

1914, Offensive à outrance

The Initial Campaigns on the Western Front in WWI

PLAYBOOK 2015-April 27

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28.0 SET-UP EXPLANATION

28.1 Organizing the Units

To prepare to set-up, both players should sort their units into the following subgroups, as per the set-up grids:

- Fortress units;
- Fort units;
- Army units;
- Units attached to a Corps;
- Independent Infantry Formations;
- LOC formations;
- Infantry Asset units;
- Cavalry units;
- Artillery and Siege units;
- Informational markers (see note below)

Within each subgroup, organize the units in alphanumeric order as in the setup grids. Match any Attachment markers to their respective units during this process.

NOTE: Informational markers used in 1914 Oà come in two categories. Those used within play to record the status of something, and those that are associated with a player's armies or special rules. Generally, with the exception of IPs, generic informational markers have a black, grey, white or yellow-tint background. Player's markers have more prominent colors.

28.2 The Setup Grids

Once organized as detailed above, using the appropriate set-up grid, place the units on the map and their associated Attachment markers on the indicated Army Organizational Display.

28.2.1 Unit Set-up

For each scenario, the grid lists the following information for a unit:

- The hex the unit starts in or, if a reinforcement, the GT it arrives and the hex or entry area it arrives in (see 28.2.2).

Some units begin set up in two hexes in Two-Hex Status (19.0). In such a case the hex numbers are connected by a +. (e.g., 50.50+51.51)

- GT Activated, shown encircled next to its set-up hex.
- For a Formation, the Army Organizational Display on which to place its Attachment marker. (See also 28.3.A.)

EXAMPLE: This hypothetical unit is listed as:

Unit ID	30.77 @	Ind./ FIFTH
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Set up this unit in hex 30.77. It is activated on the second Game Turn (i.e., the Allied Player Turn of GT 2). Place its Attachment marker on the Independent Formations box on the Fifth Army Organizational Display.

28.2.2 Unit Availability and GT Numbers

- If a unit does not appear in a scenario, the grid lists "Not in play" for that unit. Note: In the Battle for Lorraine scenario, only those units in play are listed.
- If a unit is in play, but does not have a GT listed for it, then it starts the scenario on the map.
- If a unit has a GT of arrival listed for it, then it enters as a reinforcement on the GT indicated in the hex indicated. Place the unit and its Attachment marker on the GT Record Track on its GT of arrival.

28.3 Other Setup Instructions

A. Attachment Markers: There are two types of Attachment markers: Formation Attachment markers (with encircled CE numbers) and Corps Attachment markers (without circles).

- Corps Attachment markers are placed in any empty Corps Box on the indicated army's Organizational Display; in this way the adjacent rectangle becomes the corps box for the formations attached to that corps (5.2.2).
- Formation Attachment markers are either placed in a Corps Box (5.2.2) or an Independent Attachment Box (5.2.4).

B. Army Area of Attachment Markers: Place markers to designate boundaries between each army. In doing so, each army's Area of Attachment (5.1) is designated. Unless specifically stated, each

boundary can be placed anywhere between the units assigned to adjacent armies. Use the counter-sheet "spines" labeled 'Army Area of Attachment Boundary' for marking these boundaries.

C. Army Markers: Place each army's double-sized Army marker anywhere just behind that army's Area of Attachment. Place the marker on either its front or back-side (as appropriate) to record whether the army is still on its Strategic Plan or not as designated in the set-up for the selected scenario. The exact location of these markers is not relevant—they are just reminders to players as to which army is which, and whether each army is still on its Strategic Plan or not.

D. Railhead Markers: Place each player's Railhead markers on as listed under the scenario rules.

E. RPs and REPLs Markers: Place each nation's Rail Points and Replacements markers on their respective Resources displays.

F. German 42cm, 30.5cm and Prep Bomb Limit Markers: Place the German's Bombardment Limit markers on his Resources display.

Note: The similar Ammo Limit markers are not used. The terminology here was changed after the marker sheets had already been sent to the printer.

G. Game Turn Record Track Markers: Place the Game Turn and Player Turn markers and the Victory Points markers on the GT Record Track and Victory Points Track. Use the front of the Victory Points markers when the Allies are ahead in VPs and use the back when the Germans are ahead.

H. Roadway Bridge Blown Markers: Place Bridge Blown markers pointing to the hexsides listed in the scenario rules.

I. Belligerent's Informational Markers: The following markers are used as needed. They include:

- Belgian Army Base marker Oostende/French Port (24.3)
- Belgian and British Army Base Transfer markers (23.1 & 24.3)
- Belgian and RND special RP markers; place these on the 2nd and 6th Inter-Phases on the GT Record Track (23.3.2 & 24.5)
- French Reserve Die Roll marker; place on the 3rd Inter-Phase on the GT Record Track (22.4.1)
- BELGIEN Antwerpen Surrenders marker (24.4)
- Ammo Shortage markers; place these on the GT Record track on the appropriate Inter-Phase (15.8.1)
- Strategic Objective hex markers (26.1) *Note that these are voluntary to help players pinpoint their objectives.*

J. Other Markers: Place all other unused markers (numbers, MPs Expended, IPs, etc.) aside until needed during play or as called for in the scenario setups.

28.4 Reinforcements, Substitutions and Withdrawals

Each scenario has a listing, organized per GT, of any reinforcements (with hex of arrival or, if entering in Rail Mode, map edge hexside), substitutions and withdrawals.

28.5 Inactive Armies and Units

Some armies begin a scenario inactive. These armies are labeled "Inactive" in the set-up instructions. All subordinated formations and units attached to an inactive army cannot conduct a task, move, or attack. If attacked, the individual unit is activated (not the army it is attached to) and it defends normally.

Some individual units are marked as inactive to begin a scenario (the army is active but the unit is not). These units cannot conduct a task, move, or attack until activated.

If an enemy unit moves adjacent to an Inactive Cavalry unit, the Cavalry unit is activated (and can react normally).

To denote an inactive Army, place the appropriate number marker with ID on the Army marker. To denote an inactive unit, place a plain number marker on each unit.

NOTE: There is a GT 3 marker for the French GDT that should be placed at start of play. Because of this, there is no need to mark each individual GDT unit.

29.0 THE BATTLE FOR LORRAINE – Introductory Scenario

This scenario is intended to be a learning scenario. Players are encouraged to familiarize themselves with the Player Aid Cards and to practice with the movement and combat mechanics. Specifically players should concentrate on paying MPs when crossing a hexside (rather than when entering a hex). It is also beneficial to learn the Forced March procedure, Cavalry Reaction procedure and the effects of placing Prepared Attack markers. The combat resolution procedure is unique and can be experimented with until the process is mastered. This scenario has not been designed for winning and losing. The intention is to allow players to take a small bite of the apple.

Historical Notes

In order to fulfill France's prewar promise to Russia, General Joffre ordered an offensive into German-held Lorraine when mobilization and deployment were completed. The offensive began on 14 August with the advance of the First and Second Armies in the direction of Saarburg (Sarrebouurg) and Morhangin (Morhange) respectively. The advance was methodical but whenever German forces were encountered the French attacked "à outrance" as per their pre-war doctrine.

The German forces opposing this advance consisted of the German Sixth Army and a large portion of the Seventh Army. Initially ordered to take a defensive stance, the Germans allowed the French to slowly advance. On 20 August, the Germans launched a counter-offensive that threw the French Armies back across the border. The Germans followed this success with an advance into France.

29.1 Scenario Length and Map

The Battle for Lorraine begins on the French Player turn of GT 1 and ends after the completion of the German Player turn of GT 4. The scenario is played using a portion of the South map. The boundaries of the playing area (all hexes listed are in play): NW: 48.49, NE: 64.49, SE: 64.60, SW: 48.60. Players can download a 8-1/2"x11" scenario map from http://www.consimgames.com/docs/1914_Oao_The_Battle_of_Lorraine_Scenario_Map.pdf.

29.2 General Information

A. Strategic plans (26.0): The French Second Army's Strategic Plan is in effect, but ignore the Strategic Plan for the French First Army. For the German Sixth Army apply Rule 26.6.2.

B: Inferior Allied Combat Doctrine (rule 21.1) is in effect.

29.3 Exclusive Rules—Battle for Lorraine

29.3.1 Not Used in this Scenario: RPs (7.7.1), Siege-Artillery Ammo (13.4), IPs (14.0), REPLs (16.6).

29.3.2 RR Lines and Rail Movement: Only Depot units can use Rail Movement because they do not require the expenditure of Rail Points to do so. All RR Lines behind the friendly Front Line are Friendly Operational (18.1).

PLAY NOTE: While playing this scenario very little attention need be paid to RR Lines, as the only units directly affected by them are Army Depot units.

29.3.3 Army Attachment: Corps and Formations cannot change their Army Attachment (5.2) during the scenario.

29.4 Optional Supply: Players who would like to concentrate on learning the movement and combat rules, apply the following optional rule. Ignore all Supply Rules. All units are considered to always be at Full Supply. Ignore the set-up of all Depot and Corps Train units.

29.5 Determining Victory

Victory is determined by the following: The French player wins if he a) achieves the SECOND Army's strategic objective OR a2) controls Finstingen (60.55) at the end of a Player Turn (60.55) AND b) no German unit occupies hex 55.57 at the end of the game.

The German player wins if the French player does not achieve his strategic objective, has not captured Finstingen AND a German unit occupies hex 55.57 at the end of the game. If neither player wins, it is a draw.

Allied Chronological Reinforcement Schedule

GT 2

13/21: 59.59

GT 4

Toul A: 48.53

German Chronological Reinforcement Schedule

GT 3

Train/EZ: on the SIXTH Army Depot

4 ez: 58.49

10 ez: 60.49

Germersheim: on the 1 BR Corps Train

FRENCH SET-UP

Fortress Units: Frouard: 51.53, Manonviller: 55.57, Pont St.Vincent: 50.54, Toul x3: 48.52, 48.53, 49.53.

Army Depots

FIRST	53.60
SECOND	51.54

Corps Units

Unit	Turn: Hex	Box:
Train/8	55.59	FIRST
15/8	57.58	8/ FIRST
16/8	57.58	8/ FIRST
Train/13	55.59	FIRST
25/13	58.58	13/ FIRST
26/13	58.58	13/ FIRST
Train/15	52.55	SECOND
29/15	56.55	15/ SECOND
30/15	56.55	15/ SECOND
Train/16	54.56	SECOND
31/16	56.56	16/ SECOND
32/16	57.57	16/ SECOND
Train/20	51.55	SECOND
11/20	55.55	20/ SECOND
39/20	55.55	20/ SECOND
Train/21	56.59	FIRST
13/21	2: 59.59	
43/21	59.60	21/ FIRST
Train/2 R	51.53	SECOND
59r/2 R	52.52 ☉	2 R/ SECOND
68r/2 R	52.53 ☉	2 R/ SECOND

Independent Infantry Formations

Unit	Turn: Hex	Box
18/9	52.52	Ind/ SECOND
70r	53.53 ☉	2R/ SECOND
Toul 73r	50.53 ☉	Ind/ SECOND
Toul A	4: 48.53	

Infantry Asset Units

Unit	Turn: Hex	
23,27 Ch	56.55	
41,43 Ch	58.58	
50,71 Ch	58.58	

Cavalry Units

Unit	Turn: Hex	Box
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2 c	54.55	Ind/ SECOND
6 c	55.57	Ind/ FIRST
10 c	55.56	Ind/ SECOND

GERMAN SET-UP

Fortress Units: Metz (2): 53.50, Metz (3): 54.50, Metz (4): 55.50.

Army Depots

Unit	Turn: Hex
SIXTH	60.51
> Army boundary	60.56/60.57 – 63.55/63.56
SEVENTH	64.58

Corps Units

Unit	Turn: Hex	Box
Train/14	63.58 ②	SEVENTH
28/14	61.57 ②	14/ SEVENTH
29/14	60.57 ②	14/ SEVENTH
Train/15	64.59 ②	SEVENTH
30/15	62.59 ②	15/ SEVENTH
39/15	63.60 ②	15/ SEVENTH
Train/21	60.52	SIXTH
31/21	58.53	21/ SIXTH
42/21	58.54	21/ SIXTH
Train/1 B	62.55	SIXTH
1B/1 B	60.56	1 B/ SIXTH
2B/1 B	60.56	1 B/ SIXTH
Train/2 B	59.51	SIXTH
3B/2 B	57.52	2 B/ SIXTH
4B/2 B	56.51	2 B/ SIXTH
Train/3 B	57.50	SIXTH
5B/3 B	56.50	3 B/ SIXTH
6B/3 B	56.50	3 B/ SIXTH
Train/1 BR	62.52	SIXTH
1Br/1 BR	60.55	1 BR/ SIXTH
5Br/1 BR	61.55	1 BR/ SIXTH
Train/EZ	3: on SIXTH Army Depot	

Independent Formations

Unit	Turn: Hex	Box
H.Metz (33r)	54.50 ③	Ind/ SIXTH
4 Ez	3: 58.49	
8 ez	59.51 ③	Ind/ SIXTH
10 ez	3: 60.49	
Gd ez	62.58 ③	Ind/ SEVENTH
Germersheim	3: on 1 BR Corps Train	

Cavalry Formations

Unit	Turn: Hex	Box
7 c	61.55	Ind/ SIXTH
8 c	58.52	Ind/ SIXTH
B c	58.52	Ind/ SIXTH

Siege-Train Units

Unit	Turn: Hex
Siege-Train 2	62.50

Siege-Artillery Units and Markers

Unit	Turn: Hex
2+3/ 18	62.50
2/ B.3	62.50
1 kMK	with Siege-Train 2

30.0 THE GRAND CAMPAIGN, THE WESTERN FRONT IN 1914

Recommended Reading

Many feel that the best book about the opening campaign is Sewell Tyng's *The Campaign of the Marne* (1935). Other excellent books written for the general public are *The Guns of August* by Barbara Tuchman (1962), *Opening Moves, August 1914* by John Keegan (1971), and *War by Time-Table* by A.J.P. Taylor (1969). Interestingly, there has not been a great deal of "new" scholarship about the military events since then. Ian Senior's recently published work *Home Before the Leaves Fall* (2012) is an enjoyable read but does not add anything new. Holger Herwig's recent book *The Marne, 1914* (2011), in my opinion, is actually a step backwards in scholarship.

Recently, there has been a significant debate about pre-war German planning and if in fact there actually was a so-called "Schlieffen Plan." The main instigator of this debate, Terence Zuber, has written several books. His most recent is *The Real German War Plan* (2011). A good summary of all the major belligerent's pre-war planning can be found in *War Planning 1914* (2010) edited by Richard Hamilton and Holger Herwig.

There are many books that focus exclusively on the BEF and have a clear pro-English bias. John Terraine's *Mons* (1960) began the legend of the 'mad minute of fire' and all that. For the person looking for a more modern (unbiased) look at the BEF I recommend *Trial by Fire: Command and the British Expeditionary Force in 1914* by Nikolas Gardner (2003).

Two first-rate books about the French Army are *Pyrrhic Victory* by Robert Doughty (2005) and *The March to the Marne* by Douglas Porch (1981).

For those interested in a new, and somewhat controversial look at the opening battles of the campaign, I highly recommend reading Terence Zuber's *Ardennes 1914: The Battle of the Frontiers* (2007) and *The Mons Myth: A Reassessment of the Battle* (2010). These books cover small unit tactics and the second convincingly dismisses the claim of English superiority.

30.1 Scenario Length and Map

The Grand Campaign starts in August after the capture of Liège and ends in the middle of November when the belligerents found themselves mired in stalemate. The scenario begins on GT 1 and ends after the completion of GT 30. Use all three maps.

DESIGN NOTE: Although the first maneuvers on the western front began on the night of 4/5 August, the campaign scenario begins 16 August. Including the time period 4 – 15 August was found to be problematic. This time period included two exceptional events. These were the mobilization, concentration and deployment of the belligerents' forces and the "Siege of Liège."

With insignificant exceptions, the belligerent's forces' mobilization, concentration and deployment were executed according to plans made prior to the war. All maneuvers prior to 16 August were executed according to, or severely restricted by, these plans. There was no such thing as a "Free Set-up." And there was no such thing as freedom of movement and deployment. Due to this fact, rules that restrict players during the time period 4 – 15 August would have been needed.

The "Siege of Liège," which began with a failed coup de main, and included the withdrawal of garrison troops, and an unplanned for bombardment, was an exceptional event. No other "siege" in 1914 progressed in similar fashion. To accurately simulate the battle would require special unit counters and possibly numerous exceptional rules. In addition, due to the place and time of the battle, the result of a few die rolls could possibly be magnified to affect the entire game.

After considerable thought, it was decided that including these events had two negative side effects. Both events would require numerous special exclusive rules and, if these rules were badly written, it would allow players to "Game" them and strange results could occur. So to facilitate understanding of the rules, to speed play, and to simply make the game more fun, 1914 Offensive à outrance begins on 16 August.

30.2 General Information

A. Strategic plans (26.0): All Strategic Plans are in play. This includes the French First, Second, Third and Fourth Armies, the Belgian Army and the German First, Second, Third, Fourth and Fifth Armies.

B. Allied Deployment Information:

- Réseau du Nord markers, place in hexes 28.28 and 30.19.
- French RR Bottlenecks are Not Active.
- All RR lines inside France are Friendly Operational.
- Rail Points = None
- IPs = None
- All Fortress Units are placed in the hex listed on the back of the counter.

