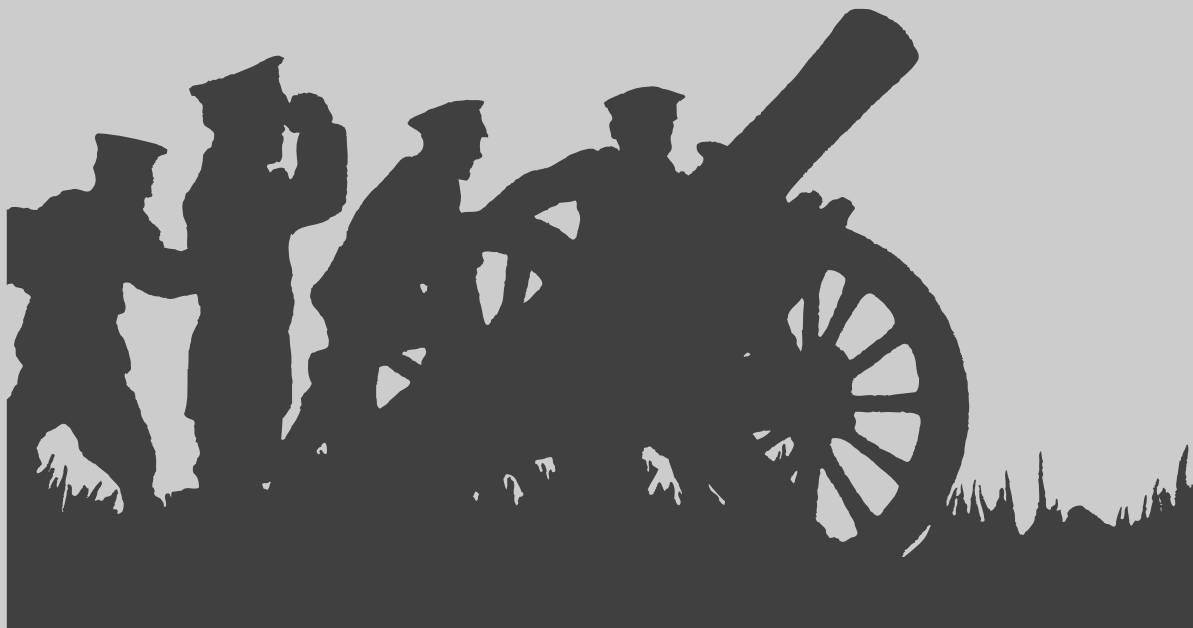


# Clash of Giants II

## The Campaigns of Galicia and First Ypres 1914

*Game Design by Ted Raicer*



# RULE BOOK

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# 1.0 INTRODUCTION

*CLASH OF GIANTS* contains two separate games (both using the same basic system) covering two critical campaigns of the opening phase of the First World War. Galicia was the Russian victory that broke the back of the Austro-Hungarian army, a defeat from which the Dual Monarchy never fully recovered. First Ypres was the climactic battle of the “Race to the Sea,” the attempt of the Allies and Germans to turn one another’s flank after the German defeat at the Marne. It was a narrow Allied victory, leading to years of stalemate on the Western Front. It also marked the virtual destruction of the original British Expeditionary Force, the “Old Contemptibles.”

The *CLASH OF GIANTS* system is intended to emphasize playability while still providing players with proper historical feel. The game’s focus is on the difficulty of commanding groups of armies while striving to achieve various geographical victory conditions.

## 2.0 GAME COMPONENTS

The components to a complete game of *CLASH OF GIANTS* include:

- This rulebook
- One battle book with two battles
- Two mapsheets
- One player aid card
- Two sheets of counters
- Two six-sided dice

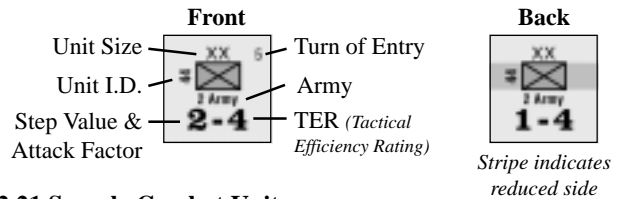
### 2.1 The Game Map

The maps depict the battlefields over which the German, Austro-Hungarian, Russian and Allied forces fought in August and September 1914. A hexagonal (hex) grid has been printed over the maps to regulate the placement and movement of units. Each hex contains natural and/or manmade terrain features that can affect the movement of units, combat between units and the tracing of supply.

