Please Note: This is a draft rule set. All images are self-created play test images. Many are old, acting as placeholders for GMT art but should still provide a general idea of what it is trying to convey. The document was created with MS Word and contains some odd spacing. I have a love-hate relationship with Word. The final GMT version will be clean. Please post any questions you have or corrections you find in the ConSimWorld folder or BoardGameGeek page. Links are included at the end of the rules. Thank you for your help. -K

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**1.0 Introduction**

*Fields of Despair: France 1914-1918* is a 2-player strategic simulation of the First World War’s Western Front. Players take control of the Allies or Central Powers fighting the war on land, at sea and in the air all while making tough economic decisions at home.

The core set of rules that follow provide all of the basics of play. Optional rules may be added at player discretion. In addition, each scenario may have some unique “Scenario Specific Rules” that apply only to a specific time period within the game. When in conflict with core or optional rules, the scenario specific rules always take precedence.

### 1.1 Set Up

Players may choose to play the 9-turn Grand Campaign or any of the shorter scenarios. Details for each are provided in a separate scenario book. The Introductory Scenario is recommended for first time play. In all cases, the player with initiative as indicated in the scenario overview sets up last.

### 1.2 Trench Warfare

It’s important to note that the Grand Campaign and 1914 scenarios do not begin in a state of trench warfare. In 1914, combatants were highly mobile which is reflected in game play. A global state of trench warfare begins on turn 4. All hexes are then assumed to have a trench for the remainder of the game. Trench warfare affects combat (7.3.4), and breakout movement (7.4.2). The trench is the dominant terrain feature. When in conflict, trench rules take precedence over any other terrain rules.

### 1.3 Scale

The game is strategic in scope. Each hex is approximately 28 miles (45 km) end to opposite end. Each step of a block is approximately one division at set-up. Reinforcements throughout play do not directly correlate to newly-created divisions but are instead a combination of reinforcements for current divisions and/or the formation of new ones.

### 1.4 Key Terms and Concepts

**Active Player:** The player currently taking his turn and the attacker during combat.

**Combat Value (CV):** The top number on a block when standing or the number on the face of an artillery counter. Determines the number of dice rolled in combat (7.3.3).

**Contested Hex:** A hex containing units from both powers. The contested hex is considered to be friendly-contested to the controlling power (control flag) and enemy-contested to the non-controlling player.

**Economic Points:** The economic resource of the game. Economic points are collected by players during the production phase and used to purchase assets of war and improve technologies (6.5). They also represent strategic efforts of the naval war, and on the Eastern front.

**Frontline Hex:** A power’s frontline hexes form a north to south hex control border on the map. This border changes as hex control changes. A power’s frontline hex is not necessarily controlled by that power. Rather, a frontline hex is defined as a hex farthest away from a power’s map edge that, at a minimum, either contains a friendly control marker or an enemy control marker and at least one friendly block (enemy contested hex).

**Hex Control:** A power gains control of a hex by being its sole occupant. Control is indicated by the placement of a control marker.

During set-up, each player places a line of control flags in the hexes along the border with the enemy power and/or Belgium. The starting location of the flags will vary by scenario.

Movement and combat may change hex control. If control changes, adjust the line of control flags as appropriate and place additional control markers as needed. It is not necessary to have a control marker in every hex. A power is considered to control every hex from its country’s map edge to its line of control flags unless the hex contains an enemy control marker.

**Initiative:** One player begins each game with the initiative and acts first during each action phase (7.0) and second during strategic reorganization (8.0). Players can bid to change initiative during the production phase (6.0).

