

# Germany at War

V1.0 Steven McDougall, 14<sup>th</sup> April 2016

Optional Rules in Green

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## Setup

- Set-up non-green-numbered units at full-strength as per map icons (Entente sets up first)
  - separate Armies by colour then choose appropriate units randomly
  - remaining 15 Entente units placed face down in Entente Console Box
  - remaining 16 German units are placed face down in German Console Box
  - *Optional Free Set-up: select units instead of randomly drawing*
- Deploy Garrisons as per map icons and turn marker on “August”
- German player takes Initiative Disc and will take first impulse

## Line of Communication (LOC)

- LOC is a contiguous path of *friendly-controlled, uncontested* Areas from a unit to a friendly-controlled, uncontested Home Area containing a Fortress or Major City or Capital City (may *start* in a contested Area; may not cross Channel or Holland)
  - British can also trace to a British Landing Area
  - a unit unable to trace a LOC is *Isolated*

## Area Control

- Player controls an Area if his units were the last to solely occupy or move through it
  - a contested Area is controlled by the original defender
  - Luxembourg is German-controlled at start

## Victory Conditions

- **Sudden Death** victory if:
    - any side has 10 Valour Points (white cubes), or
    - 10 German or 20 Entente units eliminated (not Garrisons), or
    - any side controls all 7 Victory Areas (red borders)
  - **Marginal** victory to side that controls most Victory Areas at game end
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## Game Round

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### 1. *Reinforcements Phase (not on 1<sup>st</sup> Turn)*

- Non-Initiative Player first, followed by Initiative Player:
    - add newly-available reinforcements to pool and then draw and deploy onto map in friendly-controlled, uncontested Area(s) with matching icon and Army colour (1 per icon, no overstacking)
      - Entente draws 5 units
      - Germans draw 7 units
      - if no Area available, then unit (including Foch and any French Reserve unit) can be deployed in any friendly-controlled, uncontested Home Area(s) containing a Major City and/or Fortress (one unit per symbol)
        - returned to pool if no area available (no redraw)
    - restore Tactical Leader(s) by spending available strength points
      - Entente 5 points
      - Germans 7 points
      - Tactical Leader cannot be restored if Isolated
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### 2. *Alternate Player Impulses (continue until 2 consecutive Passes)*

- *Stacking* (per side):
    - Green Area: 4 units
    - Yellow Area: 2 units
    - Red Area: 2 units
    - Great Britain: 6 British units
    - *up to 5 Garrisons per Fortress symbol can also stack*
    - all Entente forces can stack together
  - Side with initiative takes first impulse
  - At the *start* of a player's impulse, he checks his units for LOC
    - Isolated units cannot move, attack, activate, or be restored this impulse
    - status can only change at next Isolation check
  - Player chooses *one* of:
    - Strategic Action (Initiative Disc will pass to opponent)
    - Tactical Action (Tactical Leader(s) will be reduced)
    - Pass
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- **Strategic Action**
    - Place Initiative Disc on Turn Track (passes to opponent at end of action), then *either*:
      - ***move a number of units*** (including TLs) with LOC and/or ***build Garrisons*** up to side's Strategic Value (**Entente 5, Germans 7**)
        - units spend MPs to move from Area to Area (no overstacking at *end* of movement) (MPs are shown as "shoes" on unit)
          - 1MP to enter Green Area
          - 1MP to enter Yellow Area
          - 2MP to enter Red Area  
(French 44<sup>th</sup> expends only 1MP)
          - +1MP to engage
          - +1MP to disengage
          - +1MP if crossing Major River
          - a unit must stop if it enters an enemy-occupied Area
          - when disengaging, a unit must first enter a friendly-controlled Area
          - a maximum of *one new* engagement can be initiated
          - *one* battle can then be undertaken (if a *new* engagement was initiated, then combat *must* take place in that Area)
          - **British can move units by *Sea Transport* to Le Havre and/or Calais** (if destination is friendly-controlled and uncontested; each unit expends 1SV point)
            - **cannot move further this turn**
          - **Optional Rail Move: move units with LOC through contiguous friendly, uncontested Areas** (cannot disengage/engage)
          - **Paris Static Infantry cannot move**
        - alternatively, in Fortress Areas, reduce Infantry units (any number of steps down to minimum; **not British**) and place one Garrison disc per step reduction in its Area (even contested)

