

# Clash of Giants II

## The Campaigns of Galicia and First Ypres 1914

Game Design by Ted Raicer



# BATTLE BOOK

## Table of Contents

### The Galicia Campaign, 1914

1. Introduction .....	2
2. Game Components .....	2
3. Game Setup .....	2
4. How to Win .....	2
5. Sequence of Play .....	3
6. Stacking .....	3
7. Supply .....	3
8. Reinforcements and Replacements .....	4
9. Command .....	4
10. Additional Combat Rules .....	5

### The First Ypres Campaign, 1914

1. Introduction .....	6
-----------------------	---

2. Game Components .....	6
3. Game Setup .....	6
4. How to Win .....	7
5. Sequence of Play .....	7
6. Supply .....	8
7. Reinforcements and Replacements .....	8
8. Strategic Rail Movement .....	8
9. Command .....	8
10. Additional Combat Rules .....	9
11. Special Cavalry Rules .....	9
12. Special Stacking Restrictions .....	9
13. First Turn Restriction .....	9
Counter scans .....	10
Charts and Tables .....	12



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308

www.GMTGames.com

# The Galacia Campaign, 1914

## 1.0 INTRODUCTION

### 1.1 Galicia, 1914

The Austro-Hungarian army began WWI with the wrong mobilization plan, which resulted in its 2nd Army arriving late to the Galician front. But despite this, the Austrian commander (Conrad) ordered his three remaining armies to engage General Ivanov's four Russian armies along a 200-mile front.

The Austrian offensive began on 19 August, and on 23 August Count Dankl's 1st Army struck the Russian 4th Army at Krasnik. In three days of confused fighting the 1st pushed the Russians back six miles, capturing 30 guns and 6,000 prisoners. That same day the Austrian 4th Army attacked General Pavel Plehve's 5th Army at Komarow, some 40 miles south of Kholm, forcing it to retreat.

But on Conrad's right, disaster loomed, as the outnumbered Austrian 3rd Army took the offensive against forces outnumbering it nearly two to one. By 28 August, Russian counterattacks had forced the 3rd Army to pull back behind the Gnila Lipa River. The following day, a combined assault by the Russian 3rd and 8th Armies routed the Austrians. Instead of pulling back, Conrad ordered his own 4th Army to attack into the rear of the advancing Russian 3rd, exposing his own rear to the rallied Russian 5th Army.

The Russians attacked on 6 September, engaging the 4th Army in an inconclusive fight at Rava Russka before turning west to threaten the line of supply of the Austrian 1st Army. Dankl, already under pressure from a reorganized 4th Army, wanted to retreat but Conrad refused.

Only on 11 September, with his armies starting to disintegrate under continuous Russian pressure, did Conrad authorize a retreat. Unable to reform along the San, the Austrians continued to fall back, finally coming to a halt behind the Dunajec River and the crest of the Carpathian Mountains. All of Galacia, except the besieged fortress of Przemysl, had been lost. Russian casualties totaled 250,000, but Austrian losses were a staggering 400,000, including 100,000 taken prisoner. The Austrian army never fully recovered.

Could you do better? It is now 17 August, 1914. The *Clash of Giants* is about to begin...

## 2.0 GAME COMPONENTS

### 2.1 The Game Map

**2.11 Game Scale.** Each hex on the map represents approximately 9.0 miles across. Each turn represents the passage of three days. Units are divisions.

**2.12 The Retreat Compass.** Note the Retreat Compass for each side on the map. Austrian units retreat to the south, southwest, and northwest, Russian units to the north, northeast, and southeast.

### 2.13 Historical Abbreviations

Ca: Caucasus	K: Kuban
Cos: Cossack	LW: Landwehr
D: Don	PoL: Polish Legion
G: Guard	R: Reserve
GR: Grenadier	T: Terek

## 3.0 GAME SETUP

### 3.1 Counter Setup

Both players should take all the units they control and sort them into two piles: 1) units with an at-start setup code and 2) units with a reinforcement turn of entry. Place the reinforcements on the Turn Record Track.

**3.11 Russian Setup.** The Russian player sets up first. All Russian at-start units are marked with the Army (4th, 5th, 3rd, 8th) they initially belong to. Subject to the stacking rules, place all units that start the game on the map inside Russia within the boundaries of their listed army. Units must be placed in supply and at least four hexes (three intervening hexes) from any hex inside Austria-Hungary or Germany. The Russian player begins with 0 Victory Points (VPs).

**3.12 Austrian Setup.** The Austrian player sets up second. All Austrian and German at-start units are marked with the Army (1st, 4th, 3rd, 2nd) they initially belong to. Subject to the stacking rules, place all units that start the game on the map inside Austria-Hungary within the boundaries of their listed army. No units may set up in Germany. Units must be placed in supply and at least four hexes (three intervening hexes) from any hex inside Russia. Note some Austrian 2nd Army units are reinforcements and should be placed on the Turn Record Track. The Austrian player begins the game in control of 3 VP hexes, but these are not counted until Turn 4, so place the VP marker on the 0 Victory Points space.

**3.13 ACM Setup.** Place the four Austrian and four Russian ACMS in an opaque container.



## 4.0 HOW TO WIN

### 4.1 Game Victory

Victory is determined at the end of the September 13-15 game turn (turn 10). There are thirteen Russian VP spaces (all inside Austria-Hungary) and 7 AH VP spaces (some in Russia and some in Austria-Hungary). Starting on the VP Phase of Turn 4 and every turn thereafter the AH player gets 1 VP for each AH VP space he currently controls in full supply. This includes spaces he controlled on a previous turn. AH VPs once earned are never lost, but the AH player may never have more than 8 VPs. At the end of turn 10, the Russian player adds up the number of Russian VP hexes he currently controls in full supply. If the number of Russian VPs is greater

than the number of Austrian VPs, the Russian player wins. If the number of Austrian VPs is equal to or greater, the Austrian player wins. A draw is not possible.