**Logistic Points:** Points purchased during the production phase that may be spent during play for unique actions. (10.0)

**Passive player:** The player not currently taking his turn but responding to the actions of the active player.

**Stacking Limit** A power is limited to 3 blocks, regardless of value, in a single hex at the end of an action phase. A hex may be over stacked during movement and/or combat. (6.2.1)
Supply Line: A continuous path of friendly and/or friendly contested hexes from any hex to a supply source. (6.7)

1.5 Acronyms
The following acronyms are used throughout the rule book, scenario book and on play aides.

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Phrase</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADR</td>
<td>Aerial Dogfighting and Reconnaissance</td>
</tr>
<tr>
<td>CP</td>
<td>Central Powers</td>
</tr>
<tr>
<td>CV</td>
<td>Combat Value</td>
</tr>
<tr>
<td>EP</td>
<td>Economic Point</td>
</tr>
<tr>
<td>LP</td>
<td>Logistic Point</td>
</tr>
<tr>
<td>OOS</td>
<td>Out of Supply</td>
</tr>
<tr>
<td>USW</td>
<td>Unrestricted Submarine Warfare</td>
</tr>
<tr>
<td>VP</td>
<td>Victory Point</td>
</tr>
</tbody>
</table>

2.0 Components

2.1 The Map
The map represents the Western Front of the First World War. It is divided into hexes to regulate unit placement, movement and combat. The hexes are numbered for ease of reference. Half hexes are not in play.

The tables and tracks are used for recording and resolving various game events. Details on their use are explained in the appropriate sections below.

2.1.3 Hex Terrain: Each hex has one terrain type: clear, river or forest. River hexes have a blue line running through them. Forest hexes are noted with a green dot. A hex is considered clear if it has neither. Terrain affects play detailed in the movement (7.2.3) and combat (7.3.4) sections.

2.1.4 Fortress Hex: The map contains a number of fortress hexes indicated by a fortress symbol (x). A fortress marker, with a value ranging from 1-5, is placed in each of these hexes during set-up. A fortress provides combat (7.3.1.1/7.3.4) and supply (6.7.5) benefits. It controls a hex in the same manner as if a block were present.

A fortress begins the game under the control of either the Allies or Central Powers and never changes during the course of play. To take control of a fortress hex, you must first destroy the fortress. (7.3.4)

Verdun and Strasbourg: The fortress markers for Verdun and Strasbourg border 2 hexes (ref hex no’s). For purposes of control and combat, the fortress is considered to be in both hexes.

2.1.5 Other Key Hexes: Hexes with red lettering are objectives for scenarios. Details for each scenario are found in the scenario book.

2.2 Player Boards
Each player has a board that is used to manage his economy, technology and off map assets. The details for player board set-up are included with each scenario.

2.3 Player Screens
Players are provided with screens to keep player board information secret from one another. Information that must be revealed to an opponent is done verbally as not to reveal the entire board.

2.4 Blocks
Blocks are used to represent military forces. Each block has a side with a sticker and a side that is blank. During play, stand the block up so that the sticker faces you and the blank side faces your opponent.

Infantry and cavalry blocks have four numbers on them. When a block is standing, the number at the top is its current combat value (CV). This value may be increased or decreased during play by rotating the block.

2.4.1 Infantry Blocks: Infantry blocks represent units comprised mostly of infantry. They have a normal movement rate of 2 hexes and a breakout movement rate of 1 hex.

2.4.2 Cavalry Blocks: Cavalry blocks represent units mostly comprised of mounted infantry. They have a normal movement rate of 3 hexes and a breakout movement rate of 2 hexes. Once trench warfare begins, the breakout movement rate is reduced to 1 hex.
2.4.3 Deception Blocks: Deception blocks represent efforts to make the enemy believe a hex is defended when in fact it is not. These blocks may only enter play during movement (7.2), breakout movement (7.4), or strategic reorganization (8.0), and once placed, they may only be moved during the strategic reorganization phase.

Deception blocks have a combat value of zero and are immediately returned to the force pool if revealed as a result of aerial reconnaissance or combat. A deception block is never revealed as a result of artillery fire.

2.5 Counters

The Allies and Central Powers each have three types of counters used during play to represent aircraft, artillery and tanks. Each of these counters display a flag of the controlling player and a numerical value. A player may never have more than 6 of each type of counter.

2.5.1 Air Squadron Counter: An air squadron counter represents a group of air planes used for aerial reconnaissance or dogfighting (7.1). Each counter has a value that determines how many dice are rolled in a dogfight and how many blocks are revealed during aerial reconnaissance. Air squadron counters have a corresponding technology that improves the size and ability of the air squadrons. (12.1).

