The British, 6 units

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

## UNIT NAME ABBREVIATIONS

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

## ABBREVIATIONS

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

## CREDITS

The basic concept of W1914: GERMANY AT WAR was developed by **Emanuele Santandrea** since 2013, after over 30 years of wargaming.

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

### Filip Labarque

Game Development and Vassal Module

### Jim O'Neill

English Linguistic Consultant

### Omar Rotili

Beta Testing

### Mirko Valmori

Alpha Testing

and to Paul Comben, Oscar Portugal and Antonio Santandrea.

### Websites & Web-Communities:

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

## INDEX

Activation .....	7.3
Area control.....	2.6
Combat.....	7.5
Damage .....	7.5.1.12
Deactivation .....	7.7
Dominant Position.....	7.5.1.8
Final Result (FR).....	7.5.1.9
Firepower .....	7.5.1.5
Impetus .....	7.6
Incurred Losses (IL).....	7.5.1.10
Line of Communication (LOC) .....	7.0.1
Movement.....	2.3; 7.4
Reinforcements .....	6.0
Reinforcement Phase .....	7.10
Reinforcement Pool.....	5.0; 6.0; 7.10
Sequence of Play .....	7.0
Stacking .....	2.4
Strategic Action (SA).....	7.1
Strategic Value (SV).....	1.6
Tactical Action (TA).....	7.2
Tactical Leader (TL).....	7.3.1
Tactical Range (TR) .....	7.3.1.5
Tactical Value (TV).....	7.3.1.1
Terrain .....	2.1
Victory Area.....	1.7

# 1.0 INTRODUCTION

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

Although based on a historical event, the players in command of the two sides can modify the course of History in early 20<sup>th</sup> Century Europe.

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

## 1.1 GAME COMPONENTS

The game includes:

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

## STICKERING

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



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

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

## 1.2 SCALE

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



A game lasts for 4 turns, from August to November 1914, and is played in 1-3 hours.

## 1.3 FOG of WAR

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

## 1.4 REVEALING UNITS

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



Three German Leaders activated (revealed) in Belgium.

## 1.5 TWO SIDES - FOUR POWERS

There are 2 Sides in the game:

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

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

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

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

## 1.6 STRATEGIC VALUE (SV)

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

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

The Strategic Value is used to determine:

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

## 1.7 HOW TO WIN THE GAME

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

**1. Sudden Death** (this is a **Decisive Victory** and the game finishes immediately) if:

- A. A *Side* has 10 Valour Points (White Cubes) or
- B. 10 German or 20 Entente units (not Garrisons) have been eliminated or
- C. a *Side* controls all 7 *Victory Areas*

**2. Alternatively**, at the end of the game, the player controlling the most *Victory Areas* is the winner (**Marginal Victory**).

## 2.0 MAPBOARD

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

### 2.1 TERRAIN

There are 4 different types (colours) of terrain:



### 2.2 TERRAIN BONUS

The *Terrain Bonus* is the number in the shield of each terrain dot. GB has no *Terrain Bonus*. See 2.5

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

## 2.3 MOVEMENT POINT COST

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

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

## 2.4 STACKING

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

- **Green:** 4 units
- **Yellow:** 2 units
- **Red:** 2 units
- **Great Britain:** 6 British units (no others allowed)

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

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

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

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

## 2.5 GREAT BRITAIN

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

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



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

## 2.6 AREA CONTROL

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

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

### 2.6.1 Power Borders

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

### 2.6.2 Holland and Luxembourg

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

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

### 2.6.3 Marking Area Control



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

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

## 2.7 VICTORY AREA

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

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

## 2.8 MAJOR CITY

ORLÉANS



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

## 2.9 CAPITAL CITY

PARIS



A *Capital City* has a *Star Icon*, the name printed in *White* and illustrates its characteristic building: Paris, London, Brussels and Frankfurt. A Capital City is a Major City with

special functions:

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

## 2.10 FORTRESS

NAMUR



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

When the game starts:

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

When conquering an enemy Fortress, the conquering Power gains one *Valour Point*. See 2.11.