## 4.2 Hex Control

**4.21 At Start.** At the start of play, the Austrian player controls all hexes outside Russia. The Russian player controls all hexes in Russia.

**4.22 Victory Hex Control.** A player scores the victory points for a specific hex if:

- 1) he controlled that hex at the start of the game and no enemy unit has entered it, or
- 2) he controlled that hex at the start of the game and a friendly supplied unit was the last to enter that hex, or
- 3) the opposing player controlled the hex at the start of the game and he was the last to enter that hex with a friendly, supplied infantry unit. AS units are not considered supplied for the purpose of this rule.

# 5.0 SEQUENCE OF PLAY

## 5.1 The Turn Sequence

Each game turn represents three days of real time. The sequence for a game turn is outlined below. **Note the sequence below takes precedence over the generic sequence in the standard rule book.**

## 5.2 The Sequence of Play

- I. Mutual Supply Determination Phase
- II. Mutual Reinforcement/Replacement
- III. Operational Phase
  - A. 1st Command Activation
  - B. 2nd Command Activation
  - C–H. 3rd through 8th Command Activations
- IV. Mutual Recovery Phase
- V. Game Turn Advance/Victory Phase

## 5.3 Phases and Procedures

**5.31 Mutual Supply Determination Phases:** Both players check supply lines for all their units. Remove and/or place Attenuated Supply markers and Out of Supply markers as determined by the supply rules. The supply status of all units is determined in this Phase lasts until the player's next Mutual Supply Determination Phase. All units of both sides begin game turn 1 in supply.

**5.32 Reinforcement/Replacement Phases:** Both players place any reinforcements scheduled to arrive during the current turn on the map. They may assign any replacement steps available to eligible infantry units. Mark those units with Repl Markers. The Russian player may also replace one eliminated Russian cavalry or Cossack cavalry division at this time. It may be placed in any hex with a fully supplied Russian cavalry or Cossack cavalry unit not in an enemy ZOC. Place a Cavalry Repl Marker on the newly created unit; it may not move or attack this turn, but defends as normal.

**5.34 Operational Phases:** In Galicia, each side is divided into four Army Commands marked on the map. Both players place all available ACMs into an opaque cup. The Austrian player (odd turns) or

Russian player (even turns) randomly draws an ACM. The player whose ACM is drawn then rolls a die, and finds the result on the selected army's Command Track to determine the current Movement Allowance for all units of that army. Place the ACM on the Command Track as a reminder. The owning player may then move units within the boundaries of the active ACM up to the limits of their current Movement Allowances. Units under a Done or Repl marker may not be moved. Repeat until available ACMs have been drawn.

**5.35 Combat Phase:** The currently active player may declare his sole combat for the turn after conduction all movement of the just selected ACM. He may use units from any friendly army (not just the currently activated one) to attack any adjacent enemy units, according to the combat rules. He may declare the use of an Offensive Support Marker at this time.

**5.37 Mutual Recovery Phase:** Both players remove all Done/Repl markers from friendly units. Reduced units with a Repl Marker are flipped to their front (full strength) side

**5.38 Game Turn Advance/Victory Phase:** Both players remove all ACMs from the Command Tracks. Advance the Game Turn marker and begin a new game turn with the Mutual Supply Determination Phase. Starting on game turn 4, add any Austro-Hungarian VPs currently controlled. At the end of the final game turn, determine victory.

# 6.0 STACKING

## 6.1 Stacking Limits

The stacking limits in Galicia are modified as follows: three cavalry /Cossack cavalry units or two infantry units per hex.

# 7.0 SUPPLY

## 7.1 Supply Source Hexes

Russian supply sources are those map edge railroad hexes inside Russia marked on the map. Austrian supply source hexes are those map edge railroad hexes inside Austria or Germany marked on the map.

## 7.2 Tracing a Supply Line

Unlike other battles in the CoG series, in Galicia railroads are used to trace supply. To be in supply, a unit must trace a line no longer than five hexes (four intervening hexes) to a railroad, then along a path of railroad hexes of any length to a supply source hex. In Galicia, the supply does not need to follow the Retreat Compass at any point. The initial path to a railroad may not pass through a hex in an enemy ZOC unless it is occupied by a friendly unit. Once a railroad is reached, the railroad path may ignore enemy ZOCs (but not enemy units). *Exception: A unit on a railroad hex may not trace through an enemy ZOC in an adjacent hex unless it is occupied by a friendly unit. (This is to decrease the utility of deep cavalry raids in cutting enemy supply lines, a tactic with very limited success in WWI.)*

Railroads are not used for Strategic Movement in Galicia; that capacity is represented by the placement of arriving reinforcements.

### 7.3 Fort Supply

Each friendly fort may provide supply to any two infantry units stacked in the hex during the Supply Determination Phase.

### 7.4 Surrender

Unlike other battles in this series, OOS units in Galicia may be eliminated. Units which begin the Mutual Supply Phase with an OOS marker from the previous turn, are still OOS, and currently have enemy units or ZOC in every adjacent playable hex may surrender. To determine if they surrender, the owning player must roll against their TER. On a die roll greater than their TER, they surrender and are removed from the game—they may not be replaced.