2.5.2 Artillery Counter: The artillery counter represents the larger artillery pieces employed by both powers. Artillery counters are used during the artillery fire step of combat (7.3.1) to weaken the enemy before the infantry and cavalry engage each other. Each counter has a value that determines how many dice are rolled during artillery fire. Artillery counters have a corresponding technology that allows them to deploy poison gas (12.2).

2.5.3 Big Bertha: Big Bertha is a Central Powers artillery counter used in the same manner as other artillery counters. In hexes containing an enemy fortress, it may be optionally used as a rail gun (7.3.1.1).

2.5.4 Tank Counter: The tank counter represents tanks and improved tactics used to make breakthroughs once trench warfare begins (7.4.2). Tank counters have a corresponding technology that must attain a minimum level before they can be purchased (12.4).

2.5.5 Bluffing Counter: Each power has one air squadron and one artillery counter, with a value of zero. These counters are used for bluffing and must be included as part of the 6 counter limit.

2.6 Markers

2.6.1 Fortress: The fortress markers are used to indicate the combat strength of the fortress in a fortress hex (2.1.4). Starting values range from 1-5 points. The fortress is considered permanently destroyed if the value ever reaches zero. A destroyed fortress may not be repaired.

2.6.2 Fortress Repair: Each fortress can be repaired during production at a cost of one EP per fortress rating point. No fortress may ever receive more than one rating point of repair per turn.

2.6.3 Other Markers (play test images)

2.7 Economic Points

Economic points are the currency of the game. They are cubes collected and spent during the production phase (6.0). At set-up and during play, some economic points may be placed in the Eastern Front and Naval Warfare draw bags representing the economic commitment to those theatres.

2.8 Eastern Front and Naval Warfare Draw Bags

Draw bags are provided to keep the number of economic points allocated to the Eastern Front and Naval Warfare secret.


Core Rules

3.0 Victory!

The player with the most victory points (VP’s) at the end of the game is the winner. VP’s are earned by completing scenario objectives. The game ends when the scenario being played is finished. If both players decide to continue play into the next scenario, the current VP total is carried forward.

Victory points are tracked by adjusting the VP marker for each power on the map’s VP track. VP totals are only adjusted during scoring phases (9.0).

3.1 Scenario Objectives

Each scenario has specific VP objectives detailed on its set up sheet. When playing back to back scenarios, the conditions for gaining more VP’s may change. For example, when scoring in 1915, the 1914 VP conditions no longer apply even if the game began in 1914.

3.2 Domination Victory

A domination victory is a difference in VP’s so large that the game ends immediately. Each scenario set up states the domination victory condition.

3.3 Decisive Win

A decisive win is a condition that causes the game to end immediately. Decisive win conditions are detailed in the overview section of each scenario.

Three “Major Russian Victories” always result in a decisive win for the Allies. See Eastern Front for details (5.0)

4.0 Sequence of Play

Sequence of Play:

1. Advance the Turn and USA Entry Marker
2. Resolve the Eastern Front
3. Production Phase (simultaneous)
4. Action Phase 1 (player with initiative first)
5. Action Phase 2 (player with initiative first)
6. Strategic Reorganization Phase (simultaneous)
7. Score

The sequence of play is presented above in outline form. Details of each phase follow in order of play. Note: some scenarios begin mid sequence. For example, The Mobile War begins with action phase 1. Refer to each scenario overview for details.

4.1 Advance the Turn and USA Entry Marker

Advance the markers on the turn track and USA Entry Track one space to the right. Both tracks are located on the map. Game events are noted on the turn track as a reminder of game play changes.

The USA Entry Track determines when USA blocks become available to the Allied player. There is otherwise no effect on play. USA blocks will enter play on turn the USA Entry marker reaches the “Declaration of War” space. This may occur when advancing the USA entry marker or when resolving unrestricted submarine warfare. Rules governing the play of the USA are found in (11.3).

5.0 The Eastern Front

The war with Russia drains manpower and resources from the Central Powers. This war is abstracted on the “Eastern Front Play Aid.” Place it to the side of the game map and set up according to the scenario set-up. (Can play aide fit on the map?)