Each hex has a unique four-digit identification number. These hex numbers are used when setting up a game, and can be used to record the position of units if a game is interrupted and must be put away before it is finished. Note that the compass rose on the map has been adjusted slightly from magnetic north to align directions with the four map edges for ease of reference. Whenever a compass direction is given in the rules, use the directions as they are printed on the compass rose. Each map also contains a Retreat Compass that indicates in which direction units of each side normally retreat. The charts and tracks printed on the maps are used to record and resolve various game functions. Their uses are explained in the appropriate rules sections below.

### 2.2 The Counters

The counters included in the game represent combat formations (also called “units”), or are provided as informational markers and memory aids. Every combat unit counter displays several pieces of information: nationality, historical identification, unit size (division or brigade), combat/step strength, tactical efficiency rating, turn of entry or setup code or hex number.



### 2.21 Sample Combat Unit

The unit above is the 44th Austrian infantry division of the 2nd Army. It is a two-step infantry unit, has a Tactical Efficiency Rating of 4, and enters the game as a reinforcement on turn 5.

### 2.22 Nationality.

A unit’s nationality is indicated by its color scheme. :

- Austro-Hungarian: Light Gray
- Belgian: Light Green
- British: Tan
- French: Blue
- German: Gray
- Russian: Green

### 2.23 Command Designation and Historical Identification.

Each combat unit is identified by its historical division or brigade number and/or an abbreviation of its name (see the battle book). Superior command designations (corps and/or armies) identify groups of units operating together under a single commander. Corps designations have an effect on stacking, while Army designations define groups of units that will move at the same time.

### 2.24 Unit Types.

The boxed symbols in the center of the counters indicate unit type. The unit types are:

- ☒ Infantry
- ☒ Jaeger Infantry
- ☒ Cavalry

### 2.25 Movement Allowance.

This is a measure of a unit’s ability to move across the hex grid printed on the map. Units pay various movement point costs from their Movement Allowance to enter different hexes, based on the terrain in the hexes and along the hexsides around them. The Movement Allowance for all units is determined on an army-by-army basis by the use of the Command Table (see 10.0).

### 2.26 Combat/Step Strength.

In *CLASH OF GIANTS* a unit’s combat strength is equal to its current step value. All units have either one or two steps. Two step units may be reduced by combat. Reduced infantry units may be rebuilt through the use of replacements. Units which have lost their last step are eliminated and may not be rebuilt. Units with their Combat/Step Strength number in parentheses ( ) may not participate in an attack.

### 2.27 Tactical Efficiency Rating.

Every combat unit has a Tactical Efficiency Rating (TER) representing the unit’s level of training, the skill of its officers, and the amount of artillery and machine guns it contains. The higher the number, the better the unit. A unit’s TER may never be modified below 1.

## 2.28 Markers Common to all Games in the Series



**Army Command marker (ACM).** Used on the Command Track to record the current Movement Allowance of all units in the indicated army; also used to determine the order in which armies are activated.



**Attenuated Supply (AS) marker.** Marks a unit in danger of running out of supply.



**Control marker.** Marks a hex as controlled by one side or the other.



**Done marker.** Marks a unit that has completed its own movement, but has moved across an army boundary into an area in which the units have not yet been activated to move. *Used in Marne to indicate a unit that has taken a replacement step.*



**Fort Reduced/Destroyed marker.** Marks Fort hexes on the map that have been either reduced or destroyed.



**Game Turn marker.** Used on the Game Turn Record Track to record the current game turn.



**Out of Supply (OoS) marker.** Marks a unit that has run out of supply.



**Replacement marker.** Used to mark that a unit is taking replacements instead of moving/attacking, and as a reminder of the limits on replacements.