## 8.0 REINFORCEMENTS AND REPLACEMENTS

### 8.1 Reinforcements

**8.12 Russian Reinforcements.** The Russian player places his reinforcements first. Russian reinforcements are placed on the turn indicated on the unit. They may be placed in any town or urban hex in full supply inside Russia. Units may be placed in an enemy ZOC. Stacking limits apply. Units of the same corps must enter as part of the same Army, but do not have to enter in the same hex. If units cannot enter the game on the turn indicated, they do not enter the game. For game purposes, they are considered eliminated.

**8.13 Austrian Reinforcements.** The Austrian player places his reinforcements second. Austrian reinforcements are placed on the turn indicated on the unit. They may be placed in any town or urban hex in full supply inside Austria not in an enemy ZOC. *Exception: Reinforcing units marked as part of the 2nd Army must enter within the boundaries of the 2nd Army in any hex in full supply, at least four hexes (three intervening hexes) from a Russian unit. OOS Russian units are ignored for the purpose of this rule.* Stacking limits apply. Units of the same corps must enter as part of the same Army, but do not have to enter in the same hex. If units cannot enter the game on the turn indicated they do not enter the game. For game purposes, they are considered eliminated.

### 8.2 Replacements

Units may attempt to gain replacements. Each side has Replacement markers that may be used once per turn to rebuild units that have been reduced in combat. The Russian player places his Repl Markers first, then the Austrian player. The Austrian player has one Replacement marker and may use it to rebuild one infantry step per turn. The Russian player has one Replacement marker and may rebuild one infantry step per turn. Units which receive replacements may not move or attack. Steps may not be saved.

**8.21 Replacement Restrictions.** To be eligible for Replacements, a unit must be in map-edge (not fort) supply, and not under an OoS or AS marker. Only reduced two-step units may attempt to receive replacements. Units may not receive a Repl Marker in an enemy ZOC, but the presence of an enemy ZOC in the Mutual Recovery Phase does not prevent a reduced unit under a Repl Marker from flipping to its full strength side. If a unit under a Repl Marker is attacked, the marker is removed (the Replacement step is lost for that turn only) and a Done marker should be substituted.

**8.22 Cavalry Replacement.** The Russian player (only) also has one Cavalry Repl Marker used to replace eliminated cavalry or Cossack units. The Russian player may replace one eliminated cavalry/Cossack division per turn. During the Replacement Phase the replaced unit may be placed in any hex with a fully supplied cavalry/Cossack unit not in an enemy ZOC. Place a Cavalry Repl Marker on the newly created unit; it may not move or attack this turn, but defends as normal. The cavalry/Cossack unit it was stacked with is free to operate normally.



## 9.0 COMMAND

### 9.1 Command Tracks

The owning player must roll a die and compare the result to the Command Track to determine the MA for all units of the just-drawn ACM. The number to the left of the slash is the Movement Allowance for infantry units and the number to the right is Movement Allowance for cavalry/Cossack. Place the just drawn ACM on the Command track to indicate the current MA rolled. The owning player must complete all movement for all units within the indicated army before another ACM is drawn. Once another ACM is drawn a player may not go back and adjust or re-do the movement of units of an army that has already been activated.

Some results on the Command Tracks have an asterisk (\*) marked next to the infantry MA. This means that no infantry unit within the boundaries of that army may participate in combat when the friendly Combat Phase is taken this turn. Cavalry/Cossack cavalry are not affected by this rule. If the friendly Combat Phase has already been taken this turn, the asterisk is ignored. If an infantry unit is activated by an army with an asterisked MA, but moves into the boundaries of an undrawn ACM or one which did not have an asterisked MA, it is eligible to participate in combat.

### 9.2 Russian Commands

When a Russian ACM is drawn, the owning player rolls on the Command Track to determine the current MA for all units of that army. Note that all four Russian armies have two Command Tracks; the one to use is determined by the current game turn. *For example the Russian 3rd Army uses one track on turns 1-3 and another on turns 4-10.*

### 9.3 Austrian Commands

When an Austrian ACM is drawn, the owning player rolls on the Command Track to determine the current MA for all units of that army. Note that two Austrian armies have two Command Tracks; the one to use depends on the current game turn. *For example the Austrian 3rd Army uses one track on turns 1-3 and another on turns 4-10.*

# 10.0 Additional Combat Rules

## 10.1 Offensive Support Markers.

Each player has two Offensive Support Markers (OSM). The first Austrian OSM may be used during any one Combat segment on Turns 2-4. The second Austrian OSM may be used during any one Combat segment on Turns 3-6. The Austrian player may not use OSMs on Consecutive Turns. The first Russian OSM may be used during any one Combat segment on Turns 4-6. The second Russian OSM may be used during any one Combat segment on Turns 7-10. The Russian player may not use OSMs on Consecutive Turns. When declaring his Combat segment a player announces if he is using an OSM. If so, all attacks conducted that Turn by friendly infantry units (only) get a one column shift to the Right (a 2-1 becomes a 3-1, etc.). The OSM is removed from play after use—each OSM may only be used once. *Design Note: OSMs abstractly represent increased command, logistical, and artillery support.*