C. German Deployment Information:

- HKK markers (25.2) = Place on the relevant Army markers.
- German RR Bottlenecks = 59.29, 54.40 and 6th Inter-Phase 51.28.
- All RR lines east of the following Railhead markers are Friendly Operational: 59.29, 60.32, 56.36, 54.41, 54.42, 54.43, 53.45, 53.48, 52.49, 54.53, 58.56, 60.60, 55.69, 55.70, 55.73.
- Starting Ammo: 40cm = 7, 30.5cm = 25, Prep. Bomb. = 5.
- Rail Points = None
- IPs = None
- Blown Roadway Bridge (19.0) = 53.28/53.29.
- All Fortress Units are placed in the hex listed on the back of the counter.

30.3 RR Bridges & Tunnels Blown

All structures in hexes along or east of the Meuse River from Verdun (47.45) to the Dutch border are Blown.

30.4 Determining Victory

At the end of the game, the player with 10 or more VP is victorious. Anything in the middle is a draw (i.e., 9 VP for the Allies to 9 VP for the Germans).

30.5 Noteworthy Events

- It is always important to plan for the arrival of a new Army as reinforcement. These arrivals are marked on the GT Record Track.
- The Allied player should keep in mind that the French Ninth Army arrives as a substitution for the Det d'Armee on GT 10.
- Be aware of Combination Substitutions and the arrival of Cavalry Corps units. Attempt to keep the affected units relatively close together.
- The Allied player should note that the divisions of the GDT Corps will have supply problems due to the clearing of the Réseau du Nord RR lines. If one or more of these divisions is unable to maneuver to be in supply, it can move to a port hex. From there it can use Naval Movement to rejoin the remainder of the GDT Corps.
- The Allied player should keep in mind that the BEF will suffer from Ammo Shortage while its Army Base is being relocated.
- Plan ahead for which armies are to receive Ammo Shortage markers. Build IPs so as to protect such an army.

30.6 Player's Notes

GERMAN

- The Fourth Army, with Fifth Army in support, must advance quickly to achieve its Strategic Objective. A delayed Fourth Army will weaken the right wing as the First, Second and Third Armies will be forced to cover a greater frontage. The Fourth Army must strive to move west of Verdun and if possible the Fifth Army should do the same. "Keep the right wing strong."
- The First Army should send an infantry unit to pass through Amiens to gain control of the RR bridges there. The unit need not remain there; it need only gain hex control (3.3).
- After Namur and Maubeuge have been captured, gather a large number of 21cm siege-artillery units to use in the eventual assault of Antwerpen.

ALLIED

- It is not wise to sacrifice the Belgian Army. (Do not allow the 4th Division to be trapped inside Namur.) The line that the Belgians occupy at game's beginning cannot be supported by other Allied troops. If the Belgians fight, they will merely represent a nuisance for the German First and Second Armies, and worse case, may lead to the rapid fall of Antwerpen.
- Be careful using the BEF for it is a small force. Like the Belgians, it begins in an unsupportable position and will not be able to stop the advance of the Germans. There is no shame (rather fame) in a glorious retreat.
- It is important to defend the bridge at Pontoise (18.4.1a). This bridge will be important during October and November.

Allied Chronological Reinforcement, Substitution and Withdrawal Schedule

GT 2

Train/1R: 49.71
44: 51.71
63r: 51.69
66r: 51.70
115r bd: 53.64
116r bd: 51.66
Epinal 71r: 53.63

GT 3

Train/18: 40.30
35/18: 40.29
36/18: 41.28
Train/4R, 51r: 37.31
52r: Combo substitution for 103 bd, *104 bd* & *49,58 Ch*
53r: 37.32
67r: 46.45
69r: 37.32
Marocaine: 44.35
(BRITISH)
BEF Depot, *GHQ*: 36.26
Train/1, 2/1: 35.28
1/1: 36.28
Train/2, 5/2: 38.27
3/2, *5 bd*: 39.27
Cav.Div.: 42.27

GT 4

2 Col +Ch: Combo substitution for 2 Col bd & *57,60,61 Ch*
64r: 51.57 or 50.61
74r: 51.58 or 50.61
Toul A: 48.53
Paris (Marine): 16.36
(BRITISH) *19*: 37.24

GT 5

Klein/7: Substitute for Res/7
88t/GDT: 35.20 or 30.21
65r: 46.48
75r: 46.46
46,54 Ch: 51.58 or 50.61
52,68,70 Ch: 51.59 or 50.61
(BELGIAN)
LOC c: 40.11
BELGIAN (Depot): 51.16
(BRITISH)
4/3: On BEF Depot

GT 6

Train/6R: Within 20 hexes of Paris (16.36), at least 10 hexes from any German unit

61r/6R, 62r: Within 20 hexes of Paris (16.36), at least 6 hexes from any German unit

(BELGIAN)

Gd Civique x2: 44.15 or 40.11

GT 7

SIXTH Depot: Anywhere
Train/34: within 5 hexes of 81 bd or 82 bd
Le Havre: 01.21
Paris Sud: 16.37
Ditte: On any Depot
Toul (Artillery): 48.53
(BRITISH) *det.Marine, Samson*: 31.11

GT 8

Paris NE: 17.36

GT 9

2 CC: Substitute for 10c and any two cavalry divisions
Toul (Artillery): 48.53
(BRITISH) Train/3: On BEF Depot

GT 10

NINTH Depot: Substitute for Det. d'Armée
Train/5R: On any Depot
Train/31: within 5 hexes of 44 Division
76/31 & *77*: Combo substitution for 44 & 2 Col+Ch
45: 16.36
Paris (Zouave): 16.36
(BRITISH) 1 c, 2 c: Combo substitution for Cav.Div. & *5 bd*

GT 11

Train/GDT: Within 10 hexes of Mantes (11.33).
1 CC: Substitute for Sordet

GT 12

Epinal 71r+: Substitute for Epinal 71r
Toul: 48.53
170 RI: Substitute for *Epinal A*

GT 13

41: Combo substitution for 81 bd & 82 bd.
297 RI: On FIRST Army Depot
Verdun (Artillery): 47.45

GT 14

(BRITISH) 6/3: I [in Rail Mode]

GT 15

37+: Substitute for 37.
GQG (Artillery): On any Depot

GT 16

45+: Substitute for 45
Morlaincourt: Combo substitution for Verdun A & *Verdun A*.
(BRITISH)
R.G.A.(Artillery): On BEF Depot
Marine: Substitute for *det.Marine*

GT 17

Train/32: On any Depot
76+/31: Substitute for *76/31*
38+: Substitute for 38

GT 18

WITHDRAW Train/GDT
41+: Substitute for 41
42+: Substitute for 42

81t: Substitute for 81t/GDT
82t: Substitute for 82t/GDT
84t: Substitute for 84t/GDT
88t: Substitute for 88t/GDT
171+172 RI: Substitute for Belfort A
Paris: 16.36
Belfort M: 50.69

GT 19

TENTH Depot: Anywhere
Train/33: On any Depot
77+: Substitute for 77
Marine: Substitute for *Paris* (Marine)
6 RIT & 8 RIT: Substitute for *Dunkerque Verdun* (44 RIT): 46.45
• Special French Artillery reinforcement

GT 20

87t: Substitute for Le Havre
Marocaine+: Substitute for Marocaine
2 CC+: Substitute for 2 CC and any one cavalry division
(BELGIAN) 1 + 2c: Substitute for 1c
(BRITISH) 1 *Naval*, 2 *Naval*: Any Port

GT 21

89t: Substitute for Paris Ouest
92t: Substitute for Paris NE
(BRITISH)
CC: Combo substitution for 1c & 2c
3 c: At any Port or +1 GT at I [in Rail Mode]
Naval (Artillery): Any Port

GT 22

• Special French Artillery reinforcement
• Special French RIT reinforcement
(BRITISH) Train/4, 7/4: At any Port or +1 GT at I [in Rail Mode]

GT 23

91t: Substitute for Paris
Belfort nord: 50.69
Belfort sud: Substitute for *Belfort M*

GT 24

GT 25

• Special French Artillery reinforcement
• Special French RIT reinforcement
(BRITISH) Train/IND, Lhr/IND: H [in Rail Mode]

GT 26

96t: G [in Rail Mode]

GT 27

Train/38: On any Depot
(BRITISH) Mrt/IND, *Sd c/IND*: H [in Rail Mode]

GT 28

• Special French Artillery reinforcement
• Special French RIT reinforcement

GT 29

GT 30

(BRITISH) 8/4: At any Port

• **Special French RIT reinforcements:** On GTs 22, 25, and 28, place three RIT units on the appropriate Army's Depot unit. (GQG can be placed on any Army Depot)

• **Special French Artillery reinforcements:** On GTs 19, 22, 25, and 28, place two artillery units on the appropriate Army's Depot unit.

• Summary of Combination Substitution cases

FRENCH:

Morlaincourt = Verdun A + *Verdun A*: GT 16

2 Col+Ch = 2 col bd +57,60,61Ch: GT 4

77 & 76/31 = 44 + 2 Col+Ch: GT 10

52 r = 103 bd + 104 bd + 49,58 Ch: GT 3

41 = 81 bd + 82 bd: GT 13

BRITISH:

1 c & 2 c = Cav.Div. + 5 bd : GT 10

• Cavalry Corps Substitution cases

FRENCH:

2 CC = 10 c + any two cavalry divisions: GT 9

BRITISH:

CC = 1c + 2c: GT 21

German Chronological Reinforcement, Substitution and Withdrawal Schedule

GT 2

N.Braisach (artillery): 59.68

1/ *FsAB.8*, 2/ *FsAB.8* (siege-art.): 58.28

GT 3

Train/EZ: On SIXTH Depot

Germersheim: Place on Train/1 BR unit

10 Lw (LOC): 60.27

11 Lw (LOC): 58.26

25 Lw (LOC), 37 Lw: 58.28

27 Lw (LOC), 29 Lw (LOC): 64.28

45 Lw (LOC): 59.48

49 Lw (LOC): 57.43

17 *Ez bd*: 65.61

Landsturm x2: 58.28

1+2/ 6 (siege-art.): 55.44

2+3/12 (siege-art.): 56.46

GT 4

GT 5

BELGIEN Depot – see 25.5

BELGIEN (LOC): 58.28

GT 6

Train/9 R, 17r/9 R, 18r/9 R: 54.23 or 58.28

Eichhorn: Combo substitution for 1B.Lw & 2B.Lw (Available per 16.3.2)

BELGIEN (LOC cav) x2: 52.22

5+6 *sKM* (siege-art.): Place on Siege-Train 1

WITHDRAWAL: Reinforce the East – see 25.3

GT 7

51 Lw: Substitute for *N.Braisach*

Ferling: Substitute for *Ferling*

BELGIEN (LOC): 54.23 or 58.28

4 CC with *Jaeger 4*: Combo substitution for 3 c & 6 c

METZ (siege-art. marker): Place w Siege-Train 2

GT 8

Wening: Substitute for Germersheim

GT 9

Train/15 R: 65.61

BELGIEN (26 Lw): 49.21 or 58.28
BELGIEN (Marine): 54.23 or 58.28
BELGIEN (LOC): 54.23 or 58.28
5/ *FsAR.2*, 6/ *FsAR.2* (siege-art.): Place on Siege-Train 2

GT 10

STRABBURG Depot – Gaede Depot: Within 5 hexes of Straßburg (65.62)
5 B.Lw: Substitute for 5 B.Lw LOC unit

GT 11

BELGIEN (LOC): 54.23 or 58.28

GT 12

WITHDRAW 17 *Ez bd*, METZ (siege-art. marker)
BELGIEN (Marine): Substitute for *BELGIEN* (Marine)
1 CC: Combo substitution for Gd c + any cavalry division
METZ (artillery): 54.48

GT 13

WITHDRAW 45 Lw (LOC).
Falkenhausen Depot: Within 5 hexes of Straßburg (65.62)
B.Lw: substitute for Wening
Benzino (XX): Combo substitution for Benzino (X) & Dame
Neuber: Substitute for *Straßburg*

GT 14

METZ Depot: Within 5 hexes of Metz (54.49)
Brussel 2 (2 R-Ez): 49.21

GT 15

11r+/6 R: Substitute for 11r/6R
12r+/6 R: Substitute for 12r/6R
19 Ez+: Substitute 19 Ez
49 Lw: Substitute for 49 Lw LOC unit
Brussel 1 (1 R-Ez): 49.21
Metz: 54.48
BELGIEN (38 lw): 58.28
STRABBB. (LOC): 65.62

GT 16

9r+/5 R: Substitute for 9r/5R
10r+/5 R: Substitute for 10r/5R
8 Ez+: Substitute for 8 Ez
Gd Ez+: Substitute Gd Ez
Waldow: Combo substitution for *Metz 14* & *Metz 30*
Wahnschaf: 51.27
2 kMK (siege-art. marker): Place on Siege-Train 1

GT 17

10 Ez+: substitute 10 Ez
Ipfelkofer: Substitute for *Ipfelkofer*.
2 CC: Combo substitution for 9 c + any 2 cavalry divisions

GT 18

Rekowski: Substitute for Abt.Rkowski
Jaeger 1: Substitute for *Jaeger 1* (cavalry)
Jaeger 2: Substitute for *Jaeger 2* (cavalry)
METZ (LOC): 54.49

GT 19

16r+/8 R: Substitute for 16r/8 R
21r+/18 R: substitute for 21r/18R
25r+/18 R: substitute for 25r/18R

GT 20

1Br+/1 BR: Substitute for 1Br/1 BR
5Br+/1 BR: Substitute for 5Br/1 BR

GT 21

GT 22

Landsturm: 57.43

GT 23

Train/22 R, 43r/22 R, 44r/22 R: A [in Rail Mode]
Train/23 R, 45r/23 R, 46r/23 R: B [in Rail Mode]
Train/24 R, 47r/24 R, 48r/24 R: F [in Rail Mode]
Train/26 R, 51r/26 R, 52r/26 R: B [in Rail Mode]
Train/27 R, 53r/27 R, 54r/27 R: C [in Rail Mode]
56 Lw: Substitute for Bodungen

GT 24, 25

GT 26

6 B.R: B [in Rail Mode]
Landsturm: 57.43

GT 27, 28, 29, 30

• Summary of Combination Substitution cases with GT

Benzino (XX) = Benzino (X) + Dame: GT 13
Eichhorn = 1 B.Lw + 2 B.Lw: GT 6
Waldow = *Metz 14* + *Metz 30*: GT 16

• Cavalry Corps Substitution cases

1 CC = Gd c + any one cavalry division: GT 12
2 CC = 9 c + any two cavalry divisions: GT 17
4 CC with *Jaeger 4* = 3 c + 6 c: GT 7

FRENCH SETUP

Fort Units

Unit	Hex
<i>Bourlemont</i>	44.55
<i>Calais</i>	26.09
<i>Dunkerque</i>	31.11
<i>Les Ayvelles</i>	44.35
<i>Montmedy</i>	49.41
<i>Pagny</i>	46.53
<i>Reims</i>	35.39

Army Depots

Unit	Turn: Hex	Activation GT
ALSACE	50.69	
> Army boundary	55.66/55.67 – 51.64/51.65	
FIRST	53.60	
> Army boundary	59.55/60.55 – 56.57/57.58	
SECOND	51.54	
> Army boundary	50.50/50.51 – 46.52/46.53	
Det. d'Armee	46.48	Inactive – GT3
THIRD	46.45	Inactive – GT3
FOURTH	46.41	Inactive – GT3
FIFTH	41.34	Inactive – GT2
SIXTH	7: anywhere	
NINTH	10: Substitute for Det. d'Armee	
TENTH	19: anywhere	
SECONDARY	Available per 15.7	

Corps Units

Unit	Turn: Hex	Box:
Train/1	46.30	FIFTH
1/1	48.30 ☉	1/ FIFTH
2/1	49.30 ☉	1/ FIFTH
Train/2	48.41	FOURTH
3/2	49.41	2/ FOURTH
4/2	49.41	2/ FOURTH
Train/3	42.32	FIFTH
5/3	42.30	3/ FIFTH
6/3	41.30	3/ FIFTH
Train/4	47.44	THIRD
7/4	49.43	4/ THIRD
8/4	49.43	4/ THIRD
Train/5	47.45	THIRD
9/5	49.44	5/ THIRD
10/5	49.44	5/ THIRD
Train/6	48.46	THIRD
12/6	49.45	6/ THIRD
40/6	49.47	6/ THIRD
Train/7	50.69	ALSACE
14/7	52.69	7/ ALSACE
Res/7	52.69	7/ ALSACE
Klein/7	5: Substitute for Res/7	
Train/8	55.59	FIRST
15/8	57.58	8/ FIRST
16/8	57.58	8/ FIRST
Train/9	46.36	FOURTH
17/9	46.36	9/ FOURTH
18/9	52.52	Ind/SECOND
Train/10	43.33	FIFTH
19/10	43.31	10/ FIFTH
20/10	43.31	10/ FIFTH
Train/11	46.37	FOURTH
21/11	47.37+48.36	11/ FOURTH
22/11	48.37	11/ FOURTH