## 3.0 GAME SETUP

Choose which side (German/Austro-Hungarian or Russian/Allied) each player will command. Players should set up according to the instructions found in the battle book for the scenario they wish to play.

## 4.0 HOW TO WIN

### 4.1 Game Victory

Victory is determined by the control of certain hexes as explained in the battle book. In general, victory is determined at the end of the final turn of the scenario being played, though in some cases an earlier Instant Victory is possible.

### 4.2 Hex Control

Hex control markers are used to keep track of which player controls a victory hex. Control of a hex switches from one side to the other the instant a unit of the gaining side enters that hex. Control of a hex may switch any number of times during play. The battle book tells you which hex belongs to whom at the start of the game.

## 5.0 SEQUENCE OF PLAY

### 5.1 The Turn Sequence

Each game turn is divided into two player turns. Player turns are subdivided into “phases” during which players conduct specified actions. Every action taken by a player must be carried out in accordance with the sequence given below. Once a player finishes his activities for a given phase, he may not go back to perform some forgotten action, or redo a poorly-executed one, unless his opponent graciously permits it.

### 5.2 The Sequence of Play

The exact Sequence of Play is somewhat different for each battle and is outlined in the battle book for each battle.

### 5.3 Phases and Procedures

#### 5.31 Supply Determination Phase.

The active player (or both players in a Mutual phase) checks supply lines for all of his 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 player’s next (or next Mutual) Supply Determination Phase. All units of both sides begin game turn 1 in supply.

#### 5.32 Reinforcement/Replacement Phase.

The active player (or both players in a Mutual phase) places any reinforcement units 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 (or Done in *Tannenberg*) markers.

#### 5.33 Operational Phase.

The two games in *Clash of Giants I (The Marne and Tannenberg)* have a slightly different sequence than *First Ypres* and *Galiccia*.

In *The Marne* and *Tannenberg* the active player selects an army, 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 active player may then move units of the currently active army up to the limits of their current Movement Allowances. Units under a Done or Repl marker may not be moved. Repeat for each army in the player’s force.

In *First Ypres* and *Galiccia*, both players place all available ACMs in an opaque cup. The German/Austrian Player (odd turns) or Allied/Russian Player (even turns) randomly draws an ACM. The appropriate player 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 of the currently active army up to the limits of their current Movement Allowances. Units under a Done or Repl marker may not be moved. Each ACM drawn is considered a separate Operational Phase. Repeat for all ACM in the cup.

#### 5.34 Combat Phase.

In *The Marne* and *Tannenberg*, the active player may use his units to attack any adjacent enemy units according to the combat rules.

In *First Ypres* and *Galicia*, the currently active player may declare his sole combat for the turn after conducting all movement of the just selected Army Command. He may then use his units of any army (not just the current activated army) to attack any adjacent enemy units according to the combat rules.

### 5.35 Recovery Phase.

The active player (or both players in a Mutual phase) removes all Done/Repl markers from friendly units.

### 5.36 Game Turn Advance/Victory Phase.

Both players remove all ACMs from their Command Tracks. Advance the Game Turn marker and begin a new game turn with the Mutual Supply Determination Phase. At the end of the final game turn, determine victory according to the rules in the game being played (see battle book).

## 6.0 STACKING

### 6.1 In General

Stacking is the placement of more than one unit into a single hex at the same time. Stacking limits are only enforced at the end of each Operational Phase, during the placement of units on the map and throughout the combat phase. Units found to be stacked in excess of the stacking limits at these times are eliminated by their owning player. As long as stacking limits are observed in every hex at the indicated times, there is no limit to the number of units that may enter or pass through a given hex during a player's Operational Phases.

### 6.2 Stacking Limits

A player may stack up to two units of any size in the same hex. A player may stack up to three units if at least two of them belong to the same corps (i.e. share the same corps command designation). Fortifications and informational markers never count against these numerical limits.