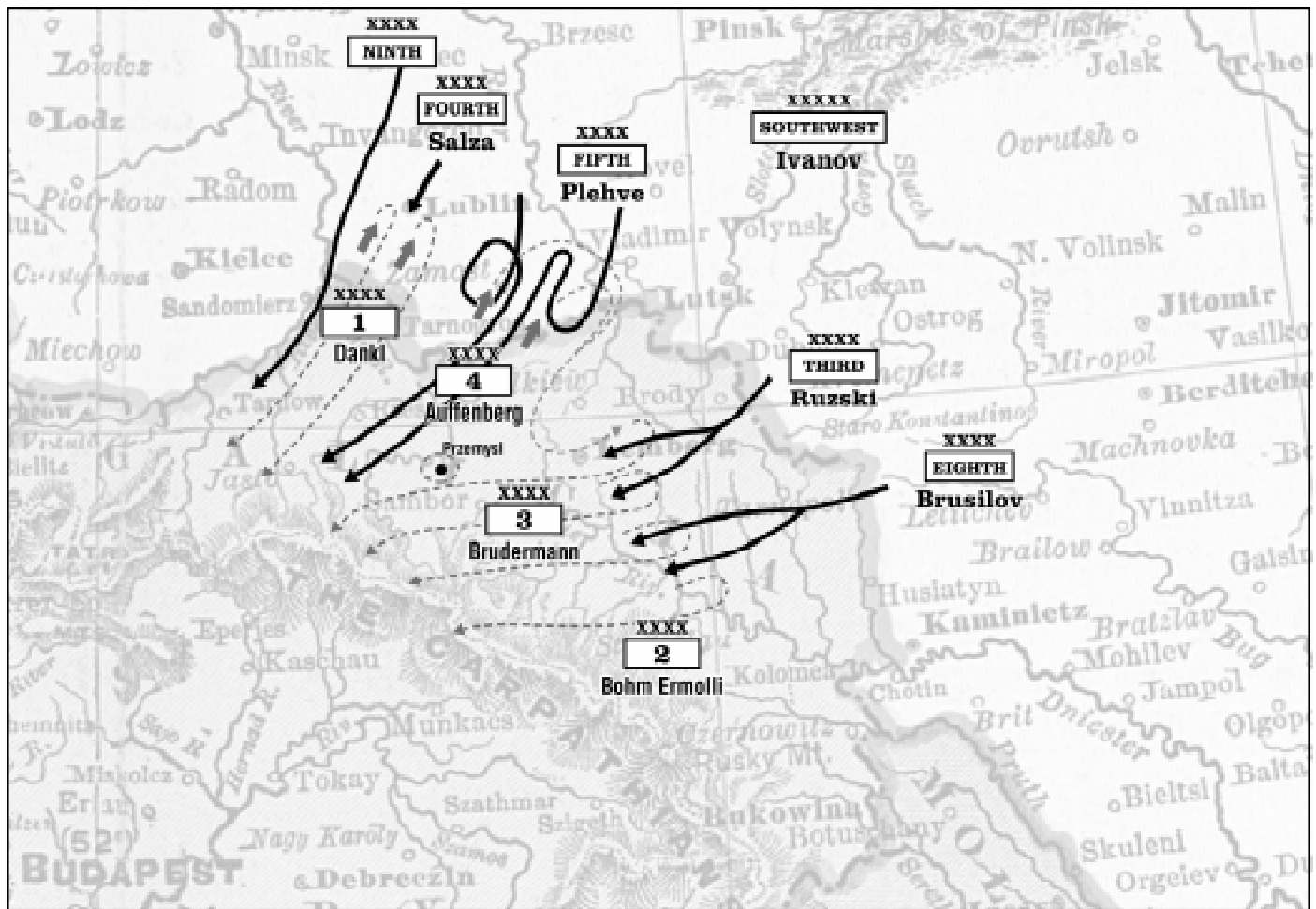
AH Offensive 2-4	AH Offensive 3-6
RU Offensive 4-6	RU Offensive 7-10

## 10.2 Przemysl

The Russian player does not get the benefit of any OSM shift in attacking Przemysl. Any Austrian units relying on fort supply in Przemysl AND surrounded by Russian ZOCs are considered besieged. Besieged units may neither move nor attack as long as both those conditions apply.

**SURRENDER:** At the end of Turn 10, before determining victory, roll a single die if Przemysl is besieged (regardless of the presence of Austrian troops in the fort). On a die roll of 6, the fort surrenders and is counted as a Russian VP.

*DESIGN NOTE: Historically the fortress complex at Przemysl was besieged in late September, and held out long enough to be briefly liberated by an Austro-German counteroffensive on October 11. A month later it was besieged again, finally surrendering to the Russians on March 22, 1915. I've chosen to give the Russian player the small possibility of an early surrender if he places the fortress under siege.*



The Galician Campaign

# The First Ypres Campaign, 1914

## 1.0 INTRODUCTION

### 1.1 The First Ypres Campaign

After the German failure at the Marne, both the Allies and the Germans attempted to outflank one another in the so-called “Race to the Sea.” The Germans were handicapped by the need to maintain troops to keep watch on King Albert’s Belgian Army, holed up behind the forts of Antwerp. Only on 9 October, did Albert abandon the city, most of the Belgian Army escaping west to take up a new defense line along the Yser River. The British 7th Division and 3rd Cavalry Division, that landed at the Belgian port of Zeebrugge on 6-7 October with orders to relieve Antwerp, were forced to retreat alongside Albert’s army.

The continued outflanking attempts by both sides had by now nearly reached the Channel. An attempt by the Germans to launch a massive cavalry raid around the Allied northern flank in the direction of Abbeville fizzled, as the cavalry ran into a French infantry corps near Lens.

Falkenhayn, the German commander, now planned to play his trump card, four newly raised reserve corps of hurriedly trained but enthusiastic volunteers, reinforced by the three divisions released by the capture of Antwerp. The German 4th and 6th Armies would attack in Flanders between Lille and the Channel. This German offensive ran into the BEF’s 2nd Corps, which was pushing east, between La Basee and Armentieres. Neither side could then make any headway, and the fighting soon ended.