*or*

    - ***call for reinforcements***
      - draw and deploy onto map in friendly-controlled, uncontested Area(s) with matching icon and Army colour (1 per icon, no overstacking)
        - **Entente draws 5 units**
        - **Germans draw 7 units**
        - if no Area available, then unit (including Foch and any French Reserve unit) can be deployed in any friendly-controlled, uncontested Home Area(s) containing a Major City and/or Fortress (one unit per symbol)
      - returned to pool if no area available (no redraw)

- *no* battles allowed, *no* movement, *no* Leader activation

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- **Tactical Action**
    - ***First Impulse Surprise Bonus:*** Germans can place Initiative disc in Luxembourg to:
      - negate the +1MP Major River movement penalty
      - treat Major Rivers as Minor Rivers in combat (and negate Minor River penalty)
      - Entente cannot play the Initiative disc for General Retreat
    - **Activate** a number of ***Tactical Leaders*** (TLs) with LOC up to their side's Strategic Value (Entente 5, Germans 7)
      - the TLs can move up to 4MPs and are then turned face-up
        - cost is +1MP to activate
      - cannot activate a TL in an enemy-occupied Area
    - Units of the corresponding Army colour that are *within range* of their TL are then activated to ***move*** and/or ***build Garrisons*** (Infantry only) (note that range cannot be traced through contested or enemy-controlled Areas)
      - ***TL Range:***
        - German: 2 Areas (reduced to 1 Area if TL is at heart level)
        - British: 2 Areas (reduced to 1 Area if TL is at heart level)
        - French: 1 Area (TL Area only if TL is at heart level)
        - Belgian: 1 Area (TL Area only if TL is at heart level)
        - Foch # Areas equal to his current strength (Foch's Area only if at heart level)
    - Infantry and Cavalry units move normally but gain a +1MP Movement Boost
      - French Reserve units receive a Boost from any activated French TL
      - Foch provides a Boost to any French Infantry or Cavalry unit within his range (not Leaders)
      - no Sea Transport or Rail Move allowed during Tactical Action
    - **Combat** occurs after all movement has been completed
      - one battle may be fought in contested Areas for each activated TL
      - any newly-contested Areas must be selected
      - units without LOC cannot attack
      - attacker chooses order of battle resolution
      - proceed as per Battle Procedure below for each battle
    - After all combat has been completed:
      - ***Impetus Attack:*** attacking Cavalry that have cleared a Green Area may move 1MP
      - activated TLs are reduced one step and deactivated (re-concealed)
        - removed from play if reduced to 0 (does count for victory)
      - ***Optional Plan XVII:*** if a French-only force newly contests an Area in Germany, they gain 1 Valour Point (regardless of outcome)
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- **Pass**

*either:*

- move one unit (including TL) with LOC
  - no movement boosting
  - cannot engage but *can disengage*
  - no combat allowed
  - **British can move a unit by Sea Transport to either Le Havre or Calais** (so long as destination is friendly-controlled and uncontested)
    - **cannot move further this turn**
  - **Optional Rail Move: move one unit with LOC through contiguous friendly, uncontested Areas** (cannot disengage/engage)

*or:*

- alternatively, in a Fortress Area, reduce an Infantry unit (any number of steps down to minimum; **British cannot build**) and place one Garrison disc per step reduction in its Area (even if contested)