### 6.3 Cavalry Stacking

A cavalry unit may not stack with a fort or an infantry unit.

## 7.0 ZONES OF CONTROL

### 7.1 In General

All combat units, regardless of their size, type, or current combat strength, have a Zone of Control (hereafter ZoC) that extends into the six hexes adjacent to the hex occupied by the unit. *Exceptions: ZoCs do not extend across Lake or Sea hexsides and into or out of certain other terrain types as noted on the Terrain Effects Chart; Out-of-Supply units do not exert ZoCs.*

### 7.2 ZoC Effects

Units must halt movement when they enter an enemy ZoC. No unit may move directly from one enemy ZoC to another except for advance after combat and Emergency Withdrawal [11.5]. Units may not trace supply or retreat through an enemy ZoC. Enemy ZoC are negated by the presence of a friendly unit for supply, retreat, and Emergency Withdrawal only. Units in different hexes wishing to combine to attack a single hex may do so provided that all enemy

units in their ZoC will be attacked, or have already been attacked during that Combat Phase by other friendly units.

## 8.0 SUPPLY

### 8.1 In General

Units need supply to operate at full effectiveness. The supply state of all units of a player is determined once per turn during that player's (or the Mutual) Supply Determination Phase, and always lasts until that player's next (or the next Mutual) Supply Determination Phase.

### 8.2 How Units Are Supplied

Units are supplied when they can trace a supply line (a hex path) to a supply source of their side. There is no limit on the number of appropriate units that can trace supply to an appropriate supply source.

**8.21 Supply Source Hexes.** Supply sources for each side are listed in the battle book. Even if captured, one side's supply source hexes never function as supply sources for the units of the other side. If you recapture one of your own supply source hexes, it does function again as a supply source hex.

**8.22 Tracing a Supply Line.** Units are supplied when they can trace a hex path of any length from their position to an appropriate supply source hex. Supply lines may not be traced into any hex containing an enemy ZoC, enemy units or intact enemy forts or fortified zones. *Exception: The presence of a friendly unit in a hex negates an enemy ZoC for this purpose.*

**FIRST FIVE HEXES:** Though a supply line may be of any length, only the first five hexes counted from the unit may be traced in any direction or combination of directions. The remainder of the path to the supply source must be traced from hex to hex in directions allowed by that side's Retreat Compass.

### 8.3 Procedure

- 1) Remove AS and OoS markers from all units that can trace a supply line.
- 2) All units already marked with an AS marker (from a previous turn) and still unable to trace a supply line have the marker flipped to read "OoS" (Out of Supply). A unit already under an OoS marker simply remains Out of Supply.
- 3) All units without a marker that are unable to trace a supply line must be marked with an AS marker.

### 8.4 Effects

**8.41 Attenuated Supply Effects.** Attenuated Supply (AS) is an intermediate step towards being OoS. A unit marked with an AS marker is not eligible to receive replacements but otherwise functions normally.

**8.42 Out of Supply Effects.** A unit that is OoS suffers the following effects:

- It loses its ZoC.
- Its Tactical Efficiency Rating is reduced by 2 (but never below 1).
- Its Movement Allowance is reduced by 1.

- It is not eligible to receive replacements.
- Infantry units marked with an OoS marker may not ignore cavalry ZoCs for retreat purposes.
- It may not “hold the door” for Emergency Withdrawal [11.5].

There are no other effects for being OoS—a unit never loses steps for being without supply.

## 8.5 Fort Supply

Each friendly Fort hex may provide supply to any two brigades or one division worth of units stacked in its hex during the Supply Determination Phase. Forts themselves do not require supply.

# 9.0 REINFORCEMENTS AND REPLACEMENTS

## 9.1 In General

Reinforcements are new units entering play for the first time. Replacements are troops used to rebuild (back to full strength) existing units that have taken combat losses.