By 19 October, the BEF held 25 miles of the front from the Belgian town of Ypres, south to Bethune, on the right of the French 10th Army. On their left was the still forming French 8th Army and the Belgian army along the Yser to the sea. The Allies intended to launch a general offensive with these forces, not knowing their plans were right into the teeth of Falkenhayn’s own offensive, and the Germans had the greater numbers. The Belgians halted the Germans in the north by opening the flood gates at Nieuport. Farther south, the German and Allied armies met in confused fighting between 19 and 22 October.

On 31 October, the German 4th Army struck the British (supported by the French 9th Corps) between Gheluvelt and Messines Ridge. The attack was made by seven of Falkenhayn’s new volunteer divisions. British rifle fire cut the massed attackers to pieces. The Germans called it the “Kindermord bei Ypren,” the Children’s Massacre at Ypres.

On 1 November, the Germans captured the Messines Ridge from General Edmund Allenby’s Cavalry Corps. The British position at Ypres was becoming an increasingly constricted salient, with the Germans once more holding the high ground. Such German successes were both costly and limited, but they were enough to convince Falkenhayn to try again, attacking on 10-11 November. The attack was aimed directly at Ypres, and the Prussian Guard smashed their way into the British rear. But the attackers hesitated, the British rushed reinforcements to the scene, and the Germans were driven

back. Though minor fighting would continue for another week, both sides were exhausted. The troops dug in.

The British lost 60,000 men at First Ypres, The Germans had lost well over 100,000 men in Flanders. Both sides had also expended a huge amount of munitions, which would have to be replenished before serious fighting could resume. The attempts to end the war by Christmas were at an end.

Can you do better? It is now October 8, 1914. The Clash of Giants is about to begin...

## 2.0 GAME COMPONENTS

### 2.1 The Game Map

**2.11 Game Scale.** Each hex on the map represents approximately 1.3 miles across. Each turn represents the passage of two days. Units are divisions and brigades.

**2.12 The Retreat Compass.** Note the Retreat Compass for each side on the map. German units retreat to the east, northeast, north and southeast. Allied units retreat to the west, southwest and northwest.

**2.13 Additional Game Markers.** First Ypres includes the following additional markers:

- Offensive Supply Markers: used to mark the use of Offensive Supply in combat.
- Cavalry Replacement Markers: used to mark eliminated cavalry units returned to the map.
- German New Reserve Corps Tactical Efficiency Markers: used to mark the TER of German New Reserve Corps.
- Flooded Marker: used to track Belgian flooding of the flood terrain around the Yser River.
- Allied Rail/Done Markers: used to mark Allied units that used Strategic Rail Movement this turn.

### 2.14 Historical Abbreviations:

B: Bavarian	LW: Landwehr
ComG: Composite Guard	Me: Meerut
G: Guard	R: Reserve
IN: Indian	T: Territorial
La: Lahore	

## 3.0 GAME SETUP

### 3.1 Counter Setup

Both players should take all the units they control and sort them into two piles: 1) units with a reinforcement turn of entry to the right of the unit type box, and 2) those units without such a number. Place the reinforcements on the Turn Record Track on the turn indicated.

**3.11 Allied Setup.** The Allied player sets up first. Place all French and British units that start the game on the map in the hex number listed on the counter.

**3.12 German Setup.** The German player sets up second. Place all German units that start the game on the map in the hex number listed on the counter.

**3.13 ACM Setup.** Place the Allied and German ACMS for Zones A, B and C in an opaque container. Place the Allied and German ACMS for Zone D on the Turn Record Track as indicated on the counters. They are not used until the turns indicated.

## 4.0 HOW TO WIN

### 4.1 Game Victory

Victory is determined at the end of game turn 18. The player who controls the majority of Red Victory Hexes wins. A draw is not possible.

### 4.2 Hex Control

**4.21 At Start.** At the start of play, the Allied player controls all VP hexes on the map.

**4.22 Gaining Control.** The German player gains control of a VP hex the instant a supplied German unit enters that hex; the Allied player regains control the instant a supplied Allied unit enters the hex. Control of a given hex may switch from one side to the other any number of times during play as units move across the map. Mark control of VP hexes by flipping the Control marker to the appropriate side each time control changes hands. AS units are not considered supplied for the purpose of this rule.

## 5.0 SEQUENCE OF PLAY

### 5.1 The Turn Sequence

Each game turn represents two days of real time. The sequence for a game turn is outlined below. **Note the sequence below takes precedence over the generic sequence in the standard rulebook.**

### 5.2 The Sequence of Play

- I. Mutual Supply Determination Phase
- II. Mutual Reinforcement/Replacement Phase
- III. Allied Flood Phase
- IV. Allied Strategic Rail Movement Phase
- V. Operational Phase
  - A. 1st Command Activation
  - B. 2nd Command Activation, etc.
- VI. Mutual Recovery Phase
- VII. Game Turn Advance/Continuous Front/Victory Phase

### 5.3 Phases and Procedures

**5.31 Mutual Supply Determination Phases.** Both players check supply lines for all of their units. Remove and/or place Attenuated Supply markers and Out of Supply markers, as determined by the supply rules. The supply status of all units as determined in this Phase lasts until the players next Mutual Supply Determination Phase. All units of both sides begin game turn 1 in supply.

**5.32 Reinforcement/Replacement Phases.** Both players place any reinforcements scheduled to arrive during the current turn on the map. They may assign any replacement steps available to eligible infantry units. Mark those units with Repl Markers. The Allied player may also replace one eliminated French cavalry division, and the German player one eliminated German cavalry division at this time.

These may be placed in any hex with a fully supplied cavalry unit of the same nationality not in an enemy ZOC. Place a Cavalry Repl Marker on the newly created unit—it may not move or attack this turn.