Each scenario set-up has a starting value for the “Central Powers Eastern Front Armies.” The value may decrease every time “War on the Eastern Front” is resolved. It may subsequently increase during manpower deployment (6.2), or if called for by scenario specific rules.

Each scenario set-up also has a number of Russian (red) and Central Powers (black) economic points that are placed into the Eastern Front draw bag. These represent the logistic and economic efforts to hold the Russians at bay while the war in France is fought. The quantities of red cubes may increase during this phase, and the black cubes may optionally increase during the production phase (6.5).
5.1 Resolving War on the Eastern Front

War on the Eastern Front is resolved by following these steps in order:

1. Advance the Eastern Front marker once space toward Bolshevik Revolution
2. Add the number of red cubes indicated on the track to the Eastern Front draw bag.
3. Draw three cubes at random from the bag.
4. If any red cubes are drawn, roll 1d6 and consult the Eastern Front Loss Table. Apply losses by reducing the value on the “Central Powers Eastern Front Armies” table.
5. If all three cubes drawn are red, place one red cube in a box labeled “Major Russian Victory.” If Russia has 3 major victories, the game ends immediately with the Central Powers losing the game.
6. Return all red and black cubes to the bag with the exception of any red cubes used to mark a major victory.
7. If the Eastern Front marker reached “Bolshevik Revolution” Russia exits the war. At the start of the next strategic reorganization phase, place blocks with CV equal to the value on the Central Powers CV table in any friendly controlled or frontline hex.

6.0 Production Phase

The production phase is the placement of new blocks on the map and the use of a player’s economic points (EP) to produce other assets of war. The following steps, in order, complete one production phase.

**Production Phase Sequence:**

1. Economic Maintenance
2. Manpower Deployment /Attrition
3. Collect Economic Points
4. Naval Warfare
5. Spend Economic Points
6. Reveal Initiative Bid
7. Allocate Supply

6.1 Economic Maintenance

The assets of both powers are in a constant state of decline. Players begin the production phase by reducing the values on the blue maintenance tables for supply, artillery, and air maintenance by one. The tables are located on the player boards.

6.2 Manpower Deployment/Attrition

6.2.1 Deployment: Each scenario has a set up sheet that lists the total combat value (CV) of new blocks added by both sides each turn.

![Example: Block with a CV of 4.](Image)

All new blocks must be placed in the deployment hex for each nation: Paris (French), Coblenz (Central Powers) or England (British). USA blocks are placed directly into allied frontline hexes (11.3).

Players choose which blocks to deploy from their force pool when placing CV. For example, if the French are receiving 20 CV, the Allied player may deploy one block at 20 CV, or two at 10 CV, etc. provided the blocks are available in his force pool.

If Paris, or Coblenz, is under enemy control, blocks may deploy in any hex directly to the south or west for French, south or east for CP.

The Central Powers may also have an amount of CV to add to the Eastern Front. Adjust the marker on the Central Powers Eastern Front Armies table accordingly.

6.2.2 Manpower Attrition: Determine manpower attrition at the start of each manpower deployment. Each player determines losses to attrition by rolling a 1d6 and consulting the attrition table below for the current year of play.

<table>
<thead>
<tr>
<th>1d6</th>
<th>Turn 1-3</th>
<th>Turn 4</th>
<th>Turn 5-6</th>
<th>Turn 7*</th>
<th>Turn 8-9</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>2</td>
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<tr>
<td>2</td>
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<td>2</td>
<td>3</td>
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<tr>
<td>6</td>
<td>0</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

Attrition losses must be taken in a frontline hex(es) of the player’s choice by reducing a block or blocks by the attrition result. The losses may be taken in a single hex or spread over more than one.

*French Mutinies of 1917: The Allied player adds a +1 to the attrition roll during turn 7.

6.2.3 Stacking Limit: Each hex has a stacking limit of 3 blocks. This limit may be temporarily exceeded during steps 2-4 of an action phase (block movement to breakout combat). Once breakout movement is resolved, each hex must be reduced to 3 blocks. A player is permitted to use his force
pool or blocks in play to “make change” provided the total CV in a hex does not change.