Train/12	46.40	FOURTH
23/12	48.39	12/ FOURTH
24/12	48.39	12/ FOURTH
Train/13	55.59	FIRST
25/13	58.58	13/ FIRST
26/13	58.58	13/ FIRST
Train/14	55.62	FIRST
27/14	56.63+57.63	14/ FIRST
28/14	58.62	14/ FIRST
Train/15	52.55	SECOND
29/15	56.55	15/ SECOND
30/15	56.55	15/ SECOND
Train/16	54.56	SECOND
31/16	56.56	16/ SECOND
32/16	57.57	16/ SECOND
Train/17	46.39	FOURTH
33/17	47.38	17/ FOURTH
34/17	47.39	17/ FOURTH
Train/18	3: 40.30	
35/18	3: 40.29	
36/18	3: 41.28	
Train/20	51.55	SECOND
11/20	55.55	20/ SECOND
39/20	55.55	20/ SECOND
Train/21	56.60	FIRST
13/21	59.61	21/ FIRST
43/21	59.61	21/ FIRST
Train/31	10: within 5 hexes of 44 Division	
76/31	10: Combo Substitution—see also 77 (44 & 2 Col +Ch)	
76+/31	17: Substitute for 76/31	
Train/32	17: Any Depot	
Train/33	19: Any Depot	
Train/34	7: within 5 hexes of 81 bd or 82 bd	
Train/38	27: Any Depot	
Train/Col	46.40	FOURTH
2/Col	47.41	Col/FOURTH
3/Col	48.40	Col/FOURTH
5 bd/Col	48.40	Col/FOURTH
Train/1 R	2: 49.71	
Train/2 R	51.54	SECOND
59r/2 R	52.52 ☉	2R/ SECOND
68r/2 R	52.53 ☉	2R/ SECOND
Train/3R	46.49	Det. d'Armee
Train/4R	3: 37.31	
Train/5R	10: Any Depot	
Train/6R	6: Within 20 hexes of Paris (16.36), at least 10 hexes from any German unit.	
61r/6R	6: Within 20 hexes of Paris (16.36), at least 6 hexes from any German unit.	
Train/GDT	11: Within 10 hexes of Mantes (11.33) [Withdraw GT 18]	
81t/GDT	31.14 ☉ [-4 detachment Strength marker]	GDT
1 det 81	31.11 ☉	
2 det 81	33.16 ☉	
82t/GDT	31.21 ☉ [-4 detachment Strength marker]	GDT
1 det 82	35.18 ☉	
2 det 82	35.21 ☉	
84t/GDT	35.24 ☉ [-4 detachment]	GDT

	Strength marker]	
1 det 84	37.23 ☉	
2 det 84	38.25 ☉	
88t/GDT	5: 35.20 or 30.21	

Independent Infantry Formations

Unit	Turn: Hex	Box:
2 Col bd	57.59	Ind/ FIRST
2 Col +Ch	4: Combo Substitution (2 Col bd & 57,60,61 Ch)	
37	44.32	Ind/ FIFTH
37+	15: Substitute for 37	
38	43.30	Ind/ FIFTH
38+	17: Substitute for 38	
41	13: Combo Substitution (81 bd & 82 bd)	
41+	18: Substitute for 41	
42	49.46	6/ THIRD
42+	18: Substitute for 42	
44	2: 51.71	
45	10: 16.36	
45+	16: Substitute for 45	
51r	3: 37.31	
52r	3: Combo Substitution (103 bd, 104 bd & 49,58 Ch)	
53r	3: 37.32	
54r	47.47	3 R/ Det. d'Armee
55r	49.49	3 R/ Det. d'Armee
56r	49.48	3 R/ Det. d'Armee
60r	46.35+47.36	Ind/FOURTH
62r	6: Within 20 hexes of Paris (16.36), at least 6 hexes from any German unit.	
63r	2: 51.69	
64r	4: 51.57 or 50.61	
65r	5: 46.48	
66r	2: 51.70	
67r	3:46.45	
69r	3: 37.32	
70r	53.53 ☉	2R/SECOND
74r	4: 51.58 or 50.61	
75r	5: 46.46	
77	10: Combo Substitution—see also 76/31 (44 & 2 Col +Ch)	
77+	19: Substitute for 77	
81 bd	55.65	Ind/ FIRST
82 bd	53.69	7/ ALSACE
81t	18: Substitute for 81t/GDT	
82t	18: Substitute for 82t/GDT	
84t	18: Substitute for 84t/GDT	
87t	20: Substitute for Le Havre	
88t	18: Substitute for 88t/GDT	
89t	21: Substitute for Paris Ouest	
91t	23: Substitute for Paris	
92t	21: Substitute for Paris NE	
96t	26: G [in Rail Mode]	
103 bd	45.35 ☉	Ind/ FIFTH
115r bd	2: 53.64	
116r bd	2: 51.66	
171+172 RI	18: Substitute for Belfort A	
Belfort 57 r	51.70	7/ ALSACE
Belfort A	51.70 ☉	Ind/ALSACE
Belfort nord	23: 50.69	
Belfort sud	23: Substitute for Belfort	
Epinal 71 r	2: 53.63	
Epinal 71r+	12: Substitute for Epinal 71r	

Le Havre	7: 01.21	
Marine	19: Substitute for Paris (Marine)	
Marocaine	3: 44.35	
Marocaine+	20: Substitute for Marocaine	
Maubeuge	41.26	Ind/ FIFTH
Morlaincourt	16: Combo Substitution (Verdun A & Verdun A)	
Paris	18: 16.36	
Paris Central	Paris	Ind/ PARIS
Paris Est	Paris	Ind/ PARIS
Paris NE	8: 17.36	
Paris Nord	Paris	Ind/ PARIS
Paris Ouest	Paris	Ind/ PARIS
Paris Sud	7: 16.37	
Toul 73 r	50.53 ☉	Ind/SECOND
Toul A	4: 48.53	
Verdun 72r	47.47	Ind/ Det. d'Armee
Verdun A	47.45	Ind/ THIRD

Infantry Asset Units

Unit	Turn: Hex	
6 RIT	19: Both substitute for Dunkerque	
8 RIT		
12,28,30 Alp	53.69	
13,22 Alpin	53.69	
23,27 Ch	56.55	
41,43 Ch	58.58	
45 RI	50.28	
46,54 Ch	5: 51.59 or 50.61	
49,58 Ch	45.33 ☉	
50,71 Ch	58.58	
52,68,70 Ch	5: 51.59 or 50.61	
57,60,61 Ch	59.60	
104 bd	47.31 ☉	
148 RI	49.29	
170 RI	12: Substitute for Epinal A	
297 RI	13: on FIRST Depot	
Belfort M	18: 50.69	
Ditte	7: Any Depot	
Dunkerque	31.11	
Epinal A	50.60	
Maubeuge	41.26	
Paris (Marine)	4: 16.36	
Paris (Zouave)	10: 16.36	
Toul (47 RIT)	12: 48.53	
Verdun A	46.45	
Verdun (44 RIT)	19: 46.45	
FIRST	On GT 22, GT 25, and GT 28, place three RIT units on the appropriate Army's Depot unit—see 5.4. (GQG can be placed on any Army Depot)	
SECOND		
THIRD		
FOURTH		
FIFTH		
SIXTH		
NINTH		
TENTH		
GQG		

Cavalry Units

Unit	Turn: Hex	Box:
Sordet	47.29	Ind/ FIFTH
1 CC [x2]	11: Substitute for Sordet	
2 CC [x2]	9: Substitute for 10c and any two cavalry divisions	
2 CC+ [x2]	20: Substitute for 2CC and any one	

	cavalry division	
2 c	54.55	Ind/SECOND
4 c	50.36	Ind/FOURTH
6 c	55.57	Ind/SECOND
7 c	49.46	Ind/ THIRD
8 c	52.70	Ind/ALSACE
9 c	51.41	Ind/FOURTH
10 c	55.56	Ind/SECOND

Artillery Units

Unit	Turn: Hex	
<i>FIRST</i>	On GT 19, GT 22, GT 25, and GT 28, place two artillery units on the appropriate Army's Depot unit—see 5.4.	
<i>SECOND</i>		
<i>THIRD</i>		
<i>FOURTH</i>		
<i>FIFTH</i>		
<i>SIXTH</i>		
<i>NINTH</i>		
<i>TENTH</i>		
<i>GQG</i>		15: Any Depot
<i>Toul</i>		7: 48.53
<i>Toul</i>	9: 48.53	
<i>Verdun</i>	13: 47.45	

BELGIAN SETUP

Fort Units

Unit	Hex
<i>Antwerpen</i>	51.17
<i>Antwerpen</i>	52.16

Army Depots

Unit	Turn: Hex	Activation GT
BELGIAN Antwerpen	52.21	Inactive - GT2
BELGIAN	5: 51.16	
Antwerpen Army Base marker	52.16	
Oostende Army Base marker	Not yet in play—see 24.3.1	

Independent Infantry Formations

Unit	Turn: Hex	Box:
1 [x2]	54.23	BELGIAN
2 [x2]	52.22	BELGIAN
3 [x2]	53.24	BELGIAN
4 [x2]	51.27 ③	BELGIAN
5 [x2]	52.24	BELGIAN
6 [x2]	51.23	BELGIAN
14 bd	53.24	BELGIAN
15 bd	52.24	BELGIAN

Infantry Asset Units

Unit	Turn: Hex
<i>14 bd</i>	As per rule 24.2
<i>15 bd</i>	
<i>Antwerpen</i>	52.16
<i>Gd Civique</i>	6: 44.15
<i>Gd Civique</i>	6: 44.15

Cavalry Units

Unit	Turn: Hex	Box:
1 c	56.22	
1 + 2 c	20: Substitute for 1c	
<i>LOC c</i>	5: 40.11	

BRITISH SETUP

Army Depots

Unit	Turn: Hex
BEF Depot	3: 36.26
Army Base marker	Le Havre (01.21)

Corps Units

Unit	Turn: Hex	Box:
Train/1	3: 35.28	
1/1	3: 36.28	
2/1	3: 35.28	
Train/2	3: 38.27	
3/2	3: 39.27	
5/2	3: 38.27	
Train/3	9: on BEF Depot	
4/3	5: on BEF Depot	
6/3	14: I [in Rail Mode]	
Train/4	22: Any Port or +1 GT at I [in Rail Mode]	
7/4	22: Any Port or +1 GT at I [in Rail Mode]	
8/4	30: Any Port	
Train/IND	25: H [in Rail Mode]	
Lhr/IND	25: H [in Rail Mode]	
Mrt/IND	27: H [in Rail Mode]	
<i>Sd c/IND</i>	27: H [in Rail Mode]	

Infantry Asset Units

Unit	Turn: Hex
<i>1 Naval</i>	20: Any Port
<i>2 Naval</i>	20: Any Port
<i>19</i>	4: 37.24
<i>GHQ</i>	3: 36.26
<i>det.Marine</i>	7: 31.11
<i>Marine</i>	16: Substitute for <i>det.Marine</i>

Cavalry Units

Unit	Turn: Hex	Box:
CC [x2]	21: Combo Substitution (1 c & 2 c)	
Cav.Div.	3: 42.27	
1 c	10: Combo Substitution (Cav.Div. & 5 bd)	
2 c		
3 c	21: Any Port or +1 GT at I [in Rail Mode]	
<i>5 bd</i>	3: 39.27	
<i>Samson</i>	7: 31.11	

Artillery Units

Unit	Turn: Hex
<i>R.G.A.</i>	16: BEF Depot
<i>Naval</i>	21: Any Port

GERMAN SETUP

Fort Units

Unit	Hex
<i>Bitsch</i>	65.54
<i>Hünigen</i>	57.73
<i>Neuenburg</i>	58.70

Army Depots

Unit	Turn: Hex	Activation GT
FIRST w/Truck marker (25.3)	64.28	Inactive - GT2
SECOND w/Truck marker (25.3)	61.30	Inactive - GT2
THIRD w/Truck marker (25.3)	62.33	Inactive - GT2
FOURTH	58.40	Inactive - GT2
FIFTH	60.46	Inactive - GT2
SIXTH	60.51 w/Strat. Plan rule marker (26.6.2)	
> Army boundary	60.56/60.57 – 63.55/63.56	
SEVENTH	65.62	
BELGIEN	5: See 25.5	
STRABBURG Gaede	10: Within 5 hexes of Straßburg (65.62)	
STRABBURG Falkenhausen	13: Within 5 hexes of Straßburg (65.62)	
METZ	14: Within 5 hexes of Metz (54.49)	
Secondary Depot	Available per 15.7	

Corps Units

Unit	Turn: Hex	Box
Train/GD	57.30	SECOND
1 gd/GD	55.30	GD/SECOND
2 gd/GD	55.30	GD/SECOND
Train/GD R	60.32	SECOND
3 gd/GD R	58.31	GD R/ SECOND
1 gd r/GD R	58.31	GD R/ SECOND
Train/2	60.27	FIRST
3/2	58.23	2/ FIRST
4/2	58.24	2/ FIRST
Train/3	60.27	FIRST
5/3	58.25	3/ FIRST
6/3	57.25	3/ FIRST
Train/4	60.27	FIRST
7/4	57.24	4/ FIRST
8/4	58.24	4/ FIRST
Train/5	58.45	FIFTH
9/5	56.43	5/ FIFTH
10/5	56.43	5/ FIFTH
Train/6	60.43	FOURTH
11/6	57.42	6/ FOURTH
12/6	57.42	6/ FOURTH
Train/7	59.28	SECOND
13/7	58.26	7/ SECOND
14/7	58.26	7/ SECOND
Train/8	58.39	FOURTH
15/8	58.38	8/ FOURTH
16/8	58.38	8/ FOURTH
Train/9	59.28	FIRST
17/9	56.25	9/ FIRST
18/9	57.28	9/ FIRST
Train/10	58.29	SECOND

19/10	55.28	10/ SECOND
20/10	56.28	10/ SECOND
Train/11	61.35	THIRD
22/11	59.34	11/ THIRD
38/11	59.34	11/ THIRD
Train/12	60.36	THIRD
23/12	58.35	12/ THIRD
32/12	58.35	12/ THIRD
Train/13	57.46	FIFTH
26/13	55.44	13/ FIFTH
27/13	55.45	13/ FIFTH
Train/14	63.58 ☉	SEVENTH
28/14	61.57 ☉	14/ SEVENTH
29/14	60.57 ☉	14/ SEVENTH
Train/15	64.59 ☉	SEVENTH
30/15	62.59 ☉	15/ SEVENTH
39/15	62.60 ☉	15/ SEVENTH
Train/16	56.48	FIFTH
33/16	56.49	16/ FIFTH
34/16	55.49	16/ FIFTH
Train/18	60.42	FOURTH
21/18	58.41	18/ FOURTH
25/18	57.41	18/ FOURTH
Train/19	60.37	THIRD
24/19	58.36	24/ THIRD
40/19	58.36	24/ THIRD
Train/21	60.52	SIXTH
31/21	58.53	21/ SIXTH
42/21	58.54	21/ SIXTH
Train/1 B	62.55	SIXTH
1B/1 B	60.56	1 B/ SIXTH
2B/1 B	60.56	1 B/ SIXTH
Train/2 B	59.51	SIXTH
3B/2 B	57.52	2 B/ SIXTH
4B/2 B	56.51	2 B/ SIXTH
Train/3 B	57.50	SIXTH
5B/3 B	56.50	3 B/ SIXTH
6B/3 B	56.50	3 B/ SIXTH
Train/1 BR	62.52	SIXTH
1Br/1 BR	60.55	1 BR/ SIXTH
1Br+/1 BR	20: Substitute for 1Br/1 BR	
5Br/1 BR	61.55	1 BR/ SIXTH
5Br+/1 BR	20: Substitute for 5Br/1 BR	
Train/3 R	63.29	FIRST
5r/3 R	61.28	3 R/ FIRST
6r/3 R	61.28	3 R/ FIRST
Train/4 R	63.30	FIRST
7r/4 R	60.28	4 R/ FIRST
22r/4 R	60.28	4 R/ FIRST
Train/5 R	62.46	FIFTH
9r/5 R	59.47	5 R/ FIFTH
9r+/5 R	16: Substitute for 9r/5R	
10r/5 R	59.47	5 R/ FIFTH
10r+/5 R	16: Substitute for 10r/5R	
Train/6 R	60.47	FIFTH
11r/6 R	57.48	6 R/ FIFTH
11r+/6 R	15: Substitute for 11r/6R	
12r/6 R	58.47	6 R/ FIFTH
12r+/6 R	15: Substitute for 12r/6R	
Train/7 R	62.30	SECOND
13r/7 R	60.29	7R/SECOND
14r/7 R	60.29	7R/SECOND
Train/8 R	62.42	FOURTH
15r/8 R	62.42	15 R/ FOURTH
16r/8 R	62.41	15 R/ FOURTH