## 9.2 Reinforcements

Reinforcements enter the game on the turn indicated on the unit and according to the battle book. The entry of reinforcements may not be delayed. Reinforcements always enter in full supply, and may operate normally once placed on the map.

## 9.3 Replacements

Replacements allow reduced two-step units to regain a lost step. The availability of replacements is detailed in the battle book.

**9.31 Replacement Restrictions.** Only infantry units with two steps may receive replacements. Replacements are used to rebuild a reduced (one-step) unit back up to full strength (two steps). A unit already at full strength may not receive replacements. Eliminated units may not be returned to play using replacements. To be eligible for replacements, a unit must be in full (not fort) supply (free of AS and OoS markers).

**9.32 Procedure.** Mark the unit with a Replacement marker during the Reinforcement/Replacement Phase and increase the unit’s strength by flipping it to its two-step side. While marked with the Replacement marker, the unit may not move or attack.

# 10.0 COMMAND

## 10.1 In General

Each turn, players must roll on their Command Track (printed on the game map) for each command to determine the current Movement Allowance for their combat units. Generally a separate roll is made every turn for each army level command, and every unit of that command has the same Movement Allowance that turn. A player will roll for and move each command individually, finishing all movement for one command before rolling on the Command Track for the next. The order in which commands are rolled is determined by the rules in the battle book. Command affects movement only, not combat.

## 10.2 Command Tracks

Each command has its own Command Track. If a track contains two different die roll ranges (one at the top of the track and on at the bottom) the battle book rules indicate which to use.

## 10.3 Command Roll Exceptions

In all cases, exceptions to the above which are found in the rules in the battle book take priority.

# 11.0 OPERATIONAL MOVEMENT

## 11.1 In General

A unit’s Movement Allowance is determined by the Command Track die roll for its army, and may change from turn to turn. The resulting number is the number of Movement Points (MPs) available to the unit for movement during its Operational Phase. A player may move all, some or none of his units in each of his Operational Phases. Units move from hex to adjacent hex, paying varied MP costs to do so depending upon the terrain in the hex being entered and/or hex-sides crossed. These costs are detailed on the Terrain Effects Chart.

## 11.2 Limits

- Movement Points may not be accumulated from turn to turn, nor lent from one unit to another.
- Moving units need not expend all available points before stopping.
- The movement of each unit must be completed before that of another is begun.
- Once a move is done, a player may change it only if his opponent allows it.
- No unit may move more than once per turn.
- A unit marked with a Done or Replacement marker may not move. Advances and retreats performed during the Combat Phase are not considered movement for the purpose of this rule.

## 11.3 Terrain Effects

Most hexes on the map may be entered at the cost of 1 MP each. Some terrain have additional costs/restrictions.

**Broken, Forests, and Marshes.** Hexes containing broken, forests, or marshes cost 2 MPs each to enter.

**River.** Major river hexsides cost an additional 1 MP to cross.

**Fortified Zones.** Intact fortified zone hexes cost enemy units (only) all their current Movement Allowance to enter. Enemy units may only enter such a hex if they begin adjacent to it.

**Forts.** A unit may never enter a hex containing an enemy fort; the fort must first be eliminated through combat.

**Broken-Forest, Mountain.** Hexes containing Broken-Forest or Mountain Terrain cost 3 MPs each to enter.

**Flooded Terrain.** Hexes containing Flooded Terrain cost units all their current Movement Allowance to enter. Units may only enter such a hex if they begin adjacent to it.

**Prohibited Terrain.** Units may never enter hexes containing enemy units or intact enemy forts, nor may they move into all-sea or lake hexes, or nor may they cross all-sea or lake hexsides.

**Mountain Pass.** A mountain pass hex is any hex with a mountain pass symbol exiting two opposite hexsides. A unit moving into or out of a mountain pass through one of those hexsides spends only one MP.

*NOTE: Railroads do not negate the Operational Movement cost of other terrain.*

### 11.4 Minimum Movement

All units with a current Movement Allowance of 1 or more may always move one hex regardless of the movement cost (subject to normal movement, terrain, command, and ZoC restrictions and prohibitions).