_A example:_ Four blocks at CV 1 move into a hex during movement. After combat and breakout movement are finished, one block is set at CV 4 and the other 3 are returned to the force pool.

Manpower deployment for Great Britain and the Central Powers ignore hex stacking limits in England and Coblenz. If manpower deployment would violate the hex stacking limit of 3 blocks in Paris, all of the extra blocks are deployed in the closest Allied controlled hex due South or West (Allied player choice if tie).

### 6.3 Collect Economic Points

Economic Points (EP’s) are cubes collected from supply by each player. Blue cubes represent Allied EP’s and black cubes represent Central Powers EP’s. The quantity collected by each player on any given turn is found on the setup sheet for the scenario.

The EP’s will be spent on resources (6.5) but first they must survive naval warfare.

### 6.4 Naval Warfare Procedure

The naval warfare procedure is an abstraction of the Royal Navy blockade and German U-boat campaign. Both have one objective – take away enemy EP’s!

_Naval Warfare Draw Bag:_ A naval warfare draw bag is provided to keep naval efforts secret. The contents are never public. At set up, a number of blue, black, and white cubes are placed into the bag. During subsequent production phases (6.5), players have the option to add more cubes.

#### 6.4.1 Declare Prize Regulations or Unrestricted Submarine Warfare (USW)

1. Declare Prize Regulations or Unrestricted Submarine Warfare (USW)
2. Draw 3 cubes from Naval Warfare Bag
3. Determine Economic Losses
4. Resolve USW (if declared) - adjust table and determine British CV Loss
5. Return cubes to the bag - remove any white cubes from game.

#### 6.4.2 Draw Three Cubes

A black cube represents a CP (U-boat) success. A white cube represents a non-event.

#### 6.4.3 Determine Economic Losses

If any blue cubes are drawn, the CP lose one EP collected in step 6.3 for each blue cube plus the current Naval Blockade level. The CP can never lose more than half of their EP’s in this manner. _After_ the CP loses are taken, increase the Naval Blockade level by one. If no blue cubes were drawn, the blockade level does not increase.

If any black cubes are drawn, the Allies lose one EP collected in step 6.3 for each black cube drawn. The Allies can never lose more than half of their EP’s in this manner.

#### 6.4.4 Resolve Unrestricted Submarine Warfare

If Prize Regulations was declared in step 1, skip this step.

If USW was declared _and_ any black cubes are drawn do the following:

1. Increase the USW success level once for each black cube drawn.
2. Roll one die and consult the USW Table.
3. Reduce the value of any British infantry and/or cavalry (Allied choice) blocks in England equal to the total from step 2.
4. Advance USA entry track (conditional)

**Advance USA Entry Track Conditions:** The first time USW is declared the USA Entry marker is automatically advanced one space to the right. For all subsequent USW resolutions, only advance if 2 or more black cubes were drawn _and_ a 6 was rolled in step 2 above.

#### 6.4.5 Return cubes to the bag

All blue and black cubes drawn from the bag are returned. Any white cubes drawn are removed from the game.

### 6.5 Spend Economic Points

Each player now simultaneously spends any EP’s remaining after naval warfare. EP’s may be spent on the Production items listed below. Up to three EP’s may be saved for a future turn.

Each production item has a cost of 1 EP each. There is no limit to the amount of one item that may be purchased unless otherwise stated. Newly acquired artillery, aircraft squadron
and/or tank counters are available for play on the turn purchased.

**Free Tank Counter:** Each player receives one free tank counter if they have reached level 4 or higher on the tank technology track.