## 2.11 VALOUR POINTS ( VP)

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



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

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

- London
- Paris
- Brussels
- Frankfurt.

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

Valour Points play two key roles:

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

### 2.11.1 Combined Force

If two or three Entente units are involved in the same *Area* where a Combat takes place, then the Valour of the most numerous Power is added. Only the combat units are counted. Leaders supporting the combat from adjacent areas and Garrisons do not count. In case there is a draw, the following order is applied:

- French
- British
- Belgians

## 3.0 BASIC DEFINITIONS

The following terms are used throughout the different *Impulses* and *Phases* of a *Turn*. They are grouped here to avoid repetition and also mentioned in the *Player Aid*.

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

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

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

After 2 consecutive *Passes* (one each per *Side*), players perform the *Final Phase* after which the *Turn* is finished.

Move the *Turn Track Marker* forward by one space, and a new *Turn* starts with the Reinforcement Phase.

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

### 3.1 SIDE WITH INITIATIVE



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



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

### 3.2 PHASING/NON-PHASING SIDE

The *Phasing Side* is the *Side* currently performing the *Impulse Segments* for its *Side* during its own *Impulse*.

Thus, the *Entente* player is the *Phasing Side* during the *Entente Segments* of his *Impulse*, and the *German* player is the *Phasing Side* during the *German Segments* of his *impulse*. The other *Side* is the *Non-Phasing Side*.

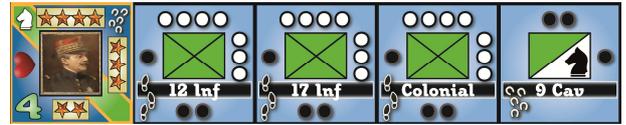
### 3.3 INITIATIVE DISC

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

- spend it to play a *Strategic Action*
- spend it during a *Tactical Action* for obtaining special *Tactical* advantages (see 7.2)
- spend it to retreat before *Combat* (see 7.5.1.2).

## 4.0 UNITS

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



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

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

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

*The three units above all belong to the French 4<sup>th</sup> Army (green), led by the Army Leader (4).*

### 4.1 GARRISONS

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

- 20 French (14 deployed at start)
- 10 Germans (8 deployed at start)
- 5 Belgians (4 deployed at start)



A Garrison cannot neither move nor attack, it can only defend. It has a Defensive Firepower of 5, gets no Terrain Bonus and may be hit only if all friendly units in the Area have been eliminated. If it suffers 1 hit it is eliminated.

It cannot be voluntarily eliminated by the controlling player. Some are deployed when the game starts, as indicated on the map. Others may be built. Eliminated Garrisons may be rebuilt, but do not count for Victory Conditions. Maximum 5 Garrisons may be built for each Fortress.

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

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

## 4.2 UNIT SIZE and NAME

**Infantry** and **Cavalry** are all Corps or Division size formations, while Leaders represent the Army Commander.

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

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

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

### 4.2.1 French Reserve Units

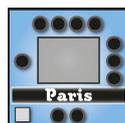
French Reserves (the 7 white units) may be commanded by any activated French Leader (Foch included) within his *Tactical Range*.



### 4.2.2 FRENCH STATIC INFANTRY, CHASSEURS and MARSHALL FOCH

The French have three special units:

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



## 5.0 SETUP

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

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

Units without a Green Number are first grouped by block colour, then by *Corps Colour*, then randomly

selected and deployed - all at full strength - onto the map in *Areas* with the appropriate colour and type of icon, 1 unit per icon.

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

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

Finally deploy the 26 Garrisons discs: 4 Belgians, 14 French and 8 Germans.

The Yellow Cylinder (*Turn Track marker*) is placed in the Box "August" of the *Turn Track*.