## ***Battle Procedure***

- Only one round of combat per battle (so Areas may remain contested between impulses)
- Attacker declares if he has Cavalry in the battle (not Leaders)
  - if none, defender can retreat any/all Cavalry (including Leaders)
- **General Retreat:** if defender has Initiative disc, he can play it to retreat all units from Area (opponent gets disc at end of the battle)
- **Pioneers:** if attacker has Initiative disc, he can play it to remove up to 2 Garrison Discs from Area (opponent gets disc at end of the battle)
- **Pontoon Engineers:** if attacker has Initiative disc, he can play it to treat Major River as Minor River in combat (and negate Minor river penalty) (opponent gets disc at end of the battle)
- **Retreat Procedure:**
  - units must retreat into friendly, uncontested Area(s) which contain at least one friendly unit or Garrison
- All units in battle Area turned face-up and battle fought
  - **Offensive FP** = (strength of units *in* Area) +  
(adjacent TL support) +  
(Valour of Dominant Offensive Power)
    - TL support = strength of all adjacent activated TLs  
(if unengaged) (0 if TL is at heart level)
    - units *newly*-engaging across Minor/Major River have strength halved/quartered  
(group by class before halving/quartering; fractions rounded down; minimum of 1)
    - **Cavalry Charge:** Cavalry strength doubled if:
      - Area is green, *and*
      - attacker has Cavalry (not Leaders) and defender has none
      - no charge allowed if defender controls a Fortress in the Area and has a Garrison Disc there too
      - any Cavalry attacking across a River into a *newly*-contested battle do not qualify for bonus
    - French 44<sup>th</sup> has strength doubled in Red Areas
    - during a Tactical Action, the Initiative Player can use an activated Foch to double the strength of all attacking French units in one adjacent Area
      - this costs the attacking player the initiative disc
  - **Defensive FP** = (strength of units *in* Area) +  
(Terrain Bonus of the Area x #Infantry) +  
(5x #Garrison Discs) + (Valour of Dominant Defensive Power)
    - no Terrain Bonus if attacker controls a Fortress in the Area and has a Garrison Disc there too
    - **Mad Minute:** British defenders with blue dot step remaining gain +1 strength each when defending

- **French 44<sup>th</sup> has strength doubled in Red Areas**
- **If *Offensive FP* > *Defensive FP***
  - defender suffers the *full difference* as hits
  - attacker suffers a fraction of this (rounded up)
    - difference = 1-5: ½ difference
    - difference = 6-10: ¼ difference
    - difference >10: 1 hit
- **If *Offensive FP* < *Defensive FP***
  - attacker suffers the *full difference* as hits
  - defender suffers a fraction of this (rounded up)
    - difference = 1-5: ½ difference
    - difference = 6-10: ¼ difference
    - difference >10: 1 hit
- **If *Offensive FP* = *Defensive FP***
  - no effect
- ***Applying hits: (loser 1<sup>st</sup>)***
  - strongest unit must be reduced first
  - ***red dot*** or ***heart*** symbol: takes **3 hits** before a step loss is incurred
  - ***white dot***: takes **2 hits** before a step loss is incurred
  - ***black dot/stars/Garrisons***: takes **1 hit** before a step loss is incurred
  - Garrisons are the last to take hits
  - note that red or white dots can be used to effectively “shield” more vulnerable units (so long as the strongest unit is reduced first)
  - excess hits are ignored
  - eliminated units are placed on respective Dead Pile Boxes and may cause a Sudden Death Victory (Garrisons are returned to owner and can be rebuilt)
- If Area remains contested after combat
  - defender re-conceals units
  - attacking units remain face-up
- ***Valour Cubes***: these are won by a side whenever its units control an *enemy* Fortress or Major City (2 cubes for conquering Area 17)
  - place white cube in the victorious Power’s Valour Area (if controlled)
  - all cubes are lost if the Valour Area is lost to the enemy
  - **if combined Entente forces win a battle, the Power with the most non-Leader units win the cube** (if tied, then French dominate British dominate Belgians)

### 3. ***Final Phase – Attrition***

- Non-Initiative player first
- All units/Fortresses are reduced one step (strength point/Garrison disc) if:
  - the unit/Fortress is Isolated, *and*
  - the Area it occupies contains enemy units
- ***Optional: if Paris is Entente-controlled, Germans lose 1 Valour cube***

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