16r+/8 R	19: Substitute for 16r/8 R	
Train/9 R	6: 54.23 or 58.28	
17r/9 R	6: 54.23 or 58.28	
18r/9 R	6: 54.23 or 58.28	
Train/10 R	62.31	SECOND
2gdr/10 R	59.29	10 R/ SECOND
19r/10 R	59.29	10 R/ SECOND
Train/12 R	64.38	THIRD
23r/12 R	63.37	12 R/ THIRD
24r/12 R	62.38	12 R/ THIRD
Train/14 R	63.64	SEVENTH
26r/14 R	62.63	14 R/SEVENTH
28r/14 R	61.64	14 R/ SEVENTH
Train/ 15 R	9: 65.61	
Train/18 R	62.44	FOURTH
21r/18 R	61.43	18 R/ FOURTH
21r+/18 R	19: substitute for 21r/18R	
25r/18 R	61.43	18 R/ FOURTH
25r+/18 R	19: substitute for 25r/18R	
Train/22 R	23: A [in Rail Mode]	
43r/22 R	23: A [in Rail Mode]	
44r/22 R	23: A [in Rail Mode]	
Train/23 R	23: B [in Rail Mode]	
45r/23 R	23: B [in Rail Mode]	
46r/23 R	23: B [in Rail Mode]	
Train/24 R	23: F [in Rail Mode]	
47r/24 R	23: F [in Rail Mode]	
48r/24 R	23: F [in Rail Mode]	
Train/26 R	23: B [in Rail Mode]	
51r/26 R	23: B [in Rail Mode]	
52r/26 R	23: B [in Rail Mode]	
Train/27 R	23: C [in Rail Mode]	
53r/27 R	23: C [in Rail Mode]	
54r/27 R	23: C [in Rail Mode]	
Train/EZ	3: on SIXTH Army Depot	
Train/S.XIV	59.70	SEVENTH

Independent Infantry Formations

Unit	Turn: Hex	Box
1 B.Lw	58.65	Ind/ SEVENTH
2 B.Lw	59.64	Ind/ SEVENTH
5 B.Lw	10: substitute for 5 B.Lw LOC unit	
6 B.R	26: B [in Rail Mode]	
4 Ez	59.49 ☉	Ind/ SIXTH
8 Ez	59.51 ☉	Ind/ SIXTH
8 Ez+	16: Substitute for 8 Ez	
10 Ez	60.48 ☉	Ind/ SIXTH
10 Ez+	17: substitute 10 Ez	
19 Ez	62.60 ☉	Ind/ SEVENTH
19 Ez+	15: substitute 19 Ez	
2 Lw	57.49 ☉	Ind/ FIFTH
13 Lw	58.48 ☉	Ind/ FIFTH
37 Lw	3: 58.28	
43 Lw	58.48 ☉	Ind/ FIFTH
49 Lw	15: substitute for 49 Lw LOC unit	
51 Lw	7: Substitute for N.Braisach	
56 Lw	23: Substitute for Bodungen	
2 R-Ez	Substitute for Brussel 2 as per 25.4.1	
Abt.Rkwski	60.64 ☉	Ind/ SEVENTH
B.Lw	13: substitute for Wening	
BELGIEN (26 Lw)	9: 49.21 or 58.28	
BELGIEN (Marine)	12: Substitute for BELGIEN (Marine)	

Benzino (X)	62.63 ☉	Ind/ SEVENTH
Benzino (XX)	13: Combo Substitution (Benzino & Dame)	
Bodungen	55.71	S.XIV/ SEVENTH
Brussel 1 (1 R-Ez)	15: 49.21	
Brussel 2 (2 R-Ez)	14: 49.21	
Dame	58.70 ☉	S.XIV/ SEVENTH
Eichhorn	6: Available per 25.5 (1B.Lw & 2B.Lw)	
Ferling	7: Substitute for <i>Ferling</i>	
Gd Ez	62.58 ☉	Ind/ SEVENTH
Gd Ez+	16: substitute Gd Ez	
Germersheim	3: on 1 BR Corps Train	
Ipfelkofer	17: Substitute for <i>Ipfelkofer</i>	
H.Metz (33r)	54.50 ☉	Ind/ SIXTH
H.Straßburg (30r)	59.63	Ind/ SEVENTH
Marine	Substitute for BELGIEN (Marine) as per 25.4.1	
Mathy	55.70	S.XIV/ SEVENTH
Metz	15: 54.48	
N.Braisach	59.68	S.XIV/ SEVENTH
Neuber	13: Substitute for <i>Straßburg</i>	
Rekowski	18: Substitute for Abt.Rkwski	
Waldow	16: Combo Substitution (<i>Metz 14</i> & <i>Metz 30</i>)	
Wening	8: Substitute for Germersheim	

LOC Formations

Unit	Turn: Hex	Box
5 B.Lw	62.50	Ind/ SIXTH
10 Lw	3: 60.27	
11 Lw	3: 58.26	
25 Lw	3: 58.28	
27 Lw	3: 64.28	
29 Lw	3: 64.28	
45 lw	3: 59.48 [Withdraw GT 13]	
47 Lw	62.33	Ind/ THIRD
49 Lw	3: 57.43	

Infantry Asset units

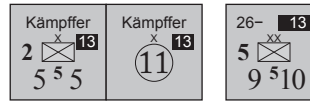
Unit	Turn: Hex	
<i>BELGIEN</i> (Marine)	9: 54.23 or 58.28	
<i>BELGIEN</i> (38 lw)	15: 58.28	
<i>17 Ez bd</i>	3: 65.61 [Withdraw GT 12]	
<i>B.rIR.4</i>	55.70	
<i>Ferling</i>	65.61	
<i>Ipfelkofer</i>	60.60	
<i>Jaeger 1</i>	18: Substitute for <i>Jaeger 1</i> (cavalry)	
<i>Jaeger 2</i>	18: Substitute for <i>Jaeger 2</i> (cavalry)	
<i>Jaeger 4</i>	7: arrives with 4 CC when created	
<i>Metz 14</i>	Any Metz Fortress	
<i>Metz 30</i>	Any Metz Fortress	
<i>rIR.99</i>	60.60	
<i>Straßburg</i>	65.62	
<i>Wahnschaf.</i>	16: 51.27	

LOC Asset Units

Unit	Turn: Hex
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<i>BELGIEN</i>	5: 58.28
<i>BELGIEN</i>	7: 54.23 or 58.28
<i>BELGIEN</i>	9: 54.23 or 58.28
<i>BELGIEN</i>	11: 54.23 or 58.28
<i>Landsturm</i>	62.68
<i>Landsturm</i>	57.73
<i>Landsturm</i>	3: 58.28
<i>Landsturm</i>	3: 58.28
<i>Landsturm</i>	22: 57.43
<i>Landsturm</i>	26: 57.43
<i>METZ</i>	18: 54.49
<i>STRAßB.</i>	15: 65.62

1 kMK	with Siege-Train 2
2 kMK	16: place on Siege-Train 1
1 sKM	with Siege-Train 1
METZ	7: place on Siege-Train 2 [Withdraw GT 12]
Pionier-R.	with Siege-Train 1



Cavalry Units

Unit	Turn: Hex	Box
1 CC [x2]	12: Substitute for Gd C + any cavalry division	
2 CC [x2]	17: Substitute for 9 C + any 2 cavalry divisions	
4 CC [x2]	7: Combo Substitution (3 C & 6 C)	
2 C	58.23	Ind/ FIRST
3 C	52.39	Ind/FOURTH
4 C	56.24	Ind/ FIRST
5 C	53.32	Ind/ THIRD
6 C	54.44	Ind/ FIFTH
7 C	61.55	Ind/ SIXTH
8 C	58.52	Ind/ SIXTH
9 C	54.25	Ind/ FIRST
B C	58.52	Ind/ SIXTH
Gd C	53.32	Ind/ THIRD
<i>Jaeger 1</i>	53.32	
<i>Jaeger 2</i>	58.23	
<i>BELGIEN</i>	6: 52.22	
<i>BELGIEN</i>	6: 52.22	

C3i #28 Kämpfer Expansion—see Rule 27.8

Modification to the Campaign Game Set-up: The unit 26-/13 begins the game set-up in hex 55.44 (it replaces the original 26/13 unit). The Kämpfer unit (with Attachment marker) arrives as reinforcement at hex 55.44 during the German Player turn of GT2.

Artillery Units

Unit	Turn: Hex	
<i>Metz</i>	12: 54.48	
<i>N.Braisach</i>	2: 59.68	
<i>OHL</i>	Surrender of Antwerpen (25.4.1)	

Siege-Train HQs

Unit	Turn: Hex
<i>Siege-T. 1</i>	59.29
<i>Siege-T. 2</i>	62.50

Siege-Artillery Units

Unit	Turn: Hex
<i>3/ 1</i>	62.38
<i>2+3/ 4</i>	59.29
<i>1+2/ 6</i>	3: 55.44
<i>2+3/ 7</i>	59.29
<i>1+2/ 9</i>	59.29
<i>2+3/12</i>	3: 56.46
<i>2+3/ 18</i>	62.50
<i>2/ B.3</i>	62.50
<i>3 kMK</i>	59.29
<i>2 sKM</i>	62.50
<i>5+6 sKM</i>	6: place on Siege-Train 1
<i>1/ FsAB.8</i>	2: 58.28
<i>2/ FsAB.8</i>	2: 58.28
<i>5/ FsAR.2</i>	9: place on Siege-Train 2
<i>6/ FsAR.2</i>	9: place on Siege-Train 2

Siege-Artillery and Pionier Markers (13.1.4 & .2.4)

Unit	Turn: Siege-Train unit
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31.0 THE RACE TO THE SEA

The Race to the Sea scenario is not recommended to inexperienced players. Although the scenario is shorter in length than the Grand Campaign scenario and its footprint is smaller, it is not a learning scenario. This scenario requires a sound understanding of the entire game system. In general, while the Grand Campaign allows players to wade into the game, the Race to the Sea scenario throws them instantly into the deep end. Right from the beginning the battle will rage as each player attempts to transport troops from the eastern end of his line to the western end, all while attempting to stop his opponent from doing the same thing. Experienced players will find this scenario to be a rewarding challenge.

Historical Notes

With the initial German advance into France abruptly stopped at the Battle of the Marne and the ensuing Allied counter-offensive stalled on the Aisne, both belligerents looked to their open western flank. While battles continued all along the front line, each tried repeatedly to out-flank the other sending formations, pulled from wherever possible, to extend the front line. The resulting maneuvers and battles were cumulatively called the “Race to the Sea.”

The Race to the Sea began in mid-September with both belligerent’s front lines hanging in the air and ended mid-November, in stalemate, with a continuous front line extending from the North Sea all the way to the Swiss border.

31.1 Scenario Length, Map and Exclusive Rules

The Race to the Sea begins with the German Player Turn of GT 13 and ends after the completion of GT 30. Use the NW and NE maps only.

- **EXCLUSIVE RULE:** German units cannot perform a Forced March during the German Movement Phase of **GT 13**.

- **EXCLUSIVE RULE:** The French FIRST Army Depot must remain within two hexes of the southern map edge.

- **EXCLUSIVE RULE:** Begin using Ammunition Shortage (15.8) markers on the 5th Inter-Phase.

- **EXCLUSIVE RULE: Mandated Attacks**

Both the German and Allied Players must conduct a number of Mandated Attacks. If the required Mandated Attacks are not conducted during the specified GT the player loses the game. A Force conducting a Mandated Attack must include an Infantry Formation of division-size and it must declare Intense Combat (9.8).

German Player: GT 13 = 4, GT 14 = 3, GT 15 = 2.

Allied Player: GT 14 = 5, GT 15 = 3.

31.2 General Information

A. Strategic plans (26.0): No Strategic Plans are in play.

B. Allied Deployment Information:

- The French Reserve Formations’ Attachment markers have been flipped to their backsides—see 22.4.
- All RR lines south of the Seine and Oise Rivers and all RRs behind the Allied Front line are Friendly operational—see also Réseau du Nord 18.3.2.

- French RR Bottlenecks hexes (not yet in play): 08.25, 15.34 and 16.18.

- Rail Points = 6

- IPs on map = 51.52, 52.54, 53.55. IPs available = 5

- All Fortress Units not labeled “Not in play” on the Fortress Set-up list are placed in the hex listed on the back of the counter.

C. German Deployment Information:

- All RRs behind the German Front line are Friendly operational. In addition, place Railhead markers in hexes: 46.19, 43.20, 41.21, 39.22, 37.23, 35.23, 33.24, 31.25, 29.26.

- German RR Bottlenecks = 59.29, 54.40 and 6th Inter-Phase 51.28.

- Rail Points = 4. In addition, the 2 RPs from the Belgian Sortie (18.6.4) are available.

- Starting Ammo: 40cm = 1, 30.5cm = 10, Prep. Bomb. = 2.

- IPs on map = 51.20. IPs available = 7

- Blown Roadway Bridges (19.0) = 25.31/25.32, 25.31/26.31, 26.30/26.31, All the hexsides between 27.34/28.33 and 30.34/30.35, 33.36/34.36 inclusive, 46.43/47.44, 51.51/52.50.

Play Note: Hex 34.36 is German controlled.

- All Fortress Units not labeled “Not in play” on the Fortress Set-up list are placed in the hex listed on the back of the counter.

31.3 RR Bridges & Tunnels Blown

All Orange structures with an X, those with numbers greater than 13, and the red bridges at Amiens are blown.

- For purposes of rule 18.4.1, hexside 23.24/23.25 is German controlled.

31.4 Determining Victory

At the end of the game, the player with 10 or more VP is victorious. Anything in the middle is a draw (i.e., 9 VP for the Allies to 9 VP for the Germans).

The German player begins the Race to the Sea scenario with 40 VPs.

Allied Chronological Reinforcement, Substitution and Withdrawal Schedule

GT 14

Train/14, 27/14, 28/14: 48.53

(BRITISH) 6/3: I [in Rail Mode]

GT 15

Det. d’Armee Depot: 47.55

Train 16, 31/16, 32/16: 51.54

37+: Substitute for 37

GQG (Artillery): On any Depot

GT 16

45+: Substitute for 45

Morlaincourt: Combo substitution for Verdun A & Verdun A

(BRITISH)

R.G.A. (Artillery): On BEF Depot

Marine: Substitute for det.Marine

GT 17

Train 31, 76+/31: 48.53

Train/32: On any Depot

38+: Substitute for 38

GT 18

WITHDRAW Train/GDT

42+: Substitute for 42

77+: 48.53

81t: Substitute for 81t/GDT

82t: Substitute for 82t/GDT

84t: Substitute for 84t/GDT

88t: Substitute for 88t/GDT

171+172 RI: 48.53

Paris: 16.36

GT 19

TENTH Depot: Anywhere

Train/33: On any Depot

Marine: Substitute for Paris (Marine)

6 RIT & 8 RIT: Substitute for Dunkerque

Verdun (44 RIT): 46.45

- Special French Artillery reinforcement

GT 20

66r: 48.53

87t: Substitute for Le Havre

Marocaine+: Substitute for Marocaine

2 CC+: Substitute for 2 CC and any one cavalry division

(BELGIAN)

1 + 2c: Substitute for 1c
(BRITISH)
1 Naval, 2 Naval: Any Port

GT 21

89t: Substitute for Paris Ouest
92t: Substitute for Paris NE
(BRITISH)
CC: Combo substitution for 1c & 2c
3 c: At any Port or +1 GT at I [in Rail Mode]
Naval (Artillery): Any Port

GT 22

- Special French Artillery reinforcement
- Special French RIT reinforcement

(BRITISH) Train/4, 7/4: At any Port or +1 GT at I [in Rail Mode]

GT 23

91t: Substitute for Paris
170 RI: 48.53

GT 24

GT 25

- Special French Artillery reinforcement
- Special French RIT reinforcement

(BRITISH) Train/IND, Lhr/IND: H [in Rail Mode]

GT 26

96t: G [in Rail Mode]

GT 27

Train/38: On any Depot
(BRITISH) Mrt/IND, *Sd c/IND*: H [in Rail Mode]

GT 28

- Special French Artillery reinforcement
- Special French RIT reinforcement

GT 29

GT 30

(BRITISH) 8/4: At any Port

- **Special French RIT reinforcements:** On GT 22 place two, and on GTs 25 and 28, place three RIT units on the appropriate Army's Depot unit. (GQG can be placed on any Army Depot)

- **Special French Artillery reinforcements:** On GT 19 place one, and on GTs 22, 25, and 28, place two artillery units on the appropriate Army's Depot unit.