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

## 6.0 REINFORCEMENTS

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

- during the *Reinforcement Phase* (7.10)
- by playing the *Initiative Disc* during a turn (7.1)

*Reinforcements* are selected randomly from the appropriate *Reinforcement Pool* in a number equal to the *Side's Strategic Value*. *Reinforcements* enter the game in a friendly controlled (not contested) Area with a matching symbol and Corps Colour, 1 unit per icon, without overstacking.

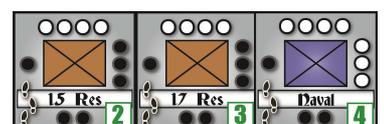
Alternatively, if such an *Area* is not available, a unit - and Foch and any French Reserve Units - may be deployed in any friendly controlled (not contested) Major City or Fortress (one each maximum, thus 2 French units in *Area 17*) in the Home Nation.

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

### 6.1 GREEN NUMBERED UNITS

Some units have a green number inside a green square depicted on the lower right corner.

At the beginning of the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Turn respectively, these units are added to the *Reinforcement Pool* and from that turn on they may be drawn as *Reinforcements*.



## 7.0 SEQUENCE of PLAY

A turn is made of a variable number of *Impulses*, from 2, up to unlimited. When a new Turn starts, the *Side* with the *Initiative* plays the 1<sup>st</sup> *Impulse*, followed by the other *Side* and so on.

In its *Impulse*, a *Side* may:

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

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

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

### 1. Reinforcement Phase (Turn 2-3-4-5)

#### 2. Impulses (*Side* with the *Initiative* first)

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

### 3. Final Phase

### 7.0.1 LINE of COMMUNICATION

Units unable to trace a *LOC* at the beginning of an *Impulse* are *Isolated* for the whole *Impulse*.

A *Line of Communication (LOC)* is a path of unlimited length, traceable through friendly-controlled and uncontested *Areas* (*not across The Channel*), from a unit to a home Country *Fortress/Major City/Capital City* or to a British *Landing Area* (for the British only) which is friendly controlled and does not contain enemy units.

*Examples: a French unit in Area 2 is completely surrounded by Areas enemy controlled.*

*A British unit is in Area 5, but Area 5 contains enemy units (contested) and Area 1 is enemy controlled.*

*A Belgian unit is in Area 8 and the four adjacent Areas are friendly controlled, but all contested.*

A *LOC* may not cross nor finish - but it may start in - a *Contested Area* (either friendly or enemy-controlled). *Isolated units* cannot move/attack/be activated/be restored, but they can defend if attacked.

*Tip: at the beginning of the Impulse, the Phasing Side may mark Isolated units with a spare wooden cube, and remove it when the Isolation ends.*

## 7.1 STRATEGIC ACTION

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

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

or

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

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

No *Battle* may be resolved.

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

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

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

*Example: the Entente player chooses a Strategic Action, Option A.*

*He spends the Initiative Disc by deploying it over the Turn Track Marker. Leaders may NOT be activated (but they can move).*

*He decides to move 5 units:*

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

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

*After, the Initiative Disc goes to German player.*

## 7.2 TACTICAL ACTION

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

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

### 7.2.1 Pontoon Engineers

Mitigate the *River Effect* in Combat, but not during Movement.

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

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

### 7.2.2 Pioneers

Remove 2 enemy Garrisons from 1 Area.

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

### 7.2.3 FIRST TURN SURPRISE BONUS

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

1. *Pontoon Engineers* effect is extended to the *Movement Segment* and to every *Battle* resolved in the *Combat Segment* of the 1<sup>st</sup> Impulse.
2. Additionally, the *Entente* may not play the *Initiative Disc* in the 1<sup>st</sup> Impulse (thus it may not retreat from a *Battle*).