**5.33 Allied Flood Phase.** If the Allied player currently has a supplied Belgian combat unit at Nieupoort (hex 1616 ) he may declare he is going to flood the Belgian flood plain. Place a marker on the Turn Record Track. This turn and the following turn there is no effect. Starting with the second Allied Flood Phase following this one, the flood plain hexes in Belgian are considered Flooded Terrain for the rest of the game. Before they are flooded, the Flood Plain hexes are treated as clear terrain. Note that hexes 2426, 2526, 2122, 2222, 2223, 2322, 2323 and 2423 are always considered Flooded Terrain.

**5.34 Allied Strategic Rail Movement Phase.** The Allied player conducts Strategic Rail Movement (see 8.0). Any units using Strategic Movement are marked with a Done marker.

**5.35 Operational Phases.** Note that in First Ypres the map is divided into four lettered Zones: A, B, C and D. The boundaries of these Zones are the same for both the Allies and the Germans. They replace the normal Army Boundaries but function exactly the same as if each lettered Zone represents a separate Army Command, and the term Army Command Chit (ACM) will be used to describe the four lettered chits for each side.

Both players then place all available ACMs in an opaque cup. The German Player (odd turns) or Allied Player (even turns) randomly draws an ACM. The appropriate player then rolls a die, and finds the result on the selected zone's Command Track to determine the current Movement Allowance for all units of that zone. Place the ACM on the Command Track as a reminder. The owning player may then move units of the currently active zone up to the limits of their current Movement Allowances. Units under a Done or Repl marker may not be moved. Repeat until all ACMs have been drawn.

**5.36 Combat.** The currently active player may declare his sole combat for the turn after conducting all movement of the just selected ACM. He may then use his units in any zone (not just the currently activated one) to attack any adjacent enemy units according to the combat rules. He may declare the use of an Offensive Support Marker at this time.

**5.37 Mutual Recovery Phase.** Both players remove all Done/Repl markers from friendly units. Reduced units with a Repl Marker are flipped to their front (full strength) side

**5.38 Game Turn Advance/Continuous Front/Victory Phase.** Both players remove all ACMs from the Command Tracks. Check to see if either side has a Continuous Front. This is defined as having a line of units or ZOC extending from the south map edge to the 2100 hexrow. If either side has a Continuous Front, all cavalry units are considered dismounted. (See rule 11.1) Advance the Game Turn marker and begin a new game turn with the Mutual Supply Determination Phase. Add Zone D ACMs to the game on the turns listed on the markers. At the end of the final game turn, determine victory.

## 6.0 SUPPLY

**6.1 Supply Source Hexes.** Allied supply sources are any hex on the south map edge, west of hex 4816, and any hex on the west map edge. German supply source hexes are any hexes on the south map edge, east of hex 4809, and any hex on the east map edge.

## 7.0 REINFORCEMENTS AND REPLACEMENTS

### 7.1 Reinforcements

**7.12 Allied Reinforcements.** The Allied player places his Reinforcements first. Allied Reinforcements are placed on the turn indicated on the unit. If a particular Zone is listed, the units must be placed in any Supply Source hex in that Zone. Exception: Allied units listed as entering in Zone D. are placed on hexes on the East map edge in that Zone (in German supply source hexes). These units are retreating onto the map following the Allied evacuation of Antwerp. If more than one Zone is listed, the owning player chooses which to enter. If no Zone is listed, the unit may enter at any Zone. In all cases units of the same Corps must enter in the same Zone. Entering Allied reinforcement placed on West or South map rail hexes are eligible to use Strategic Rail Movement this turn. In all cases, stacking limits apply. If units cannot enter the game on the turn indicated, they do not enter the game. For game purposes, they are considered eliminated.

**7.13 German Reinforcements.** The German player places his Reinforcements second. German reinforcement units are placed on the turn indicated on the unit. If a particular Zone is listed, the units must be placed in any Supply Source hex in that Zone. If more than one Zone is listed, the owning player chooses which to enter. If no Zone is listed, the unit may enter at any Zone. *Exception: No German unit may enter or be placed in Zone D prior to Turn 4.* In all cases units of the same Corps must enter in the same Zone. In all cases, stacking limits apply. If units cannot enter the game on the turn indicated, they do not enter the game. For game purposes they are considered eliminated.

### 7.2 Replacements

Units may attempt to gain replacements. Each side has Replacement markers that may be used once per turn to rebuild units that have been reduced in combat. The Allied Player places his Repl Markers first, then the German player. The German player has one Replacement marker and may use it to rebuild one infantry step mper turn. The Allied player has one French Replacement marker and may rebuild one French infantry step per turn. In addition the Allied player has one Belgian and two British Replacement markers that may only be used once per Game. Repl Markers also signify that the unit not move or attack. Steps may not be saved, nor may they be exchanged between nationalities.

**7.21 Replacement Restrictions.** To be eligible for replacements, a unit must be in map-edge supply; not under an OoS or AS marker. Only reduced, two-step units may attempt to receive replacements. Units may not receive a Repl Marker in an enemy ZOC, but the presence of an enemy ZOC in the Mutual Recovery Phase does not prevent a reduced unit under a Repl Marker from flipping to its full

strength side. If a unit under a Repl Marker is attacked, the marker is removed (the Replacement step is lost for that turn only) and a Done marker should be substituted.



**7.22 Cavalry Replacement.** Each side also has one Cavalry Repl Marker used to replace eliminated French and German cavalry units. The Allied player may replace one eliminated French cavalry division and the German player one eliminated German cavalry division per turn. During the Replacement Phase, these may be placed in any hex with a fully supplied cavalry unit of the same nationality not in an enemy ZOC. Place a Cavalry Repl Marker on the newly created unit—it may not move or attack this turn. The cavalry unit it was stacked with is free to operate normally.