• Summary of Combination Substitution cases

FRENCH:

Morlaincourt = Verdun A + *Verdun A*: GT 16

• Cavalry Corps Substitution cases

BRITISH:

CC = 1c + 2c: GT 21

German Chronological Reinforcement, Substitution and Withdrawal Schedule

GT 14

METZ Depot: Within 5 hexes of Metz (54.49)
Brussel 2 (2 R-Ez): 49.21

GT 15

Train/14R, 26r/14R, 28r/14R: 57.55
11r+/6 R: Substitute for 11r/6R
12r+/6 R: Substitute for 12r/6R
49 Lw: Substitute for 49 Lw LOC unit
Brussel 1 (1 R-Ez): 49.21
Metz: 54.48
BELGIEN (38 lw): 58.28

GT 16

9r+/5 R: Substitute for 9r/5R
10r+/5 R: Substitute for 10r/5R
8 Ez+: Substitute for 8 Ez
Waldow: Combo substitution for *Metz 14* & *Metz 30*
Wahnschaf: 51.27
2 MKM (siege-art. marker): Place on Siege-Train 1

GT 17

10 Ez+: substitute 10 Ez
Ipfelkofer: Substitute for *Ipfelkofer*.
2 CC: Combo substitution for 9 c + any 2 cavalry divisions

GT 18

Gd Ez+: 56.54
Jaeger 1: Substitute for *Jaeger 1* (cavalry)
Jaeger 2: Substitute for *Jaeger 2* (cavalry)
METZ (LOC): 54.49

GT 19

16r+/8 R: Substitute for 16r/8 R
21r+/18 R: substitute for 21r/18R
25r+/18 R: substitute for 25r/18R
1 B.Lw: F [in Rail Mode]

GT 20

1Br+/1 BR: Substitute for 1Br/1 BR
5Br+/1 BR: Substitute for 5Br/1 BR

GT 21

Benzino (XX): 55.46

GT 22

Landsturm: 57.43

GT 23

Train/22 R, 43r/22 R, 44r/22 R: A [in Rail Mode]
Train/23 R, 45r/23 R, 46r/23 R: B [in Rail Mode]
Train/24 R, 47r/24 R, 48r/24 R: F [in Rail Mode]
Train/26 R, 51r/26 R, 52r/26 R: B [in Rail Mode]
Train/27 R, 53r/27 R, 54r/27 R: C [in Rail Mode]

GT 24, 25

GT 26

6 B.R: B [in Rail Mode]
Landsturm: 57.43

GT 27, 28, 29, 30

- **Summary of Combination Substitution cases with GT**
Waldow = *Metz 14* + *Metz 30*: GT 16

- **Cavalry Corps Substitution cases**

2 CC = 9 c + any two cavalry divisions: GT 17

FRENCH SETUP

Fort Units

Unit	Turn: Hex
<i>Bourlemont</i>	Not in play
<i>Calais</i>	26.09
<i>Dunkerque</i>	31.11
<i>Les Ayvelles</i>	Not in play
<i>Montmedy</i>	Not in play
<i>Pagny</i>	46.53
<i>Reims</i>	33.41 (Inverted)

Army Depots

Unit	Turn: Hex
ALSACE	Not in play
FIRST	15: 47.54
SECOND	48.53
> Army boundary	47.47/47.48 – 44.48/44.49
THIRD	46.46
> Army boundary	43.43/44.43 – 43.46/44.46
FOURTH	41.46
> Army boundary	39.42/40.42 – 36.46/37.47
NINTH	36.43
> Army boundary	34.38/35.39 – 31.40/32.40
FIFTH	30.39
SIXTH	23.34
Det. d'Armee	Not in play
TENTH	19: anywhere
SECONDARY	Available per 15.7

Corps Units

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
Train/1	31.40	FIFTH
1/1	34.38 [-1]	1/ FIFTH
2/1	34.38 [-1]	1/ FIFTH [-1]
Train/2	41.46	FOURTH
3/2	42.43 [-1]	2/ FOURTH [-1]
4/2	42.43 [-1]	2/ FOURTH
Train/3	31.39	FIFTH
5/3	34.37 [-1]	3/ FIFTH
6/3	34.37 [-1]	3/ FIFTH [-1]
Train/4	24.33	SIXTH
7/4	27.32 [-1]	4/ SIXTH [-1]
8/4	27.32	4/ SIXTH
Train/5	44.46	THIRD
9/5	44.43 [-1]	5/ THIRD [-1]
10/5	44.43	5/ THIRD
Train/6	45.47	THIRD
12/6	47.44 [-1]	6/ THIRD [-1]
40/6	47.44	6/ THIRD
Train/7	24.34	SIXTH
14/7	27.33 [-1]	7/ SIXTH [-1]
Res/7	Not in play	
Klein/7	27.33 [-1]	7/ SIXTH
Train/8	44.50	SECOND
15/8	46.49 [-1]	8/ SECOND
16/8	46.48	8/ SECOND
Train/9	34.41	NINTH
17/9	36.40 [-1]	9/ NINTH [-1]
18/9	36.40	9/ NINTH
Train/10	33.41	NINTH
19/10	35.39 [-1]	10/ NINTH
20/10	35.39	10/ NINTH
Train/11	36.43	NINTH

21/11	38.41 [-1]	11/ NINTH
22/11	38.41	11/ NINTH
Train/12	40.45	FOURTH
23/12	40.43 [-1]	12/ FOURTH
24/12	40.43	12/ FOURTH
Train/13	23.33	SIXTH
25/13	23.31 [-1]	13/ SIXTH
26/13	21.31	13/ SIXTH
Train/14	14: 48.53	
27/14	14: 48.53	
28/14	14: 48.53	
Train/15	45.47	THIRD
29/15	45.44 [-1]	15/ THIRD [-1]
30/15	45.44	15/ THIRD
Train/16	15: 51.54	
31/16	15: 51.54	
32/16	15: 51.54	
Train/17	40.45	FOURTH
33/17	40.42 [-1]	17/ FOURTH
34/17	40.42	17/ FOURTH
Train/18	30.38	FIFTH
35/18	33.36 [-1]	18/ FIFTH
36/18	32.35	18/ FIFTH [-1]
Train/20	49.54	SECOND
11/20	50.52 [-1]	20/SECOND
39/20	51.53	20/SECOND[-1]
Train/21	36.44	NINTH
13/21	39.42 [-1]	21/ NINTH
43/21	39.42	21/ NINTH
Train/31	17: 48.53	
76/31	Not in play	
76+/31	17: 48.53	
Train/32	17: Any Depot	
Train/33	19: Any Depot	
Train/34	Not in play	
Train/38	27: Any Depot	
Train/Col	41.46	FOURTH
2/Col	41.43 [-2]	Col/FOURTH
3/Col	41.43 [-1]	Col/FOURTH
5 bd/Col	41.43 [-1]	Col/FOURTH
Train/1 R	Not in play	
Train/2 R	51.54	SECOND
59r/2 R	52.51	2R/ SECOND
68r/2 R	52.52 [-1]	2R/ SECOND
Train/3R	46.46	THIRD
Train/4R	30.38	FIFTH
Train/5R	24.35	SIXTH
Train/6R	24.34	SIXTH
61r/6R	26.32 [-1]	6 R/ SIXTH
Train/GDT	17.33 (Extended Mode) [Withdraw GT 18]	
81t/GDT	18.25	GDT
1 det 81	Not in play	
2 det 81	Not in play	
82t/GDT	17.26	GDT
1 det 82	Not in play	
2 det 82	Not in play	
84t/GDT	17.27 [-1]	GDT
1 det 84	Not in play	
2 det 84	Not in play	
88t/GDT	18.24 [-1]	GDT

Independent Infantry Formations

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
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2 Col bd	Not in play	
2 Col +Ch	Not in play	
37	26.31	4/ SIXTH
37+	15: Substitute for 37	
38	32.35 [-1]	18/ FIFTH
38+	17: Substitute for 38	
41	Not in play	
41+	Not in play	
42	37.41	Ind/ NINTH
42+	18: Substitute for 42	
44	Not in play	
45	28.34 [-1]	Ind/ SIXTH
45+	16: Substitute for 45	
51r	35.39	10/ NINTH
52r	36.40	Ind/ NINTH
53r	33.37	4 R/ FIFTH [-1]
54r	47.45	Ind/ THIRD
55r	27.34 [-1]	5 R/ SIXTH [-1]
56r	27.34 [-1]	5 R/ SIXTH
60r	38.41	Ind/ NINTH
62r	27.33 [-1]	6 R/ SIXTH [-1]
63r	27.34 [-1]	7/ SIXTH
64r	52.53	2R/SECOND
65r	48.45	3 R/ THIRD
66r	20: 48.53	
67r	48.45	3 R/ THIRD
69r	33.37 [-1]	4 R/ FIFTH
70r	52.54	Ind/SECOND
74r	53.55+52.54	Ind/FIRST
75r	47.46	3 R/ THIRD
77	Not in play	
77+	18: 48.53 (Attachment marker on backside of 44 Div.)	
81 bd	Not in Play	
82 bd	Not in Play	
81t	18: Substitute for 81t/GDT	
82t	18: Substitute for 82t/GDT	
84t	18: Substitute for 84t/GDT	
87t	20: Substitute for Le Havre	
88t	18: Substitute for 88t/GDT	
89t	21: Substitute for Paris Ouest	
91t	23: Substitute for Paris	
92t	21: Substitute for Paris NE	
96t	26: G [in Rail Mode]	
103 bd	Not in play	
115r bd	Not in play	
116r bd	Not in play	
171+172 RI	18: 48.53	
Belfort 57 r	Not in play	
Belfort A	Not in play	
Belfort nord	Not in play	
Belfort sud	Not in play	
Epinal 71 r	Not in play	
Epinal 71r+	Not in play	
Le Havre	01.21	Ind/ PARIS
Marine	19: Substitute for <i>Paris</i> (Marine)	
Marocaine	35.40 [-1]	9/ NINTH [-1]
Marocaine+	20: Substitute for Marocaine	
Maubeuge	Not in play	
Morlaincourt	16: Combo Substitution (Verdun A & <i>Verdun A</i>)	
Paris	18: 16.36	
Paris Central	Paris	Ind/ PARIS
Paris Est	Paris	Ind/ PARIS
Paris NE	Paris	Ind/ PARIS

Paris Nord	Paris	Ind/ PARIS
Paris Ouest	Paris	Ind/ PARIS
Paris Sud	Paris	Ind/ PARIS
Toul 73 r	48.48	Ind/SECOND
Toul A	51.52	Ind/SECOND
Verdun 72 r	47.44	Ind/ THIRD
Verdun A	47.45	Ind/ THIRD

Infantry Asset Units

Unit	Turn: Hex
6 RIT	19: Both substitute for <i>Dunkerque</i>
8 RIT	
12,28,30Alp	Not in play
13,22 Alpin	Not in play
23,27 Ch	53.55
41,43 Ch	Not in play
45 RI	33.37
46,54 Ch	Not in play
49,58 Ch	Not in play
50,71 Ch	53.55+52.54
52,68,70 Ch	Not in play
57,60,61 Ch	Not in play
104 bd	Not in play
148 RI	32.36
170 RI	23: 48.53
297 RI	51.54
Belfort M	Not in Play
Ditte	28.34
Dunkerque	31.11
Epinal A	Not in Play
Maubeuge	Not in play
Paris (Marine)	16.36
Paris (Zouave)	16.36
Toul (47 RIT)	51.52
Verdun A	47.45
Verdun (44 RIT)	19: 46.45
SECOND	On GT 22 place two, and on GTs 25 and 28, place three RIT units on the appropriate Army's Depot unit—see 5.4. (GQG can be placed on any Army Depot)
THIRD	
FOURTH	
FIFTH	
SIXTH	
NINTH	
TENTH	
GQG	

Cavalry Units

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
Sordet	Not in play	
1 CC [x2]	26.27+26.28 [-1]	Ind/ SIXTH
2 CC [x2]	32.36	Ind/ FIFTH [-1]
2 CC+ [x2]	20: Substitute for 2CC and any one cavalry division	
2 c	47.50	Ind/SECOND
4 c	Not in play	
6 c	38.42	Ind/ NINTH
7 c	48.44	Ind/ THIRD
8 c	Not in play	
9 c	36.41	Ind/ NINTH [-1]
10 c	Not in play	

Artillery Units

Unit	Turn: Hex
SECOND	On GT 19 place one artillery unit, and on GTs 22, 25, and 28, place two
THIRD	

<i>FOURTH</i>	artillery units on the appropriate Army's Depot unit—see 5.4.	
<i>FIFTH</i>		
<i>SIXTH</i>		
<i>NINTH</i>		
<i>TENTH</i>		
<i>GOG</i>	15: Any Depot	
<i>Toul</i>	52.53	
<i>Toul</i>	49.53	
<i>Verdun</i>	47.45	

BELGIAN SETUP

Fort Units

Unit	Turn: Hex
<i>Antwerpen</i>	51.17
<i>Antwerpen</i>	52.16

Army Depots

Unit	Turn: Hex
BELGIAN <i>Antwerpen</i>	52.16
BELGIAN	46.14
<i>Antwerpen</i> Army Base marker	52.16
<i>Oostende</i> Army Base marker	Not yet in play—see 24.3.1

Independent Infantry Formations

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
1 [x2]	51.18 [-1]	BELGIAN [-1]
2 [x2]	49.18+50.18 [-1]	BELGIAN
3 [x2]	50.17 [-1]	BELGIAN [-1]
4 [x2]	47.17 [-1]	BELGIAN
5 [x2]	52.18+53.18 [-1]	BELGIAN [-1]
6 [x2]	51.19 [-1]	BELGIAN [-1]
14 bd	Not in play	
15 bd	Not in play	

Infantry Asset Units

Unit	Turn: Hex
14 bd	44.15
15 bd	40.11
<i>Antwerpen</i>	55.19
<i>Gd Civique</i>	44.15
<i>Gd Civique</i>	41.16

Cavalry Units

Unit	Turn: Hex	Box:
1 c	46.18	
1 + 2 c	20: Substitute for 1c	
<i>LOC c</i>	43.18	

BRITISH SETUP

Army Depots

Unit	Turn: Hex
BEF Depot	27.38
Army Base marker	St. Nazaire (hex 02.36 or 02.46)

Corps Units

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
Train/1	28.36	BEF
1/1	31.35 [-1]	1/ BEF
2/1	31.35	1/ BEF [-1]

Train/2	28.36	BEF
3/2	30.35 [-1]	2/ BEF [-1]
5/2	30.35 [-1]	2/ BEF
Train/3	28.36	BEF
4/3	29.35 [-1]	3/ BEF [-1]
6/3	14: I [in Rail Mode]	
Train/4	22: Any Port or +1 GT at I [in Rail Mode]	
7/4	22: Any Port or +1 GT at I [in Rail Mode]	
8/4	30: Any Port	
Train/IND	25: H [in Rail Mode]	
Lhr/IND	25: H [in Rail Mode]	
Mrt/IND	27: H [in Rail Mode]	
<i>Sd c/IND</i>	27: H [in Rail Mode]	

Infantry Asset Units

Unit	Turn: Hex [Str. Reduce]
1 Naval	20: Any Port
2 Naval	20: Any Port
19	29.35
<i>GHQ</i>	27.38
<i>det.Marine</i>	Naval Holding Box
<i>Marine</i>	16: Substitute for <i>det.Marine</i>

Cavalry Units

Unit	Turn: Hex [Str. Reduce]	Box: [CE Losses]
CC [x2]	21: Combo substitution	
Cav.Div.	Not in play	
1 c	29.36	Ind/ BEF
2 c	29.36	Ind/ BEF
3 c	21: Any Port or +1 GT at I	
5 bd	Not in play	
<i>Samson</i>	36.18	

Artillery Units

Unit	Turn: Hex
<i>R.G.A.</i>	16: BEF Depot
<i>Naval</i>	21: Any Port

GERMAN SETUP

Fort Units

Unit	Hex
<i>Bitsch</i>	Not in play
<i>Hünningen</i>	Not in play
<i>Neuenburg</i>	Not in play

Army Depots

Unit	Turn: Hex
FIRST	32.28
SECOND	37.31
THIRD	43.34
FOURTH	46.37
FIFTH	49.41
SIXTH	60.51
SEVENTH	32.28
BELGIEN	51.22
STRABBURG Gaede	Not in play
STRABBURG Falkenhausen	57.53
METZ	14: Within 5 hexes of Metz (54.49)
Secondary Depot	Available per 15.7

Corps Units

Unit	Turn: Hex	Box:
Train/GD	37.37	SECOND
1 gd/GD	35.38 [-1]	GD/SECOND
2 gd/GD	37.40 [-1]	GD/SECOND
Train/GD R	Not in play	
3 gd/GD R	Not in play	
1 gd r/GD R	Not in play	
Train/2	30.31	FIRST
3/2	30.34 [-1]	2/ FIRST [-1]
4/2	29.34 [-1]	2/ FIRST
Train/3	32.32	FIRST
5/3	31.34 [-1]	3/ FIRST
6/3	31.34 [-1]	3/ FIRST [-1]
Train/4	30.31	FIRST
7/4	28.33 [-1]	4/ FIRST
8/4	29.34 [-1]	4/ FIRST [-1]
Train/5	52.43	FIFTH
9/5	50.44 [-1]	5/ FIFTH
10/5	50.45	5/ FIFTH
Train/6	42.38	FOURTH
11/6	42.40 [-1]	6/ FOURTH [-1]
12/6	42.40	6/ FOURTH [-1]
Train/7	37.36	SECOND
13/7	35.37 [-1]	7/SECOND [-1]
14/7	35.37 [-1]	7/SECOND [-1]
Train/8	41.39	FOURTH
15/8	40.41 [-1]	8/ FOURTH
16/8	40.41	8/ FOURTH [-1]
Train/9	30.30	FIRST
17/9	28.31 [-1]	9/ FIRST
18/9	28.32 [-1]	9/ FIRST [-1]
Train/10	37.37	SECOND
19/10	36.39 [-1]	10/SECOND[-1]
20/10	36.39 [-1]	10/SECOND
Train/11	Not in play	
22/11	Not in play	
38/11	Not in play	
Train/12	38.36	SECOND
23/12	36.36 [-1]	12/SECOND
32/12	36.36	12/ SECOND