### 11.5 Emergency Withdrawal

A unit in supply that has not yet moved may negate, for movement purposes, any enemy ZoC extending into its hex for any adjacent friendly units (only), provided those units move only in a direction allowed by retreat, and do not end their move adjacent to any enemy unit. The unit negating the enemy ZoC (holding the door open) for the withdrawing unit(s), may move normally after such a withdrawal is completed.

### 11.6 Cavalry Restrictions

Cavalry may never end its move in a friendly fort or fortified zone nor stacked with a friendly infantry unit. Cavalry may never enter an intact enemy fortified zone hex.

*DESIGN NOTE: The prohibition on cavalry stacking with infantry or in fort hexes is intended to prevent ahistorical tactics. In 1914, cavalry operated very much as an independent force for scouting, screening and, less often, raiding.*

## 12.0 COMBAT

### 12.1 In General

In *The Marne* and *Tannenberg*, during your side's combat phase, you can attack all enemy units across playable hexsides that are adjacent to your units.

In *First Ypres* and *Galicia*, each player may declare a maximum of one Combat Segment at the end of any single Operational Phase, after conducting any desired movement. All eligible friendly combat units on the map, not just those of the just activated Army Command, may engage in combat. Units marked with Replacement or Strategic Movement markers may not attack. During your side's combat, you can attack all enemy units across playable hexsides that are adjacent to your units.

The active player is always considered "the attacker," and the other player is "the defender," no matter the overall situation on the map. Attacking is always voluntary, but when conducted follows the procedures here below.

### 12.2 Who May Attack

An enemy-occupied hex may be attacked in one battle by as many units as you can bring to bear from the surrounding hexes. A single defending hex may thus potentially be attacked by up to six surrounding enemy stacks. However no single attack may have as its objective more than one hex (i.e., multiple defending hex combats are not allowed). All units in a defending hex must defend together. All units in an attacking hex do not have to attack together. Some attacking units could attack a different hex, or not attack at all. Units with their Combat/Step Strength number in parentheses ( ) may never attack. No attacking unit may attack more than once per combat phase, and no defending unit may be attacked more than once per combat phase.

### 12.3 Indivisibility of Units

No single attacking unit may have its combat value divided and applied to more than one battle. Likewise, no defending unit may have part of its defense factor attacked by one or more attackers while another part is attacked by others.

### 12.4 Combined Attacks

Units in different hexes may combine to attack a single hex ONLY if all other enemy units in the attackers' ZoC will be, or have already been attacked by other friendly units during that Combat Phase. Cavalry and infantry may never combine together in an attack.

### 12.5 Attack Sequencing

Aside from the restrictions described above, there is no limit on the number of attacks each player may initiate during his combat phase. The attacker need not declare all attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before the next is begun.

### 12.6 Combat Strengths and Tactical Efficiency Ratings

A unit's combat strength is the same as its current step value (basically a measure of the unit's size). Combat strengths are used to determine the odds of a particular combat and the resulting die roll modifiers (DRMs) for the Combat Resolution Step. Combat strength may be modified by terrain as shown on the Terrain Effects Chart. Step losses are inflicted as a result of combat. Tactical Efficiency Rating or TER (the smaller number on the bottom right of the unit) is a measure of the unit's ability in combat, including its training, leadership and weaponry. A unit's TER may be lowered by its supply status.

### 12.7 Combat Procedures

The attacker designates all attacking units and the defending hex (all enemy units in the hex must defend together). He calculates the combat odds as explained below, and checks the Combat Chart to determine the die roll modifiers (DRMs), if any, for combat resolution. The DRM used on attacking units is to the left of the slash, the DRM used on defending units is to the right. An N means that side's units cannot be affected by that particular combat. To resolve combat, each player rolls for his own units (defender first) using the DRMs (if any) obtained from calculating the combat odds.