## 8.0 STRATEGIC RAIL MOVEMENT

**8.1 Allied Rail Phase.** Each turn after Turn 1, the Allied player may move up to four French or British units by rail. Units move by rail from one Town/Urban hex to another. They may leave or enter enemy ZOC but may not move through an enemy ZOC. Stacking limits apply. A unit must stop as soon as it reaches the first Town/Urban hex on its chosen path of rail movement. French and British units entering as Reinforcements on the South or West map edges (only) on a rail hex are eligible to use rail movement the turn of entry. Units using rail movement are marked with a Rail/Done marker. Apart from this, rail hexes have no other effect on play.



## 9.0 COMMAND

### 9.1 Command Tracks

Each player has a single Command Track for all four of his Zones. A Zone is activated individually when its ACM is drawn during the current Operational Phase. A die roll result on the Command Track determines the Movement Allowance for all his units of the activated Zone. The number to the left of the slash is the Movement Allowance for infantry units, to the right the number for Mounted Cavalry. Place the just-drawn ACM on the Command track to indicate the current MA rolled. The owning player must complete all movement for all units within the indicated zone boundary hexsides before another ACM is drawn. Once another ACM is drawn, a player may not go back and adjust or re-do the movement of units of a zone that has already been activated.

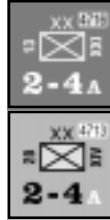
### 9.2 Boundaries

**9.21 Zone Boundary Hexsides.** The boundary hexsides of each zone are marked on the map. They are identical for both the Allied and German players

**9.22 Crossing Boundary Hexsides.** A unit that ends its move within the boundaries of a friendly zone which has not yet had its ACM drawn must be marked with a Done marker. This is done solely to prevent a unit from being able to move twice in one turn. Units with a Done marker (unlike units under a Repl Marker) may attack normally during the Combat segment of that turn. The unit will be free to move as part of its new zone on the following turn.

**SPECIAL RESTRICTIONS:**

- The **French 13th division** of the 21st Corps, and the **German 28th division** of the 14th Corps (both start the game on the map) may only operate (move or attack) in Zone A. *Design Note: This represents the need to maintain contact with the armies to the south of the game map.* These two units have a small “A” after their TER to remind players of this restriction.
- **ZONE D:** Belgian units may only operate in Zone D. No unit may enter zone D on turn 1. No German unit may enter or attack into Zone D before Turn 4, except if forced to by a combat retreat result.



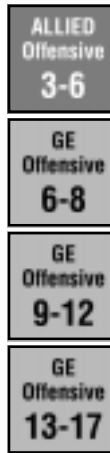
In all of the above cases, these units may retreat across zone boundary hexsides to avoid elimination but must move back into their proper zone as soon after as possible.

**9.23 Belgian Restrictions.** Belgian units may only operate in Zone D. On Turns 2-5 Belgian units must move their full current MA in directions allowed by the retreat compass only. This rule applies only to Belgian units that begin their movement east of the Belgian Attack Line marked on the map. Belgian units may never attack German units when operating east of the Belgian Attack Line.

## 10.0 Additional Combat Rules

### 10.1 Offensive Support Markers.

The Allied Player has one Offensive Support Marker (OSM). The German Player has three OSMs. The Allied marker may be used during any one Combat Segment on Turns 3-6. The first German OSM may be used during any one Combat segment on Turns 6-8. The second German OSM may be used during any one Combat segment on Turns 9-12. The third German OSM may be used during any one Combat segment on Turns 13-17. The German Player may not use OSMs on Consecutive Turns. When declaring his Combat segment a player announces if he is using an available OSM. If so, all attacks conducted that Turn by friendly infantry units (only) get a one column shift to the Right (a 2-1 becomes a 3-1 etc.). The OSM is removed from play after use—each may only be used once.

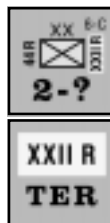


### 10.2 No Retreat Terrain.

In First Ypres units in villages, towns, and urban hexes may ignore mandatory retreats of 1 hex (only). A player may choose to obey the retreat, but is not required to do so. Retreats of two or three hexes may not be ignored.

### 10.3 German New Reserve Corps

German New Reserve units are marked with a ? mark in place of their TER. The first time the unit of a particular New Reserve corps engages in combat (on the attack or defense) a die is rolled to determine the TER of both units of that individual corps. Roll on the New Reserve Track on the map and mark the TER of that corps with a Corps TER marker provided. Once a corp's TER is determined in this manner, it doesn't change for the rest of the game.



*DESIGN NOTE: The New Reserve corps were newly raised units (many filled with enthusiastic university students). They were undoubtedly brave but hurriedly trained, and in many cases poorly officered. No one knew how these green units would do in combat—hence the determination of their TER by die roll.*

### 10.4 British Remnants

The Allied Player has two British Remnant units. When any British unit is eliminated while defending, for any reason, these may be placed (a maximum of one per hex) in the hex that defending unit occupied. Any retreat result from that combat is ignored. Each remnant unit may only be used once—and if eliminated they may not be replaced. Both may be placed in the same Turn, but not as a result of the same combat. They are treated as normal infantry units, but may not attack.

*DESIGN NOTE: At First Ypres rear echelon units from artillerymen to cooks found themselves rushed into the line to plug a gap on several occasions.*

## 11.0 Special Cavalry Rules

### 11.1 Cavalry Conversion

Cavalry units are considered Mounted (treated as cavalry) until the turn immediately following the formation of a Continuous Front by either side. For the rest of the game all cavalry are treated as infantry for all purposes except Replacement.