### 6.5.1 Production Items:
Economic points may be spent on the items below. Any stated limit is per turn.

<table>
<thead>
<tr>
<th>EP Cost</th>
<th>Turn Limit</th>
<th>Production Items</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>no</td>
<td>Increase Air, Artillery or Supply Maintenance</td>
</tr>
<tr>
<td>1</td>
<td>no</td>
<td>Add Artillery or Tank Counter</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>Convert Infantry into Cavalry</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
<td>CP – Add EP to the Eastern Front.</td>
</tr>
<tr>
<td>1</td>
<td>1 per fortress</td>
<td>Fortress Repair</td>
</tr>
<tr>
<td>1</td>
<td>no</td>
<td>Initiative Bid</td>
</tr>
<tr>
<td>1</td>
<td>3</td>
<td>Logistic Point</td>
</tr>
<tr>
<td>1</td>
<td>CP:2 Allies: 3</td>
<td>Naval Blockade/U-boat Offensive</td>
</tr>
<tr>
<td>1</td>
<td>1 per</td>
<td>Technology Advancement</td>
</tr>
</tbody>
</table>

**Production Item Details:**

**Air, Artillery or Supply Maintenance:** Increase the value on one of the maintenance tables: air, artillery, or supply by one. The tables are in blue and located on the player board. (No Limit).

**Artillery or Tank Counter:** Place a new (value 1) counter on the player board or increase the value of an existing counter by one. Tank units require completion of the tank technology first (12.4). (Artillery – No Limit provided the 6 counter limit (2.5) is not exceeded. Tanks - No Limit)

*Note: Artillery and air squadron counters purchases are different. Artillery counters must be purchased in addition to the cost of increasing the artillery maintenance table. Air counters do NOT have to be purchased in addition to the cost of increasing the maintenance table. See 6.5.2 for more detail.*

**Cavalry Blocks:** Infantry CV placed on the map during manpower deployment (6.2) may be replaced by cavalry CV. For 1 EP, up to 4 infantry CV may be replaced by the same number cavalry CV. Cavalry blocks must be available from supply. (Limit 1 EP)

**Eastern Front:** CP Only - add one cube to the Eastern front bag (5.0). Limit 1 per 10 CV on the Eastern Front card.

**Fortress Repair:** Increase the value by one of any friendly controlled fortress previously reduced in combat. Only one repair may be made to each fortress per turn. A Belgian fortress many never be repaired. A fortress may never exceed its original value (1914). A fortress reduced to zero (destroyed) may never be repaired. Place a fortress repair marker on any repaired fortress. All repairs must be made during the production phase.

**Initiative Bid:** Each player may secretly set aside any number of EP to bid on initiative for the turn (6.6).

**Logistics Point:** Advance the Logistics track by one. (Limit 3) (10.0)

**Naval Blockade/U-boat Offensive:** Add one EP to the Naval Warfare bag (Limit: CP 2, Allies 3). This may be done as secretly as possible. No player is ever allowed to look inside the bag.

**Technology Advancement:** Advance one technology track one space. **Limit one** advance on each tech per production phase. (12.0)

### 6.5.2 Artillery and Air Squadron Counters:
After all EP’s are spent, determine the artillery, and air squadron, counters “available” for the current turn.

**Artillery:** The total value of artillery counters may never exceed the value on the artillery maintenance table. Set aside any excess (where?) until the next production phase. A player may breakdown any of his current counters into smaller values if needed using counters available in the force pool, i.e. break a 3 into a 1 and 2.

**Air Squadrons:** Perform these three steps in order:
1. Collect a number of counters (any mix) with a sum value equal to the value on the air squadron maintenance table.
2. Check the technology track to determine the value of each counter. (12.1)
3. Reduce a squadron (player choice) by one for each “air damage” marker on his player board.

### 6.6 Reveal Initiative Bid

Players secretly place any EP’s set aside in 6.5 into their hand then simultaneously reveal. The player with the higher bid wins the initiative and will go first during each action phase until such a time that initiative changes again. All EP’s used this way, win or lose, are considered spent. A tied bid does not change initiative.

**Strategy Tip!** When initiative changes, the player who went last on the previous turn will have back to back turns. For example, if the Allies did not have initiative on turn 7, they moved last during turn 7. If during production, the Allies take initiative, they move first during turn 8 thus moving back to back. During trench warfare, this is a great way to secure gains or make advancements from cleared hexes without the use of tanks.
6.7 Allocate Supply

Supply reflects the production of weapons, ammunition, and food and the logistics of getting them to the front. Every hex with a block will either be in supply or out of supply.