**12.71 Combat Odds.** The attacking player should strive to have more attack factors involved in a given battle than the defender has defense factors. Such battles are called “high odds attacks.” The attacking player calculates his “odds.” Add the attack factors of all the attacking units involved in the battle; then add up the defense factors of the units defending in the battle. Divide that defender total into the attacker’s total and round down any remainder.

**12.72 Attacker Loss Limit.** The chart also lists the maximum number of attacking units (Attacker Loss Limit) that may be affected (must conduct combat rolls) in that combat. This limit may be affected by certain terrain, e.g. forts and fortified zones. When the attacker has more units involved than he is required to involve in the combat result, he may choose which units will participate. He must roll for all divisions before any brigades; in Galicia, he must roll for all corps before divisions.

*EXAMPLE 1: At 2-1 odds the table lists -1/+1. This indicates all attacking units will subtract one from their combat resolution rolls, while all defending units will add one to their combat resolution rolls. The attacker loss limit is 4, so if five or more units were involved in that attack, the attacker would only have to roll to resolve combat on four of them (attacker’s choice).*

*EXAMPLE 2: In a 4-1 odds attack involving four attacking units against defenders in a clear hex, the attacker would choose two of the four units (the Attacker Loss Limit at those odds) for the combat resolution roll. At 4-1 odds he would subtract three from each die roll.*

**12.73 DRM Limit.** Die rolls may never be modified above 6 or below 1.

**12.74 Unmodified Rolls.** Natural rolls of 1 and 6 are never modified by DRMs. A roll of 1 is always No Effect, while a die roll of 6 is always a Step Loss.

## Combat Resolution Chart

		Combat Odds							
		1-3*	1-2	1-1	2-1	3-1	4-1	5-5	6-1
DRMs		+2/N	+1/-1	0/0	-1/+1	-2/+2	-3/+3	-3/+3	N/+3
Attacker Loss Limit		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.

**12.75 Defender Rolls.** The defender must roll ONE DIE FOR EACH defending unit. If the modified die roll is less than or equal to the unit’s TER, there is no effect. If the modified die roll is greater than that unit’s TER, the defending unit loses a step and must immediately retreat a number of hexes equal to the difference between the modified die roll and its TER (to a maximum of three hexes). Only units which take a step loss must retreat. Each unaffected defending unit remains in place.

**12.76 Attacker Rolls.** After the defender has resolved combat for all his units, the attacker must roll the die ONCE FOR EACH ATTACKING UNIT (but he need not roll for more units than his Attacker Loss Limit, unless attacking a fort or fortified zone hex). If the attacking unit’s modified die roll is greater than that unit’s TER, that unit takes a step loss. Attacking units never retreat.

**12.77 Advance After Combat.** If all defending units are forced to retreat or are eliminated (or are cavalry retreating before combat [13.2]), the attacker may advance some or all of the surviving attacking units into the hex (regardless of enemy ZoCs), up to the stacking limit. The decision to advance must be made immediately, before any other battles are resolved. Such units may not attack again that turn, but can be useful for cutting off the retreat or supply of enemy units. The defender never advances after combat.

## 12.8 Retreats

**12.81 Retreat Distance.** A defending unit forced to take a step loss must immediately retreat the difference between its modified combat resolution die roll and its TER. No unit may ever be forced to retreat more than three hexes. Retreat each unit as its roll is made; units retreat individually not as stacks. *Exception: Defending units in forts and fortified zones may ignore (if the player wishes) all retreat results. The defending player may choose to retreat normally from such hexes.*

**12.82 Retreat Direction.** Units must retreat, if possible, in a direction indicated by that side’s retreat compass. They may retreat in any other direction only to avoid elimination due to enemy ZoCs and impassable hexes or hexsides (including the edge of the map). The owning player determines the route of retreat.

**12.83 Stacking During Retreats.** Retreat only the unit(s) in a stack required to retreat (do not retreat those not sustaining step losses). Stacking limits must be observed at the end of a unit’s retreat—if the only hex into which a unit can retreat would cause it to overstack, retreat that unit additional hexes to reach a hex where it is within the stacking limits. If no such hex exists, the unit is eliminated.