### 11.2 British Cavalry

British Mounted Cavalry units are considered infantry for the purposes of defense in combat, but cavalry for the purpose of stacking, attack, movement, and cavalry withdrawal before combat.

*DESIGN NOTE: British cavalry was trained to fight dismounted. Once a continuous front had formed the cavalry on both sides was used at First Ypres as infantry, since the possibility of sweeping movements around an enemy flank no longer existed.*

### 11.3 Cavalry Retreat Before Combat

Mounted Cavalry does not have to roll to withdraw before combat when attacked by enemy cavalry as in the standard rules. Consider the passing of such a roll automatic.

## 12.0 Special Stacking Restrictions

### 12.1 Cavalry Stacking

Cavalry units may stack three high with other cavalry units subject to nationality restriction.

### 12.2 Nationality Restrictions

Allied units of different nationalities (Belgian, British, French) may not stack unless forced to by combat retreat. In that case, they must unstack at the earliest opportunity.

## 13.0 First Turn Restriction

**13.1** On Turn 1, units may not enter an enemy ZOC. (So Combat is not possible on Turn 1.)

Clash of Giants II Countersheet 1 of 2 (Front Side)

					AH Repl	AH Offensive 2-4	AH Offensive 3-6
1st Army	2A / Nav	3rd Army	4th Army	VPs	Game Turn	Game Turn	Game Turn
					Combat Done	Combat Done	
		Game Turn				Combat Done	Combat Done

Counter Art by Mark Smetich

0605-1


©2005 GMT Games, Hanford, California

Clash of Giants II Countersheet 1 of 2 (Back Side)


Counter Art by Mark Smetich

0605-1

Combat Done	Combat Done						
Combat Done	Combat Done						

©2005 GMT Games, Hanford, California



**1st Ypres Terrain Effects Chart**

<i>Terrain Type</i>	<i>MP Cost</i>	<i>Combat Effect</i>	<i>Other</i>
Clear	1	NE	–
Railroad	OT	NE	–
Broken	2	+1 DF	–
Forest	2	+1 DF	–
Flooded Plain	1	NE	–
Flooded Hex	All	NE	No Attacks Out
River	NE	+1 DF <sup>1</sup>	–
Broken-Forest	3	1L	–
Village	OT	OT	NRT <sup>2</sup>
Town	OT	+1 DF	NRT <sup>2</sup>
City	OT	1L	NRT <sup>2</sup>
All Sea Hex	P	P	–

NE = No Effect

OT = Use Other Terrain in hex

P = Prohibited

All = All MPs

+1 DF = Provides defender with one extra Defense Factor

1L = Shift CRT one column left

NRT = No Retreat Terrain (units may ignore 1-hex retreat results).

No Attacks Out = Units may not attack out of Flooded Hexes.

**NOTES**

1 = River combat benefits are only applicable if all attackers are attacking across a river hexside.

2 = This applies to First Ypres only: Units in Village, Town and City hexes may ignore one hex retreat results only (10.2).

**Galicja Terrain Effects Chart**

<i>Terrain Type</i>	<i>MP Cost</i>	<i>Combat Effect</i>	<i>Other</i>
Clear	1	NE	–
Railroad	OT	NE	–
Forest	2	+1 DF	–
Marsh	2	+1 DF	–
River	NE	+1 DF <sup>1</sup>	–
Major River	+1	1L <sup>1</sup>	–
Mountain	3	1L	–
Mountain Pass	1	1L	–
Village	OT	NE	–
Town	OT	+1 DF	–
City	OT	1L	–
Friendly Fort <sup>3</sup>	OT	1L <sup>2</sup>	NRT
Enemy Fort <sup>3</sup>	P	1L <sup>2</sup>	NRT

Przemysl = (See 10.2 in the Galicia Rules)

NE = No Effect

OT = Use Other Terrain in hex

P = Prohibited

+1 DF = Provides defender with one extra Defense Factor

1L = Shift CRT one column left

NRT = No Retreat Terrain (units may ignore retreat results)

**NOTES**

1 = River and Major River combat benefits are only applicable if all attackers are attacking across a river hexside.

2 = Units defending in a fort hex (but not forts defending alone) get a 1L shift in the combat odds. The Attacker Loss Limit is ignored in attacks on fort hexes.

3 = Enemy ZOCs do not extend into a Fort hex.

**Combat Resolution Chart**

	<i>Combat Odds</i>							
	<b>1-3*</b>	<b>1-2</b>	<b>1-1</b>	<b>2-1</b>	<b>3-1</b>	<b>4-1</b>	<b>5-5</b>	<b>6-1</b>
<b>DRMs:</b>	+2/N	+1/-1	0/0	-1/+1	-2/+2	-3/+3	-3/+3	N/+3
<b>Attacker Loss Limit</b>	All	All	All	4**	3**	2**	1**	None**

\*Only attacking units must roll at odds of 1-3 or less—defending units are not affected. All attacking units must roll, and each must apply a +2 DRM.

\*\*Treat as “All” if attacking fortified zones or forts.

**N:** do not roll for defender at 1-3 or less; do not roll for attacker at 6-1 or better. *Exception: in attacks on fortified zones or forts at 6-1 or better attackers treat as -3 instead.*

**All:** All attacking units must roll for loss.

Modified die rolls greater than 6 or less than 1 are always treated as ‘6’ and ‘1’ respectively. Natural die rolls of 1 and 6 ignore drms.

**TER Modifiers**

A unit’s TER may never be modified below 1. The only TER modifier in First Ypres and Galicia is supply:

–2 Unit is Out of Supply

**CAVALRY:** A cavalry unit attacked by infantry has an automatic TER of 1.



**GMT Games, LLC**

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