6.7.1 General Rules: Each player may only supply a number of hexes equal to the value on his supply maintenance table (player board). In order to be allocated supply, a hex must first be able to trace a supply line.

6.7.2 Supply Line: A continuous path of friendly controlled and/or friendly contested hexes to a supply source. Place an Out of Supply (OOS) marker into any hex that cannot trace a supply line. All blocks in that hex are considered out of supply.

6.7.3 Supply Sources: Allies trace to the western map edge and the CP to the eastern map edge. (Add supply source images to the map)

6.7.4 Allocate Supply: Each player counts the number of hexes with at least one friendly block and a supply line. Coblenz, Paris and England are not counted.

Compare your hex total to the “Supply Maintenance” value on your player board. If the hex total is greater than the supply maintenance value, this difference is the number of hexes that must be marked OOS. The controlling player decides which hexes to mark OOS.

Place an OOS marker on the blocks in each chosen hex. Blocks that begin the turn in those hexes will suffer the effects of being OOS until the next production phase. Blocks that subsequently move in will not have their supply status changed.

**Note:** Allocating supply does not change the value on the supply maintenance chart. That value only changes during the Economic Maintenance and Spend Economic Points steps.

6.7.5 The Effects of Being OOS: The state of OOS affects movement and combat. Logistics points may not be used on OOS blocks except for a re-supply action (10.0).

6.7.6 OOS Movement: Out of supply blocks do not move per normal rules. During movement they may only move one space and in the direction of a supply source. If OOS blocks move, they remain OOS and are marked with their own OOS marker. OOS blocks are kept separate during combat (below).

**OOS Combat:** In combat, infantry and cavalry roll half dice rounded down. Artillery allocated to a hex with only OOS blocks also roll half dice rounded down.

6.7.5 Fortress Hexes marked OOS: Fortress hexes marked OOS are not halved during artillery fire (7.3.1). Artillery counters added from the player board are halved per normal rules. Each fortress is also considered a partial supply source for blocks in the hex. The fortress provides supply to a number of CV equal to its current rating x2. Thus a fortress with a rating of 4 can provide supply to 8 CV. Verdun and Strasbourg border 2 hexes. The fortress supply is divided between the hexes at the controlling player’s discretion.

7.0 Action Phase

A single action phase is defined as the completion of Action Phase Steps 1-4 by both players. The player with initiative completes steps 1-4, and then the non-initiative player completes steps 1-4. All artillery and air counters are refreshed by both players at the end of each action phase.

<table>
<thead>
<tr>
<th>Action Phase 1 Steps:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Aerial Dogfighting and Reconnaissance</td>
</tr>
<tr>
<td>2. Block Movement</td>
</tr>
<tr>
<td>3. Combat</td>
</tr>
<tr>
<td>4. Breakout Movement/Combat (optional)</td>
</tr>
<tr>
<td>5. Repeat 1-4 for passive player then go to step 6.</td>
</tr>
<tr>
<td>6. Refresh Air and Artillery Counters</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Action Phase 2 Steps:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Aerial Dogfighting and Reconnaissance</td>
</tr>
<tr>
<td>2. Block Movement</td>
</tr>
<tr>
<td>3. Combat</td>
</tr>
<tr>
<td>4. Breakout Movement/Combat (optional)</td>
</tr>
<tr>
<td>5. Repeat 1-4 for passive player then go to step 6.</td>
</tr>
<tr>
<td>6. Refresh Air and Artillery Counters</td>
</tr>
</tbody>
</table>

7.1 Aerial Dogfighting and Reconnaissance (ADR)

The active player is trying to reveal enemy blocks. The passive player is trying to shoot the planes down before they do.

**Important!:** Dogfighting is not permitted before turn two as aircraft at the outset of the war were not well equipped to do so.

**Strategy Tip!** Be aware that squadrons are only available once each action phase. Thus squadrons used for air recon will not be available to initiate dogfighting and vise versa.
7.1.1 ADR General Rules: The active player may place an available air squadron counter from his player board face down in a hex occupied by at least one enemy block or he may “pass”. The selected hex must be no more than two hexes away from a friendly, in supply infantry block. The passive player then has the option to respond by placing face down one of his own available squadrons in any hex occupied by air squadron counter of the active player or he may “pass”.