Train/13	45.41	FIFTH
26/13	43.42 [-1]	13/ FIFTH
27/13	44.42 [-1]	13/ FIFTH [-1]
Train/14	57.55	STRABB.
28/14	57.55 [-1]	14/STRABB. [-2]
29/14	57.55	14/STRABB. [-2]
Train/15	33.33	SEVENTH
30/15	34.32	15/SEVENTH
39/15	34.35 [-1]	15/SEVENTH
Train/16	45.41	FIFTH
33/16	44.42 [-1]	16/ FIFTH [-1]
34/16	45.43	16/ FIFTH
Train/18	39.38	THIRD
21/18	39.39 [-1]	18/ THIRD
25/18	39.39	18/ THIRD
Train/19	39.38	THIRD
24/19	39.41 [-1]	24/ THIRD [-1]
40/19	39.41	24/ THIRD
Train/21	58.53	SIXTH
31/21	57.53 [-1]	21/ SIXTH [-2]
42/21	57.53	21/ SIXTH [-2]
Train/1 B	57.48 w RR MPs expended marker at 2 MPs: destination 52.29	SIXTH
1B/1 B	55.49 [-1] w RR MPs expended marker at 2 MPs: destination 51.29	1 B/ SIXTH
2B/1 B	56.48 w RR MPs expended marker at 2 MPs: destination 51.28	1 B/ SIXTH
Train/2 B	57.51	SIXTH
3B/2 B	56.51 [-1]	2 B/ SIXTH [-1]
4B/2 B	56.51	2 B/ SIXTH [-1]
Train/3 B	53.48	SIXTH
5B/3 B	52.48 [-1]	3 B/ SIXTH [-1]
6B/3 B	52.48	3 B/ SIXTH
Train/1 BR	57.54	SIXTH
1Br/1 BR	55.54 with IP construct marker oriented to 4 MPs	1 BR/ SIXTH
1Br+/1 BR	20: Substitute for 1Br/1 BR	
5Br/1 BR	55.55 [-1] with IP construct marker oriented to 4 MPs	1 BR/ SIXTH
5Br+/1 BR	20: Substitute for 5Br/1 BR	
Train/3 R	51.22	BELGIEN
5r/3 R	49.20+50.19	3 R/ BELGIEN
6r/3 R	52.20 [-1]	3 R/ BELGIEN
Train/4 R	30.30	FIRST
7r/4 R	28.33 [-1]	4 R/FIRST [-1]
22r/4 R	28.32 [-1]	4 R/FIRST
Train/5 R	48.41	FIFTH
9r/5 R	47.43 [-1]	5 R/ FIFTH
9r+/5 R	16: Substitute for 9r/5R	
10r/5 R	48.43	5 R/ FIFTH
10r+/5 R	16: Substitute for 10r/5R	
Train/6 R	46.41	FIFTH
11r/6 R	45.43 [-1]	6 R/ FIFTH
11r+/6 R	15: Substitute for 11r/6R	
12r/6 R	46.43	6 R/ FIFTH [-1]
12r+/6 R	15: Substitute for 12r/6R	

Train/7 R	34.33	SEVENTH
13r/7 R	32.34 [-1]	7 R/ SEVENTH
14r/7 R	33.35	7 R/ SEVENTH
Train/8 R	42.39	FOURTH
15r/8 R	41.42 [-1]	15 R/ FOURTH
16r/8 R	41.42	15 R/ FOURTH
16r+/8 R	19: Substitute for 16r/8 R	
Train/9 R	30.29	FIRST
17r/9 R	28.28 [-1]	9 R/ FIRST
18r/9 R	29.29	9 R/ FIRST
Train/10 R	37.37	SECOND
2gdr/10 R	36.38 [-1]	10 R/ SECOND
19r/10 R	36.38	10 R/ SECOND
Train/12 R	39.38	THIRD
23r/12 R	38.40 [-1]	12 R/THIRD
24r/12 R	38.40	12 R/THIRD [-1]
Train/14 R	15: 57.55	
26r/14 R	15: 57.55	
28r/14 R	15: 57.55	
Train/ 15 R	Not in play	
Train/18 R	42.39	FOURTH
21r/18 R	42.42 [-1]	18 R/ FOURTH
21r+/18 R	19: substitute for 21r/18R	
25r/18 R	42.42	18 R/ FOURTH
25r+/18 R	19: substitute for 25r/18R	
Train/22 R	23: A [in Rail Mode]	
43r/22 R	23: A [in Rail Mode]	
44r/22 R	23: A [in Rail Mode]	
Train/23 R	23: B [in Rail Mode]	
45r/23 R	23: B [in Rail Mode]	
46r/23 R	23: B [in Rail Mode]	
Train/24 R	23: F [in Rail Mode]	
47r/24 R	23: F [in Rail Mode]	
48r/24 R	23: F [in Rail Mode]	
Train/26 R	23: B [in Rail Mode]	
51r/26 R	23: B [in Rail Mode]	
52r/26 R	23: B [in Rail Mode]	
Train/27 R	23: C [in Rail Mode]	
53r/27 R	23: C [in Rail Mode]	
54r/27 R	23: C [in Rail Mode]	
Train/EZ	57.53	SIXTH
Train/S.XIV	Not in play	

Independent Infantry Formations

Unit	Turn: Hex	Box:
1 B.Lw	19: F [in Rail Mode]	
2 B.Lw	Not in play	
5 B.Lw	Not in play	
6 B.R	26: B [in Rail Mode]	
4 Ez	54.51 with IP construct marker oriented to 4 MPs	EZ/ SIXTH
8 Ez	54.52 with IP construct marker oriented to 4 MPs	EZ/ SIXTH
8 Ez+	16: Substitute for 8 Ez	
10 Ez	55.53	EZ/ SIXTH
10 Ez+	17: substitute 10 Ez	
19 Ez	Not in play	
19 Ez+	Not in play	
2 Lw	45.42	Ind/ FIFTH [-1]
13 Lw	50.43	Ind/ FIFTH
37 Lw	48.20	Ind/BELGIEN
43 Lw	50.43	Ind/ FIFTH

49 Lw	15: substitute for 49 Lw LOC	
51 Lw	Not in play	
56 Lw	Not in play	
2 R-Ez	Substitute for Brussel 2 as per 25.4.1	
Abt.Rkwski	Not in play	
B.Lw	55.55	1 BR/SIXTH[-1]
BELGIEN (26 Lw)	54.21	Ind/BELGIEN
BELGIEN (Marine)	51.20	3 R/ BELGIEN
Benzino (X)	Not in play	
Benzino (XX)	21: 55.46	
Bodungen	Not in play	
Brussel 1 (1 R-Ez)	15: 49.21	
Brussel 2 (2 R-Ez)	14: 49.21	
Dame	Not in play	
Eichhorn	Not in play	
Ferling	Not in play	
Gd Ez	Not in play	
Gd Ez+	18: 56.54	
Germersheim	Not in play	
Ipfelkofer	17: Substitute for <i>Ipfelkofer</i>	
H.Metz (33r)	50.46+51.47	5/ FIFTH
H.Straßburg (30r)	Not in play	
Marine	Substitute for BELGIEN (Marine) as per 25.4.1	
Mathy	Not in play	
Metz	15: 54.48	
N.Braisach	Not in play	
Neuber	Not in play	
Rekowski	Not in play	
Waldow	16: Combo substitution (<i>Metz 14 & Metz 30</i>)	
Wening	Not in play	

LOC Formations

Unit	Turn: Hex	Box:
5 B.Lw	Not in play	
10 Lw	29.31	Ind/ FIRST
11 Lw	30.26	Ind/ FIRST
25 Lw	33.33	Ind/ SEVENTH
27 Lw	29.29	Ind/ FIRST
29 Lw	40.36	Ind/ THIRD
45 lw	Not in Play	
47 Lw	38.39	Ind/ THIRD
49 Lw	41.41	Ind/FOURTH

Infantry Asset units

Unit	Turn: Hex	
BELGIEN (Marine)	Not in play	
BELGIEN (38 lw)	15: 58.28	
17 Ez bd	Not in play	
B.rIR.4	Not in play	
Ferling	Not in play	
Ipfelkofer	54.51	
Jaeger 1	18: Substitute for <i>Jaeger 1</i> (cavalry)	
Jaeger 2	18: Substitute for <i>Jaeger 2</i> (cavalry)	
Jaeger 4	45.43	
Metz 14	52.50	
Metz 30	52.50	
rIR.99	55.55	
Straßburg	Not in play	

<i>Wahnschaf.</i>	16: 51.27
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<i>6/ FsAR.2</i>	54.49	
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LOC Asset Units

Unit	Turn: Hex	
<i>BELGIEN</i>	45.21	
<i>BELGIEN</i>	48.20	
<i>BELGIEN</i>	49.21	
<i>BELGIEN</i>	52.22	
<i>Landsturm</i>	Not in play	
<i>Landsturm</i>	Not in play	
<i>Landsturm</i>	42.21	
<i>Landsturm</i>	39.22	
<i>Landsturm</i>	22: 57.43	
<i>Landsturm</i>	26: 57.43	
<i>METZ</i>	18: 54.49	
<i>STRABB.</i>	Not in play	

Siege-Artillery and Pionier Markers (13.1.4 & 13.2.4)

Unit	Turn: Hex
1 kMK	Not in play
2 kMK	16: place with Siege-Train 1
1 sKM	with Siege-Train 1
<i>METZ</i>	Not in play
Pionier-R.	with Siege-Train 1

Cavalry Units

Unit	Turn: Hex [Str. Reduce]	Track [CE Losses]
1 CC [x2]	34.35 [-1]	Ind/SEVEN [-1]
2 CC [x2]	17: Substitute for 9 C + any 2 cavalry divisions	
4 CC [x2]	44.40	Ind/ FIFTH [-1]
2 C	Not in play	
3 C	Not in play	
4 C	28.31	Ind/ FIRST [-1]
5 C	37.37	Ind/SECOND
6 C	Not in play	
7 C	28.28	Ind/ FIRST
8 C	Not in play	
9 C	33.34	Ind/ SEVENTH
B C	51.48+51.49	Ind/ SIXTH
Gd C	Not in play	
<i>Jaeger 1</i>	37.37	
<i>Jaeger 2</i>	33.34	
<i>BELGIEN</i>	56.22	
<i>BELGIEN</i>	46.20	

Artillery Units

Unit	Turn: Hex	
<i>Metz</i>	53.50	
<i>N.Braisach</i>	Not in play	
<i>OHL</i>	Surrender of Antwerpen (25.4.1)	

Siege-Train HQs

Unit	Turn: Hex
<i>Siege-T. 1</i>	41.26
<i>Siege-T. 2</i>	Not in play

Siege-Artillery Units

Unit	Turn: Hex	
<i>3/ 1</i>	37.37	
<i>2+3/ 4</i>	41.26	
<i>1+2/ 6</i>	50.44	
<i>2+3/ 7</i>	41.26	
<i>1+2/ 9</i>	41.26	
<i>2+3/12</i>	45.42	
<i>2+3/ 18</i>	50.45	
<i>2/ B.3</i>	52.48	
3 kMK	41.26	
2 sKM	54.49	
5+6 sKM	41.26	
<i>1/ FsAB.8</i>	41.26	
<i>2/ FsAB.8</i>	41.26	
<i>5/ FsAR.2</i>	54.49	

32.0 THE LAST BATTLES OF 1914

This scenario has not been play-tested.

Historical Notes

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32.1 Scenario Length, Map and Exclusive Rules

The Last Battles of 1914 begins with the Allied Player Turn of GT 22 and ends after the completion of GT 30. Use the NW and NE maps only.

- **EXCLUSIVE RULE:** Allied units cannot perform a Forced March during the Allied Movement Phase of **GT 22**.
- **EXCLUSIVE RULE:** During **GTs 22, 23** and **24** each player can begin to construct a maximum of 8 IPs per GT.

31.2 General Information

A. Strategic plans (26.0): No Strategic Plans are in play.

B. Allied Deployment Information:

- Place the Belgian 'Base Transfer process complete' marker on GT 24.
- The French Reserve Formations' Attachment markers have been flipped to their backsides—see 22.4.
- All RR lines behind the French Front line are Friendly Operational. In addition, place Railhead markers in hexes: 26.09, 28.13, 29.18.
- French RR Bottlenecks hexes (08.25, 15.34 and 16.18) start at full capacity.
- Rail Points = 9
- IPs on map = 27.33, 27.34, 28.34, 29.35, 34.37, 34.38, 36.40, 37.41, 38.41, 40.42, 41.43, 44.44, 45.44, 46.43, 47.44, 47.47, 47.48, 46.48, 49.51, 50.51, 51.52, 52.51, 52.54, 53.55.
- IPs available = Unlimited.
- All Fortress Units not labeled "Not in play" on the Fortress Set-up list are placed in the hex listed on the back of the counter.

C. German Deployment Information:

- Antwerpen surrendered on GT 22. Place the 'BELGIEN Antwerpen Surrender' marker on GT 24 (25.4.1).
- All RR lines behind the German Front line are Friendly operational. In addition, place Railhead markers in hexes: 46.19, 43.20, 41.21, 39.22, 37.23, 35.23, 33.24, 31.25, 29.26.
- German RR Bottlenecks (59.29, 54.40, 51.28) start at full capacity.
- Rail Points = 1.
- Starting Ammo: 40cm = 0, 30.5cm = 4, Prep. Bomb. = 0.
- IPs on map = 28.32, 28.33, 29.34, 30.34, 31.34, 32.34, 33.35, 35.37, 35.38, 36.38, 37.40, 39.41, 40.41, 44.43, 45.43, 47.43, 48.43, 49.44, 49.46, 49.47, 48.49, 50.50, 52.50, 53.51, 55.53, 55.54, 55.55.
- IPs available = Unlimited.
- Blown Roadway Bridges (19.0) = 46.16/46.17, 45.17/46.17, 45.17/45.18, 44.17/45.17, 26.30/26.31., all the hexsides between 27.34/28.33 and 30.34/30.35 inclusive, 34.35/34.36, 35.36/34.36, 46.43/47.43, 51.51/52.51.
- All Fortress Units not labeled "Not in play" on the Fortress Set-up list are placed in the hex listed on the back of the counter.

D. Ammunition Shortage Markers (15.8):

Each player has four Ammo Shortage markers that must be placed during his Supply Phase. The scenario begins with three German markers in place. (These were placed during GT 21.)

31.3 RR Bridges & Tunnels Blown

All Orange structures with an X and those with numbers greater than 22 are blown. The red bridge at Amiens is reconstructed (and can be used by the Allies).

31.4 Determining Victory

At the end of the game, the player with 10 or more VP is victorious. Anything in the middle is a draw (i.e., 9 VP for the Allies to 9 VP for the Germans).

The German player begins the Race to the Sea scenario with 40 VPs.

Allied Chronological Reinforcement, Substitution and Withdrawal Schedule

GT 23

91t: Substitute for Paris

170 RI: 48.53

GT 24

GT 25

- Special French Artillery reinforcement: place two artillery units on the appropriate Army's Depot unit.
- Special French RIT reinforcement: place three RIT units on the appropriate Army's Depot unit.

(BRITISH) Train/IND, Lhr/IND: H [in Rail Mode]

GT 26

96t: G [in Rail Mode]

GT 27

Train/38: On any Depot

(BRITISH) Mrt/IND, *Sd c/IND*: H [in Rail Mode]

GT 28

- Special French Artillery reinforcement: place two artillery units on the appropriate Army's Depot unit.
- Special French RIT reinforcement: place three RIT units on the appropriate Army's Depot unit.