## 7.3 ACTIVATION SEGMENT

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

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

### 7.3.1 Tactical Leaders (TL)

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

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

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

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

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

#### 7.3.1.1 Tactical Value

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

#### 7.3.1.2 Activating a Leader

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

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

*If a Leader starts the Impulse into an Area containing enemy units, it may be activated provided he can disengage (+1 MP) into an Area not containing enemy units, and be revealed into an Area not containing enemy units, without exceeding his maximum Movement Allowance.*

#### 7.3.1.3 Heart Level

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

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

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



**7.3.1.4 Tactical Leader Commitment**

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

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

**7.3.1.5 Tactical Range (TR)**

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

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

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

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

**7.3.1.6 Marshall Foch**

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



- 4 *Areas* at full strength

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

**7.3.1.7 Marshall Foch Special Attack**

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

Foch must be adjacent to the *Area*.

**7.3.2 Commanding Actions**

A unit may make different kind of actions:

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

**7.4 MOVEMENT SEGMENT**

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

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

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

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

Crossing a *Major River* costs +1 MP.

All the modifiers are cumulative.

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

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

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

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



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

**Activation Phase:** he moves and reveals three of his seven Leaders and deploy them face up.

**Movement Phase:** 3 blue Infantry and 2 green Infantry (inside of the two red boxes) are out of the *Tactical Range* of their respective Leaders, thus they cannot move.

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

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

### 7.4.1 Movement Allowance

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

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

- *Cavalry* and *Leaders*, all move at the mounted rate of 5 MPs;
- *Garrisons/Paris Static Infantry* cannot move. During a *Tactical Action*, *Infantry* and *Cavalry* receive *Movement Boosting* (+1 MP).

### 7.4.2 Movement Boosting

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

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

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

### 7.4.3 Engaging and Disengaging

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

When *engaging*, the unit must stop.

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

### 7.4.4 River Crossing



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

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

## 7.5 COMBAT SEGMENT

*Battles* occur when an *Area* contains units of both *Sides* (*contested*) and are resolved in the *Combat Phase*. A *Battle* is mandatory only when an area is newly contested (*new engagement*) in the current *Impulse*.

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

Units cannot attack if they are *Isolated*.

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

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

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

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

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

### 7.5.1 Combat Sequence Summary

1. Attacker declares if he has Cavalry
2. Defender may Retreat
3. Showdown
4. Calculate Final Result
5. Apply Losses

#### 7.5.1.1 Cavalry Retreat

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

If the attacker has no Cavalry, the defending Cavalry (some or all, including Leaders) can retreat by moving into an adjacent friendly controlled uncontested Area without overstacking.

#### 7.5.1.2 General Retreat

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

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

Retreating units must retreat into adjacent controlled Areas already occupied by units of the same *Side*, and not containing any enemy units.

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

Units unable to retreat are eliminated, at the *Defender's* choice. Retreating Units may not overstack.

All units are eligible to retreat but not obliged (thus some may remain in the Area).

#### 7.5.1.2 Showdown

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

#### 7.5.1.3 Engaging across Rivers

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

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

Attacking units are first grouped by class (Leader, Infantry and Cavalry) then halved or quartered. All fractions are rounded down. But when the outcome is between 1 and 0, the result is 1.

#### 7.5.1.4 Strength

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

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

#### 7.5.1.5 Firepower

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

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

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

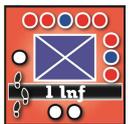
- 5 for each Garrison Disc in the Area
- the *Strength* of his units in the Area
- the *Terrain Bonus* of the Area\* (added to each defending Infantry)
- its *Valour*.

\*unless the Attacker has the *Dominant Position* (7.5.1.8)

#### 7.5.1.6 The "Mad Minute"

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

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



#### 7.5.1.7 Cavalry Charge

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

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

*Cavalry Charge* does not apply if

- a. the *Defender* has the *Dominant Position*

or

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

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

#### 7.5.1.8 Dominant Position

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

Thus his opponent is not eligible for:

- Terrain Bonus (2.2)
- Cavalry Charge (7.5.1.7)

### 7.5.1.9 Determining the Winner (FR)

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

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

### 7.5.1.10 Calculating Losses

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

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

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

**|FR| = 1 to 5** (Marginal Victory)  
*the winner loses IL/2*

**|FR| = 6 to 10** (Decisive Victory)  
*the winner loses IL/4*

**|FR| > 10** (Brilliant Victory)  
*the winner suffers 1 hit*

### 7.5.1.11 Applying Losses

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

### 7.5.1.12 Hits & Damage

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

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

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

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

The strongest unit(s) must be reduced first.