**12.84 Enemy ZoCs.** Units may not retreat into or through any enemy ZoC, but the presence of friendly units negates enemy ZoCs for the purposes of retreat. *Exception: Infantry units not marked with an OoS marker may ignore cavalry ZoCs for retreat purposes only.*

**12.85** If a unit retreats into a hex which is later attacked in that same Combat Phase, the unit adds nothing to the defense and is automatically eliminated if the defender takes any losses.

## 12.9 Terrain Effects on Combat

**12.91 Defense Factors.** Hexes containing broken, forest, marshes, and towns add one combat factor (total) for unit(s) defending in them. Hexes attacked solely across rivers (or rivers and major rivers in combination) add one defense factor as well. All these effects are cumulative, so units defending in a town in broken terrain being attacked across a river would add a total of three defense factors to their combat strength.

**12.92 Column Shifts.** Units defending in hexes containing cities, forts, fortified zones, broken-woods, mountains, mountain passes, or attacked solely across major rivers, get a one column shift to the left (1L) in the combat odds. These are cumulative with any other terrain effects.

**12.93 Retreats Ignored.** Defending units in forts and fortified zones may ignore (if the player wishes) all retreat results. The defending player may choose to retreat normally from such hexes. In *First Ypres*, units in cities, towns and villages may also ignore retreat results.

**12.94 Prohibited Terrain.** Units may not attack across prohibited hexsides or out of Flooded hexes.

## 13.0 FORTS

Forts are printed on the map. They do not count for stacking purposes. Forts have no ZoCs themselves, but units in them do.

**Forts in Combat.** Forts are two-step combat units with a TER of 5. They may never attack. The Attacker Loss Limit is ignored in attacks on fort hexes. Units defending in a fort hex (but not forts defending alone) get a 1L shift in the combat odds. Units defending in a fort hex ignore retreat results. Use a fort reduced/eliminated marker when a fort takes a step loss or is eliminated. If eliminated, they may not be rebuilt.

## 14.0 CAVALRY

### 14.1 Movement Restrictions

- An infantry unit may never end its move stacked with a cavalry unit.
- Cavalry may never enter an intact enemy fort or fortified zone.
- Cavalry may never end its move in the same hex as a friendly infantry unit, fort or fortified zone.

### 14.2 Restrictions on Combat

- Cavalry units may never attack infantry units.
- Cavalry and infantry units may never combine in an attack.
- A cavalry unit attacked by infantry has an automatic TER of 1,

and the Attacker Loss Limit is always 1.

- Infantry units not marked with an OoS marker may always ignore cavalry ZoCs for retreat purposes only.
- Cavalry may retreat before combat [14.3].

### 14.3 Retreat Before Combat

The defending units in a hex containing only cavalry units may Retreat Before Combat when attacked by a force containing no cavalry. The decision to retreat must be made before the combat resolution die roll is made. Immediately retreat the units two hexes under the same restrictions as combat retreats, except that Cavalry Retreat Before Combat MUST be in a direction allowed by the retreat compass for that side (otherwise the unit may not retreat). Units stacked together must retreat to the same hex. The attacker may advance into the vacated hex. Such advancing units may not make another attack that turn.

### 14.4 Retreat From Cavalry

Cavalry may attempt to Retreat Before Combat when attacked by enemy cavalry. The defender must roll the die once for each cavalry unit which wishes to retreat. If the die roll is equal to or less than the unit's current TER, the unit may retreat. Immediately retreat the unit two hexes under the same restrictions as combat retreats, except that Cavalry Retreat Before Combat MUST be in a direction allowed by the retreat compass for that side (otherwise the unit may not retreat). If all cavalry units in such a hex succeed in retreating, then the attacking cavalry may advance TWO hexes, ignoring enemy ZoCs. The first hex entered must be the hex that was to be attacked. The advancing cavalry may not make another attack that turn.

## CREDITS

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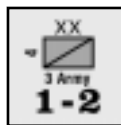
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