GT 29

GT 30

(BRITISH) 8/4: At any Port

German Chronological Reinforcement, Substitution and Withdrawal Schedule

GT 22

Landsturm: 57.43

GT 23

Train/22 R, 43r/22 R, 44r/22 R: A [in Rail Mode]

Train/23 R, 45r/23 R, 46r/23 R: B [in Rail Mode]

Train/24 R, 47r/24 R, 48r/24 R: F [in Rail Mode]

Train/26 R, 51r/26 R, 52r/26 R: B [in Rail Mode]

Train/27 R, 53r/27 R, 54r/27 R: C [in Rail Mode]

GT 24, 25

GT 26

6 B.R: B [in Rail Mode]

Landsturm: 57.43

GT 27, 28, 29, 30

FRENCH SETUP

Fort Units

Unit	Turn: Hex
<i>Bourlemont</i>	Not in play
<i>Calais</i>	26.09
<i>Dunkerque</i>	31.11
<i>Les Ayvelles</i>	Not in play
<i>Montmedy</i>	Not in play
<i>Pagny</i>	46.53
<i>Reims</i>	34.39 (Inverted)

Army Depots

Unit	Turn: Hex
ALSACE	Not in play
FIRST	47.55
> Army boundary	46.48/46.49 – 43.50/43.51
THIRD	46.45
> Army boundary	42.43/43.44 – 42.46/43.47
FOURTH	41.46
> Army boundary	35.40/36.40 – 33.41/34.41
FIFTH	30.39
> Army boundary	31.35/32.35 – 29.37/30.27
> Army boundary	29.35/30.35 – 28.36/29.37
SIXTH	26.35
> Army boundary	25.31/26.31 – 23.32/24.32
SECOND	22.25
> Army boundary	27.22/28.21 – 25.21/26.20
TENTH	26.18
NINTH	23: Depot Relocation (15.6.4); destination hex 28.13
Det. d'Armee	Not in play
SECONDARY	Available per 15.7

Corps Units

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
Train/1	31.39	FIFTH
1/1	34.36 [-1]	1/ FIFTH
2/1	33.36 [-1]	1/ FIFTH
Train/2	41.46	FOURTH
3/2	42.43 [-1]	2/ FOURTH
4/2	42.43 [-1]	2/ FOURTH
Train/3	31.39	FIFTH
5/3	34.38 [-1]	3/ FIFTH
6/3	34.37 [-1]	3/ FIFTH
Train/4	22.28	SECOND
7/4	25.29 [-1]	4/ SECOND
8/4	25.28	4/ SECOND
Train/5	44.46	THIRD
9/5	43.44 [-1]	5/ THIRD
10/5	44.44 [-2]	5/ THIRD
Train/6	45.47	THIRD
12/6	47.47 [-1]	6/ THIRD
40/6	47.48	6/ THIRD
Train/7	26.35	SIXTH
14/7	27.33 [-1]	7/ SIXTH
Res/7	Not in play	
Klein/7	29.35 [-1]	7/ SIXTH
Train/8	44.50	FIRST
15/8	47.50 [-1]	8/ FIRST
16/8	46.49	8/ FIRST
Train/9	35.42	FOURTH
17/9	37.41 [-1]	9/ FOURTH
18/9	36.40 [-1]	9/ FOURTH
Train/10	26.19	TENTH

19/10	28.21 [-1]	10/ TENTH
20/10	29.21	10/ TENTH
Train/11	23.24	SECOND
21/11	27.24 [-1]	11/ SECOND
22/11	27.24	11/ SECOND
Train/12	37.44	FOURTH
23/12	39.42 [-1]	12/ FOURTH
24/12	38.41	12/ FOURTH
Train/13	22.30	SECOND
25/13	25.31 [-1]	13/ SECOND
26/13	25.30 [-1]	13/ SECOND
Train/14	23.26	SECOND
27/14	26.26	14/ SECOND
28/14	26.25 [-1]	14/ SECOND
Train/15	44.46	THIRD
29/15	44.44 [-1]	15/ THIRD
30/15	45.44	15/ THIRD
Train/16	47.53	FIRST
31/16	49.51	16/ FIRST
32/16	28.36 [-1]	Ind/ SIXTH
Train/17	40.45	FOURTH
33/17	40.42 [-1]	17/ FOURTH
34/17	40.42	17/ FOURTH
Train/18	30.38	FIFTH
35/18	33.36 [-1]	18/ FIFTH
36/18	32.35	18/ FIFTH
Train/20	23.25	SECOND
11/20	27.25 [-1]	20/ SECOND
39/20	27.23	20/ SECOND
Train/21	28.18	TENTH
13/21	30.19 [-1]	21/ TENTH
43/21	30.19	21/ TENTH
Train/31	45.52	FIRST
76/31	Not in play	
76+/31	48.50	31/ FIRST
Train/32	33.41	FIFTH
Train/33	27.19	TENTH
Train/34	Not in play	
Train/38	27: Any Depot	
Train/Col	41.46	FOURTH
2/Col	41.43 [-2]	Col/FOURTH
3/Col	41.43 [-1]	Col/FOURTH
5 bd/Col	41.43 [-1]	Col/FOURTH
Train/1 R	Not in play	
Train/2 R	51.54	FIRST
59r/2 R	52.51	2R/ FIRST
68r/2 R	52.52+52.53 [-1]	2R/ FIRST
Train/3R	44.47	THIRD
Train/4R	Not in play	
Train/5R	27.36	SIXTH
Train/6R	24.34	SIXTH
61r/6R	27.32 [-1]	6 R/ SIXTH
Train/GDT	Not in play	
81t/GDT	Not in play	
1 det 81	Not in play	
2 det 81	Not in play	
82t/GDT	Not in play	
1 det 82	Not in play	
2 det 82	Not in play	
84t/GDT	Not in play	
1 det 84	Not in play	
2 det 84	Not in play	
88t/GDT	Not in play	

Independent Infantry Formations

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
2 Col bd	Not in play	
2 Col +Ch	Not in play	
37	Not in play	
37+	26.31 [-1]	6 R/ SIXTH
38	Not in play	
38+	32.35 [-1]	18/ FIFTH
41	Not in play	
41+	Not in play	
42	Not in play	
42+	35.40	32/ FIFTH
44	Not in play	
45	Not in play	
45+	29.20	33/ TENTH
51r	35.39	Ind/ FIFTH
52r	35.39 [-1]	32/ FIFTH
53r	25.28	4/ SECOND
54r	46.43	Ind/ THIRD
55r	28.34 [-1]	5 R/ SIXTH
56r	25.29 [-1]	Ind/ SECOND
60r	39.42	12/ FOURTH
62r	26.27 [-1]	14/ SECOND
63r	27.34 [-1]	5 R/ SIXTH
64r	48.50	31/ FIRST
65r	46.48 [-1]	3 R/ THIRD
66r	25.26	Ind/ SECOND
67r	47.48	3 R/ THIRD
69r	27.35 [-1]	5 R/ SIXTH
70r	29.20	33/ TENTH
74r	52.54+53.55	Ind/ FIRST
75r	46.48	3 R/ THIRD
77	Not in play	
77+	29.21	33/ TENTH
81 bd	Not in Play	
82 bd	Not in Play	
81t	27.22	Ind/ SECOND
82t	27.23	Ind/ SECOND
84t	27.22 [-1]	Ind/ SECOND
87t	29.14	Ind/ TENTH
88t	28.21 [-1]	Ind/ TENTH
89t	31.11	Ind/ TENTH
91t	23: Substitute for Paris	
92t	29.18	Ind/ TENTH
96t	26: G [in Rail Mode]	
103 bd	Not in play	
115r bd	Not in play	
116r bd	Not in play	
171+172 RI	47.50	8/ FIRST
Belfort 57 r	Not in play	
Belfort A	Not in play	
Belfort nord	Not in play	
Belfort sud	Not in play	
Epinal 71 r	Not in play	
Epinal 71r+	Not in play	
Le Havre	Not in play	
Marine	43.15	BELGIAN
Marocaine	Not in play	
Marocaine+	35.40 [-1]	32/ FIFTH
Maubeuge	Not in play	
Morlaincourt	47.46	Ind/ THIRD
Paris	22.32	Ind/ PARIS
Paris Central	Paris	Ind/ PARIS
Paris Est	Paris	Ind/ PARIS

Paris NE	Not in play	
Paris Nord	Paris	Ind/ PARIS
Paris Ouest	Not in play	
Paris Sud	Paris	Ind/ PARIS
Toul 73 r	50.51	16/ FIRST
Toul A	51.52	Ind/FIRST
Verdun 72 r	47.44	Ind/ THIRD
Verdun A	Not in play	

Infantry Asset Units

Unit	Turn: Hex
6 RIT	29.21
8 RIT	32.17
12,28,30Alp	Not in play
13,22 Alpin	Not in play
23,27 Ch	49.52
41,43 Ch	Not in play
45 RI	Not in Play
46,54 Ch	Not in play
49,58 Ch	Not in play
50,71 Ch	Not in play
52,68,70 Ch	Not in play
57,60,61 Ch	Not in play
104 bd	Not in play
148 RI	34.36
170 RI	23: 48.53
297 RI	49.51
Belfort M	Not in Play
Ditte	Not in Play
Dunkerque	31.11
Epinal A	Not in Play
Maubeuge	Not in play
Paris (Marine)	Not in play
Paris (Zouave)	16.36
Toul (47 RIT)	51.52
Verdun A	Not in play
Verdun (44 RIT)	47.45
GQG (RIT)	41.43
FIFTH (RIT)	35.39
SECOND	On GTs 25 and 28, place three RIT units on the appropriate Army's Depot unit—see 5.4. (GQG can be placed on any Army Depot)
THIRD	
FOURTH	
SIXTH	
NINTH	
TENTH	

Cavalry Units

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
Sordet	Not in play	
1 CC [x2]	31.19+32.18 [-1]	Ind/ TENTH
2 CC [x2]	Not in play	
2 CC+ [x2]	30.16+31.17 [-1]	Ind/ TENTH
2 c	48.52	Ind/ FIRST
4 c	Not in play	
6 c	Not in play	
7 c	Not in play	
8 c	27.22	Ind/ SECOND
9 c	24.32	Ind/ SIXTH [-1]
10 c	Not in play	

Artillery Units

Unit	Turn: Hex
THIRD	On GTs 25, and 28, place two artillery units on the appropriate
FOURTH	

<i>FIFTH</i>	Army's Depot unit—see 5.4.	
<i>NINTH</i>		
<i>SECOND</i>	26.27	
<i>SIXTH</i>	29.35	
<i>TENTH</i>	29.20	
<i>GOG</i>	25.30	
<i>Toul</i>	52.53	
<i>Toul</i>	51.52	
<i>Verdun</i>	47.44	

BELGIAN SETUP

Fort Units

Unit	Turn: Hex
<i>Antwerpen</i>	Not in play
<i>Antwerpen</i>	Not in play

Army Depots

Unit	Turn: Hex
BELGIAN <i>Antwerpen</i>	Not in play
BELGIAN	40.12 with Army Base Transfer marker
<i>Antwerpen</i> Army Base marker	Not in play
<i>Oostende</i> Army Base marker	37.10

Independent Infantry Formations

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
1 [x2]	45.14 [-2]	BELGIAN [-1]
2 [x2]	44.14 [-2]	BELGIAN [-1]
3 [x2]	45.15 [-3]	BELGIAN [-1]
4 [x2]	44.15 [-2]	BELGIAN
5 [x2]	43.14 [-2]	BELGIAN [-2]
6 [x2]	42.14 [-3]	BELGIAN [-1]
14 bd	Not in play	
15 bd	Not in play	

Infantry Asset Units

Unit	Turn: Hex
14 bd	Not in play
15 bd	40.11
<i>Antwerpen</i>	Not in play
<i>Gd Civique</i>	40.14
<i>Gd Civique</i>	38.13

Cavalry Units

Unit	Turn: Hex	Box:
1 c	Not in play	
1 + 2 c	42.16	BELGIAN
<i>LOC c</i>	38.16	

BRITISH SETUP

Army Depots

Unit	Turn: Hex
BEF Depot	20.19
Army Base marker	St. Nazaire (hex 02.36 or 02.46)

Corps Units

Unit	Turn: Hex [nr. of SRs]	Box [CE Losses]
Train/1	29.37	BEF
1/1	31.35 [-1]	1/ BEF

2/1	30.35 [-1]	1/ BEF [-1]
Train/2	25.19	BEF
3/2	27.18 [-1]	2/ BE
5/2	27.18 [-1]	2/ BEF
Train/3	28.13	BEF
4/3	28.13 [-1]	3/ BE
6/3	28.13 [-1]	3/ BEF
Train/4	37.10	
7/4	41.10	
8/4	30: Any Port	
Train/IND	25: H [in Rail Mode]	
Lhr/IND	25: H [in Rail Mode]	
Mrt/IND	27: H [in Rail Mode]	
<i>Sd c/IND</i>	27: H [in Rail Mode]	

Infantry Asset Units

Unit	Turn: Hex [Str. Reduce]
1 <i>Naval</i>	Not in play
2 <i>Naval</i>	Not in play
19	27.18
<i>GHQ</i>	20.19
<i>det.Marine</i>	Not in play
<i>Marine</i>	Not in play

Cavalry Units

Unit	Turn: Hex [Str. Reduce]	Box: [CE Losses]
CC [x2]	27.18	Ind/ BEF
Cav.Div.	Not in play	
1 c	Not in play	
2 c	Not in play	
3 c	38.13	Ind/ BEF
5 bd	Not in play	
<i>Samson</i>	34.14	

Artillery Units

Unit	Turn: Hex
<i>R.G.A.</i>	25.19
<i>Naval</i>	37.10

GERMAN SETUP

Fort Units

Unit	Hex
<i>Bitsch</i>	Not in play
<i>Hünningen</i>	Not in play
<i>Neuenburg</i>	Not in play

Army Depots

Unit	Turn: Hex
BELGIEN	49.21
FOURTH	23: Depot Relocation (15.6.4); destination hex 42.21
SIXTH	33.24
> Army boundary	28.23/28.24 – 31.24/31.25
SECOND	32.28
> Army boundary	26.28/26.29 – 26.28/26.29
FIRST	30.30
> Army boundary	30.34/31.34 – 30.33/31.34 – 33.32/34.32
SEVENTH	33.33
> Army boundary	36.39/37.40 – 38.36/39.37
THIRD	41.37 (w Ammo Shortage marker 8)
> Army boundary	41.42/42.42 – 43.39/44.39
FIFTH	49.41
> Army boundary	48.45/48.46 – 51.45/51.46
METZ	52.47 (w Ammo Shortage marker 6)
> Army boundary	47.49/48.49 – 50.47/50.48
STRABBURG Gaede	Not in play
STRABBURG Falkenhausen	54.49 (w Ammo Shortage marker 4)
Secondary Depot	Available per 15.7

Corps Units

Unit	Turn: Hex	Box:
Train/GD	31.23	SIXTH
1 gd/GD	28.23 [-1]	GD/ SIXTH
2 gd/GD	29.22 [-1]	GD/ SIXTH
Train/GD R	Not in play	
3 gd/GD R	Not in play	
1 gd r/GD R	Not in play	
Train/2	29.30	FIRST
3/2	26.29 [-1]	2/ FIRST
4/2	26.30 [-1]	2/ FIRST
Train/3	31.32	FIRST
5/3	29.34 [-1]	3/ FIRST
6/3	30.34 [-1]	3/ FIRST
Train/4	31.23	SIXTH
7/4	28.22 [-1]	4/ SIXTH
8/4	28.22 [-1]	4/ SIXTH
Train/5	50.47	METZ
9/5	48.48 [-1]	5/ METZ
10/5	48.48 [-1]	5/ METZ
Train/6	41.40	THIRD
11/6	42.42 [-2]	Ind/ FIFTH
12/6	37.40	6/ THIRD
Train/7	33.24	SIXTH
13/7	30.20 [-1]	7/ SIXTH
14/7	33.22 [-1]	7/ SIXTH
Train/8	41.39	THIRD
15/8	40.41 [-1]	8/ THIRD
16/8	39.41 [-1]	8/ THIRD
Train/9	30.30	FIRST
17/9	27.31 [-1]	9/ FIRST
18/9	28.31 [-1]	9/ FIRST

Train/10	37.36	SEVENTH
19/10	35.38 [-1]	10/ SEVENTH
20/10	36.38 [-1]	10/ SEVENTH
Train/11	Not in play	
22/11	Not in play	
38/11	Not in play	
Train/12	37.35	SEVENTH
23/12	35.36 [-1]	12/ SEVENTH
32/12	35.37	12/ SEVENTH
Train/13	37.27	SECOND
26/13	37.23 [-1]	13/ SECOND
27/13	42.42 [-1]	18 R/ FIFTH [-1]
Train/14	34.21	SIXTH
28/14	31.20 [-1]	14/ SIXTH
29/14	31.20	14/ SIXTH
Train/15	34.33	SEVENTH
30/15	33.35	15/ SEVENTH
39/15	34.35 [-1]	15/ SEVENTH
Train/16	44.41	FIFTH
33/16	43.43 [-2]	16/ FIFTH [-1]
34/16	43.43 [-1]	16/ FIFTH [-1]
Train/18	29.27	SECOND
21/18	26.28 [-1]	18/ SECOND
25/18	27.28	18/ SECOND
Train/19	35.24	SIXTH
24/19	39.41 [-1]	19/ THIRD [-1]
40/19	39.41	19/ THIRD
Train/21	31.27	SECOND
31/21	28.26 [-1]	21/ SECOND
42/21	27.27 [-1]	21/ SECOND
Train/1 B	30.27	SECOND
1B/1 B	27.26 [-1]	1 B/ SECOND
2B/1 B	28.25 [-1]	1 B/ SECOND
Train/2 B	31.26	SECOND
3B/2 B	29.25 [-1]	2 B/ SECOND
4B/2 B	28.24	2 B/ SECOND
Train/3 B	50.47	METZ
5B/3 B	47.49 [-1]	3 B/ METZ
6B/3 B	47.49 [-1]	3 B/ METZ
Train/1 BR	32.23	SIXTH
1Br/1 BR	Not in play	
1Br+/1 BR	30.21	1 BR/ SIXTH
5Br/1 BR	Not in play	
5Br+/1 BR	30.21	1 BR/ SIXTH
Train/3 R	51.20	BELGIEN
5r/3 R	51.17 [-1]	3 R/ BELGIEN
6r/3 R	52.16 [-1]	3 R/ BELGIEN
Train/4 R	30.31	FIRST
7r/4 R	28.33 [-1]	4 R/ FIRST
22r/4 R	28.32 [-1]	4 R/ FIRST
Train/5 R	48.41	FIFTH
9r/5 R	Not in play	
9r+/5 R	47.43 [-1]	5 R/ FIFTH
10r/5 R	Not in play	
10r+/5 R	48.43+49.44	5 R/ FIFTH
Train/6 R	46.41	FIFTH
11r/6 R	Not in play	
11r+/6 R	46.42 [-1]	6 R/ FIFTH
12r/6 R	Not in play	
12r+/6 R	44.43 [-1]	6 R/ FIFTH
Train/7 R	33.33	SEVENTH
13r/7 R	32.34 [-1]	7 R/ SEVENTH
14r/7 R	31.34 [-1]	7 R/ SEVENTH
Train/8 R	42.39	THIRD
15r/8 R	41.42 [-1]	8 R/ THIRD