In case one unit has more dots than the others (the strongest), hits are applied to this unit until it is reduced

and the check is performed again to see which unit has the most dots.

In case multiple units have the same number of dots, the hits can be spread amongst the units. Thus three 4-white dotted units may absorb (shielding) 3 hits without being damaged and three 4-red dotted units may absorb (shielding) 6 hits without being damaged, while three 4-black dotted units have no shielding ability.

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

Garrisons are the last to take hits.

### Examples.

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

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

*Three German Infantry have crossed a Major River, but the player activates the First Turn Surprise Bonus, so he has declared a Tactical Action during the 1st Impulse of the 1st Turn and has played the Initiative Disc (7.2.3.1). These benefits are granted to all the Battles resolved during the First Impulse, additionally the Entente player cannot use the Disc for a General Retreat (but may declare Cavalry retreat).*

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



### Showdown.

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

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

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

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

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

*The Defender is eliminated, the German units absorb the hit (white dots) and conquer the Area and the Fortress,*

gaining 1 Valour Point (white cube) which may be used from the next Battle. The Attacker conceals his units. Then the German picks the next battle to resolve.

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



**Showdown.**

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

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

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

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

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

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



**Showdown.**

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

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

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

The Attacker conceals the two units inside the Area.

**7.5.1.13 Allocating Excess Hits**

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

**7.5.1.14 Eliminated Units**

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

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

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

**7.5.1.15 Additional Combat Rounds**

Battle lasts for 1 round only. Conceal all original defending units in the Area when the Battle is over. If the Area is still contested, then original attacking units remain visible.

**7.5.1.16 Gaining Valour Points**

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

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



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

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

**7.6 IMPETUS SEGMENT**

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

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

**7.7 DEACTIVATION SEGMENT**

When all Combats have been resolved, every activated Tactical Leader must be reduced (rotate it

counter clockwise by 90°) **and deactivated** by turning it upright in order to conceal it.

If already at minimum strength (Heart Level), the Leader is eliminated.

## 7.8 FINAL PHASE - ATTRITION

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

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

- is unable to trace a valid LOC
- the Area it occupies contains enemy units

## 7.9 PASS

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

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

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

The British player only may move a unit from Great Britain by *Sea Transport* to either Le Havre or Calais, provided that the destination *Area* is friendly controlled and does not contain enemy units.

A *Turn* ends after 2 consecutive *Passes*.

## 7.10 REINFORCEMENT PHASE

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

A *Tactical Leader* may be restored (if not Isolated – 7.0.1) by rotating the counter clockwise.

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

*Example: at the beginning of the 2<sup>nd</sup> Turn the German Side has the Initiative. Both Sides add the "2" Green numbered units to their respective Reinforcement Pools (two Entente units and one German unit). Then, the Entente Side must reinforce first.*

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

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

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

## 8.0 OPTIONAL RULES

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

### OR 8.1 FREE SETUP

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

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

### OR 8.2 PARIS

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

### OR 8.3 RAIL MOVEMENT

During a *Pass* or a *Strategic Action* only (not during a *Tactical Action*) the *Phasing Side* may move a unit across friendly controlled and not contested *Areas*.

If chosen during a *Pass*, only one unit may be moved, but if chosen during a *Strategic Action* up to 5 units - for the Entente - or 7 - for the Germans - may be moved by Rail. Other units may be moved normally up to the above *Strategic* limit.

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

It may be combined with a *Sea Transport*.

*Example: 2 British units by Sea Transport, 1 unit by Rail, 2 units normally.*

### OR 8.4 PLAN XVII

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

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

# DESIGNER' s NOTES

*To be done.*