16r/8 R	Not in play	
16r+/8 R	41.42	8 R/ THIRD
Train/9 R	30.29	FIRST
17r/9 R	27.29 [-1]	9 R/ FIRST
18r/9 R	26.29	9 R/ FIRST
Train/10 R	37.36	SEVENTH
2gdr/10 R	36.39 [-1]	10 R/ SEVENTH
19r/10 R	36.39	10 R/ SEVENTH
Train/12 R	39.38	THIRD
23r/12 R	38.40 [-1]	12 R/THIRD
24r/12 R	38.40	12 R/THIRD
Train/14 R	32.25	SECOND
26r/14 R	28.24 [-1]	14 R/ SECOND
28r/14 R	28.24	14 R/ SECOND
Train/ 15 R	Not in play	
Train/18 R	43.41	FIFTH
21r/18 R	Not in play	
21r+/18 R	42.42	18 R/ FIFTH
25r/18 R	Not in play	
25r+/18 R	37.25 [-1]	13/ SECOND
Train/22 R	23: A [in Rail Mode]	
43r/22 R	23: A [in Rail Mode]	
44r/22 R	23: A [in Rail Mode]	
Train/23 R	23: B [in Rail Mode]	
45r/23 R	23: B [in Rail Mode]	
46r/23 R	23: B [in Rail Mode]	
Train/24 R	23: F [in Rail Mode]	
47r/24 R	23: F [in Rail Mode]	
48r/24 R	23: F [in Rail Mode]	
Train/26 R	23: B [in Rail Mode]	
51r/26 R	23: B [in Rail Mode]	
52r/26 R	23: B [in Rail Mode]	
Train/27 R	23: C [in Rail Mode]	
53r/27 R	23: C [in Rail Mode]	
54r/27 R	23: C [in Rail Mode]	
Train/EZ	51.49	STRAßB.
Train/S.XIV	Not in play	

Benzino (X)	Not in play	
Benzino (XX)	50.49	Ind/ STRAßB.
Bodungen	Not in play	
Brussel 1 (1 R-Ez)	45.18	Ind/ BELGIEN [-1]
Brussel 2 (2 R-Ez)	49.20	Ind/ BELGIEN
Dame	Not in play	
Eichhorn	Not in play	
Ferling	Not in play	
Gd Ez	Not in play	
Gd Ez+	49.50	EZ/ STRAßB.
Germersheim	Not in play	
Ipfelkofer	53.51	Ind/ STRAßB.
H.Metz (33r)	48.47	5/ METZ
H.Straßburg (30r)	Not in play	
Marine	24: Substitute for BELGIEN (Marine)	
Mathy	Not in play	
Metz	52.50	Ind/ STRAßB.
N.Braisach	Not in play	
Neuber	Not in play	
Rekowski	Not in play	
Waldow	49.46+49.47	Ind/ METZ
Wening	Not in play	

LOC Formations

Unit	Turn: Hex	Box:
5 B.Lw	Not in play	
10 Lw	29.31	Ind/ FIRST
11 Lw	32.21	Ind/ SIXTH
25 Lw	35.36	Ind/ SEVENTH
27 Lw	27.30	Ind/ FIRST
29 Lw	30.26	Ind/ SECOND
45 lw	Not in Play	
47 Lw	39.39	Ind/ THIRD
49 Lw	Not in play	

Independent Infantry Formations

Unit	Turn: Hex	Box:
1 B.Lw	49.16	Ind/ BELGIEN
2 B.Lw	Not in play	
5 B.Lw	Not in play	
6 B.R	26: B [in Rail Mode]	
4 Ez	49.17	Ind/ BELGIEN
8 Ez	Not in play	
8 Ez+	50.50+51.51	EZ/ STRAßB.
10 Ez	Not in play	
10 Ez+	48.49	EZ/ STRAßB.
19 Ez	Not in play	
19 Ez+	55.54+55.55	Ind/ STRAßB.
2 Lw	45.43	Ind/ FIFTH
13 Lw	50.45	Ind/ FIFTH
37 Lw	49.16	Ind/BELGIEN
43 Lw	50.44	Ind/ FIFTH
49 Lw	40.41	8/ THIRD
51 Lw	Not in play	
56 Lw	Not in play	
2 R-Ez	24: Substitute for Brussel 2	
Abt.Rkwski	Not in play	
B.Lw	54.51+54.52	Ind/ STRAßB.
BELGIEN (26 Lw)	52.16	Ind/BELGIEN
BELGIEN (Marine)	51.17	3 R/ BELGIEN

Infantry Asset units

Unit	Turn: Hex	Box:
<i>BELGIEN</i> (Marine)	Not in play	
<i>BELGIEN</i> (38 lw)	54.16	
<i>17 Ez bd</i>	Not in play	
<i>B.rIR.4</i>	Not in play	
<i>Ferling</i>	Not in play	
<i>Ipfelkofer</i>	Not in play	
<i>Jaeger 1</i>	40.41	
<i>Jaeger 2</i>	27.26	
<i>Jaeger 4</i>	45.43	
<i>Metz 14</i>	Not in play	
<i>Metz 30</i>	Not in play	
<i>rIR.99</i>	55.53	
<i>Straßburg</i>	Not in play	
<i>Wahnschaf.</i>	36.18	

LOC Asset Units

Unit	Turn: Hex	Box:
<i>BELGIEN</i>	47.18	
<i>BELGIEN</i>	51.20	
<i>BELGIEN</i>	52.18	
<i>BELGIEN</i>	54.18	
<i>Landsturm</i>	Not in play	
<i>Landsturm</i>	Not in play	
<i>Landsturm</i>	41.21	
<i>Landsturm</i>	38.19	

<i>Landsturm</i>	22: 57.43	
<i>Landsturm</i>	26: 57.43	
<i>METZ</i>	52.47	
<i>STRAßB.</i>	Not in play	

Cavalry Units

Unit	Turn: Hex [Str. Reduce]	Track [CE Losses]
1 CC [x2]	33.19 [-1]	Ind/ SIXTH
2 CC [x2]	32.15+33.16 [-1]	Ind/ SIXTH
4 CC [x2]	34.18	Ind/ SIXTH
2 C	29.22	Ind/ SIXTH
3 C	Not in play	
4 C	Not in play	
5 C	40.39	Ind/ THIRD
6 C	Not in play	
7 C	Not in play	
8 C	Not in play	
9 C	Not in play	
B C	Not in play	
Gd C	Not in play	
<i>Jaeger 1</i>	Not in play	
<i>Jaeger 2</i>	Not in play	
<i>BELGIEN</i>	54.18	
<i>BELGIEN</i>	43.19	

Artillery Units

Unit	Turn: Hex	
<i>Metz</i>	51.51	
<i>N.Braisach</i>	Not in play	
<i>OHL</i>	24: Surrender of Antwerpen (25.4.1)	

Siege-Train HQs

Unit	Turn: Hex
<i>Siege-T. 1</i>	Not in play
<i>Siege-T. 2</i>	Not in play

Siege-Artillery Units

Unit	Turn: Hex	
<i>3/ 1</i>	35.38	
<i>2+3/ 4</i>	52.18	
<i>1+2/ 6</i>	48.48	
<i>2+3/ 7</i>	52.16	
<i>1+2/ 9</i>	52.18	
<i>2+3/12</i>	45.43	
<i>2+3/ 18</i>	49.47	
<i>2/ B.3</i>	47.49	
<i>3 kMK</i>	Not in play	
<i>2 sKM</i>	Not in play	
<i>5+6 sKM</i>	Not in play	
<i>1/ FsAB.8</i>	Not in play	
<i>2/ FsAB.8</i>	Not in play	
<i>5/ FsAR.2</i>	47.49	
<i>6/ FsAR.2</i>	52.47	

Siege-Artillery and Pionier Markers (13.1.4 & 13.2.4)

Unit	Turn: Hex
1 kMK	Not in play
2 kMK	Not in play
1 sKM	Not in play
<i>METZ</i>	Not in play
Pionier-R.	Not in play

FORTRESS UNIT SETUP

Each Fortress unit's setup hex is printed on the backside of its counter.

FRENCH	30.0 – Grand Campaign	31.0 – The Race to the Sea	32.0 – The Race to the Sea
Unit	Hex	Hex	Hex
Arches	50.62	Not in play	Not in play
B. de Servance	51.67	Not in play	Not in play
Belfort	51.69	Not in play	Not in play
Belfort	51.70	Not in play	Not in play
Belfort (2)	50.69	Not in play	Not in play
Besancon	39.71	Not in play	Not in play
Besancon	40.71	Not in play	Not in play
Besancon	41.71	Not in play	Not in play
Besancon	40.70	Not in play	Not in play
Charlemont	48.31	Not in play	Not in play
Ch.-Lambert	51.66	Not in play	Not in play
C. des Romaine	46.49	46.49	Not in play
Epinal	51.61	Not in play	Not in play
Epinal	50.60	Not in play	Not in play
Epinal	49.61	Not in play	Not in play
Epinal	50.61	Not in play	Not in play
Frouard	51.53	51.53	51.53
Genicourt	47.47	47.47	47.47
Giromagny	51.68	Not in play	Not in play
Gironville	47.51	47.51	47.51
Jouy-s. les Cotes	47.52	47.52	47.52
Langres (3)	39.61	Not in play	Not in play
Langres (2)	38.61	Not in play	Not in play
Langres (2)	37.60	Not in play	Not in play
Langres (2)	38.59	Not in play	Not in play
Langres	37.61	Not in play	Not in play
Langres	39.59	Not in play	Not in play
Les Paroches	46.48	46.48	46.48
Liouville	46.50	46.50	46.50
Lomont	48.72	Not in play	Not in play
Longwy	53.42	Not in play	Not in play
Manonviller	55.57	Not in play	Not in play
Maubeuge	41.26	Not in play	Not in play
Maubeuge	41.27	Not in play	Not in play
Maubeuge	40.26	Not in play	Not in play
Montbeliard	49.70	Not in play	Not in play
Mt. Bard	48.70	Not in play	Not in play
Paris	13.36	13.36	13.36
Paris	13.37	13.37	13.37
Paris	14.37	14.37	14.37
Paris	16.38	16.38	16.38
Paris	17.38	17.38	17.38
Paris	18.37	18.37	18.37
Paris	18.36	18.36	18.36
Paris	18.35	18.35	18.35
Paris	16.34	16.34	16.34
Paris	14.35	14.35	14.35
Pont St. Vincent	50.54	50.54	50.54
Remiremont	50.63	Not in play	Not in play
Rupt	50.65	Not in play	Not in play
Toul	48.52	48.52	48.52
Toul	48.53	48.53	48.53
Toul	49.53	49.53	49.53
Troyon	47.48	47.48	47.48
Verdun	47.45	47.45	47.45
Verdun	47.46	47.46	47.46
Verdun	46.44	46.44	46.44
Verdun	46.45	46.45	46.45

BELGIAN	30.0 – Grand Campaign	31.0 – The Race to the Sea	32.0 – The Race to the Sea
Unit	Hex	Hex	Hex
Antwerpen	49.18	49.18	Not in play
Antwerpen	50.18	50.18	Not in play
Antwerpen	51.19	51.19	Not in play
Antwerpen	52.18	52.18	Not in play
Antwerpen	53.18	53.18	Not in play
Antwerpen	53.17	53.17	Not in play
Antwerpen	53.16	53.16	Not in play
Antwerpen	53.15	53.15	Not in play
Antwerpen	52.14	52.14	Not in play
Antwerpen	51.16	51.16	Not in play
Antwerpen	50.16	50.16	Not in play
Namur	51.27	Not in play	Not in play
Namur	51.28	Not in play	Not in play
Namur	50.27	Not in play	Not in play

GERMAN	30.0 – Grand Campaign	31.0 – The Race to the Sea	32.0 – The Race to the Sea
Unit	Hex	Hex	Hex
Diedenhofen (2)	55.46	55.46	55.46
Diedenhofen (1)	56.46	56.46	56.46
Istein	57.72	Not in play	Not in play
Kaiser W II	62.60	Not in play	Not in play
Metz (4)	53.48	53.48	53.48
Metz (4)	53.49	53.49	53.49
Metz (2)	53.50	53.50	53.50
Metz (3)	54.50	54.50	54.50
Metz (4)	55.50	55.50	55.50
Metz (4)	55.49	55.49	55.49
Metz B	54.48	54.48	54.48
Metz B	54.49	54.49	54.49
Neu-Breisach	59.68	Not in play	Not in play
Straßburg	66.61	Not in play	Not in play
Straßburg	65.61	Not in play	Not in play
Straßburg	65.62	Not in play	Not in play
Straßburg	64.61	Not in play	Not in play

FORTIFIED CAMPS

French: Belfort, Epinal, Maubeuge, Paris, Toul, Verdun.

Belgian: Antwerpen, Namur.

German: Diedenhofen, Metz, Straßburg.

Military Unit ID Abbreviations

ALL

Bd, bd = Brigade
CC = Cavalry Corps
Det = Detachment
Div = Division
Gd = Guard
R, r = Reserve
Rgt = Regiment

FRENCH

A = Active
Alp, Alpin = Chasseurs Alpins
Ch = Chasseurs
Col = Colonial
Belfort M = Groupement de Massevaux
Maroc = Marocaine
RI = Regiment d'Infanterie
RIT = Regiment d'Infanterie Territoriale
t = Territoriale

BRITISH

Lhr = Lahore
Mrt = Meerut
R.G.A. = Royal Garrison Artillery
Sd = Secunderabad

GERMAN

Abt. = Abteilung
B., Ba. = Bayrisch
Ez (R-Ez) = Ersatz (Reserve Ersatz)
FsAB = Festungs Artillerie Battalion
FsAR. = Festungs Artillerie Regiment
H. = Hauptreserve
IR (rIR) = Infantry Regiment (Reserve)
kMK = kurze Marine-Kanone
Lw = Landwehr
sKM = schwere Küsten-Mörser
S.XIV = Stellvertretende Generalkommandos des XIV. Armeekorps

DESIGNER'S NOTE

The idea to produce a Western Front game arose during the design process of *1914 Twilight in the East* (GMT 2007). As that game's development progressed, interested parties invariably asked the question "Will this game system be used to model the Western Front?" As time passed, the answer changed from a non-committed "Maybe" into a solid "Yes." However, after preliminary planning had begun, no effort was made to ensure that the *1914, Twilight in the East (TitE)* game system would be portable to the western front. Consequently, the game system in *1914 Offensive à outrance (Oào)* is a derivative, due to evolution, of that system.

The first *Oào* playtests, held in 2008, attempted to employ the *TitE* system. Unfortunately the results achieved could not be reconciled with historical events. The differing nature of the theater of war, the belligerents' varying artillery organizations, and the presence of numerous large fortified camps, could not be successfully modeled using the *TitE* system. Therefore a new system was needed.

The "new" system was developed with multiple goals in mind. The most important of these was to make play faster and easier without removing the historical simulation value. I have attempted to please both those players who embraced the *TitE* system and those who found it cumbersome. Since publishing *TitE* many commendations, criticisms and suggestions have been written. All of these have been considered and reflected on. Ultimately, the changes have been made to increase "playability." My goal was to design a wonderfully fun, educational, historically accurate game that four dedicated players can finish in one

ConsimWorld Expo. (Now that John Kranz has increased the convention's length to six days, it may be possible.)

An additional goal of the evolutionary design process was to allow the new system to model other theaters of war. This time, consideration has been given to the peculiarities of each front in 1914. Design work on *1914 Serbien muß sterbien* (GMT) is well underway. And a return to the Eastern Front is in the initial planning stages.

I hope players will appreciate the new system and that all will agree that the design goals have been attained. ENJOY!

EXPANSION POSSIBILITIES

One of the best characteristics that a wargame possesses is its ability to allow players to test "what if" situations. While designing *1914 Oào I* often considered possible alt-history scenarios. Although the design goal was to create an accurate model of the historical campaign, the design progressed with future alt-history scenarios in mind. So with extra space available on the counter sheets, I produced unit counters for possible future endeavors. Specifically, there are two primary expansions that are planned for, and that would require extra units. The first assumes that Germany marches through the Maastricht appendage and thereby brings the Netherlands into the war on the Allied side. The second assumes that Germany makes its primary effort in the east against Russia, and that France chooses to invade the Rhineland to reacquire the provinces of Alsace and Lorraine. In the second case I speculate that the Italians may be true to their treaty obligations and send troops to assist the Germans.

Of course there are several other possible alt-history scenarios that could be developed. In the future, I hope to have articles and associated scenarios published in GMT's *C3i* or in Oregon ConSim Games' support magazine *Dispatches*.

EXTRA UNITS LIST

All **Italian** and **Dutch** counters are extras.

FRENCH

Unit	Type
57 r	Division (and Attachment marker)
58 r	Division (and Attachment marker)
71 r	Division (and Attachment marker)
185 bd	Brigade
85 t	Division
86 t	Division
<i>Zouave</i>	Asset

BELGIAN

Unit	Type
Liege x4	Fortress units

GERMAN

Unit	Type
Gemersheim	Fortress
Koblenz	Fortress
Köln	Fortress
Köln	Fortress
Köln	Fortress
Mainz	Fortress
Mainz	Fortress
Mainz	Fortress
Wesel	Fort
1 Lw	Division (with Attachment marker)
NIEDERL.	Army Depot
NIEDERL.	LOC unit
NIEDERL.	LOC unit
ITALIAN	Artillery
3 sKM	Siege-Artillery marker
4 sKM	Siege-Artillery marker