A player is given the option to play a counter or “pass” after each placement by their opponent. Thus a choice of “pass” does not end the step for a player unless both players “pass” back to back. There is no limit to the number of squadron counters that may be placed in the same hex.

Once both players run out of air squadron counters or pass back to back, all counters are revealed. One hex at a time, resolve dogfighting, then reconnaissance. Then return counters to the player board before proceeding to the next hex. The active player chooses which hexes to resolve first.

7.1.2 Dogfight Procedure (beginning turn 2): If air squadron counters from both powers were placed in the same hex, dogfighting must be resolved. Both players simultaneously, total the value of their counters and roll dice equal to the total. Thus if the Allied counters revealed had a total value of 3, the allied player would roll 3d6. Each die result will either be a hit, abort, or miss.

Compare Aircraft Technology: If either player is behind the other on their aircraft improvement track, he receives -1 to all die rolls in a dogfight. (Tracks need numbers added)

### Dogfighting Table

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>Hit</td>
</tr>
<tr>
<td>5</td>
<td>Abort</td>
</tr>
<tr>
<td>1-4</td>
<td>Miss</td>
</tr>
</tbody>
</table>

Applying Hits - Hits are a dogfighting result that deters the enemy’s recon efforts and cause significant damage to his aircraft.

For every “6” rolled by your opponent, place one air damage marker with your air squadrons in the hex. Total air damage received cannot exceed the total of your air counters

Applying Aborts - Aborts are a Dogfighting result that deters the enemy’s recon efforts without causing significant damage to his aircraft.

Remove one die result of “5”, rolled by the passive player, for every “5” rolled by the active player. Each remaining “5” of the passive player reduces the recon value of active player in the hex by 1.

7.1.3 Reconnaissance Procedure: The active player totals his air squadron value in the hex then subtracts the sum of air damage and aborts from dogfighting. The total (if positive) is the number of enemy blocks that must be laid face up by the passive player. The active player selects which block he would like to have revealed. Blocks remain face up until the end of the active player’s current action phase.

7.1.4 Return Air Squadron Counters to Player Boards: Both players return air squadron counters, and damage markers, from the hex resolved to their player boards. Counters return this way are placed in the “Used Air” box. Damage markers are placed in the “Damaged Air” box. Reduce the value of the air maintenance table by the total of the damage markers placed in the “Damaged Air” box.

7.2 Block Movement

7.2.1 General Rules: The active player may move some, all, or none of his blocks. Infantry move up to 2 hexes, cavalry up to 3. Deception blocks never move during this step.

Blocks that begin this step in England may move to the port spaces of Calais or Dunkirk. If both spaces are enemy controlled, blocks may move to Le Havre (for play test any far left map edge in France). Blocks that move from England to France may not move again this action phase.

Blocks marked OOS during the production phase, or that do not currently have a supply line, suffer the OOS movement restrictions (6.7.4).

Note: Supply is allocated only during a production phase. However, play may cause blocks to lose their supply line. In this event, blocks that were allocated supply but can no longer trace a supply line suffer the OOS penalties for movement only.

After all movement is complete, advance the line of control flags as needed.

7.2.1 Breaking Down Blocks: Prior to any movement, larger blocks may be broken down into smaller blocks i.e. a block with a CV of 8 may be returned to the force pool and replaced by two blocks each with a CV of 4. The 2 blocks may then move to different hexes or one may move and the other stays. Deception Blocks (CV 0) may enter play as part of this process but may not move from the hex during this step.

The active player may at any time consolidate blocks in one hex so that others are made available in the force pool. For
example, a hex containing three 4-CV blocks may be consolidated into one 12-CV block. The three 4-CV blocks return to the force pool and may be used to break down blocks in other hexes.

7.2.2 Contested Hexes: If moving into a hex containing an enemy block or fortress makes it newly contested, movement is stopped immediately.

Blocks moving out of a contested hex must first enter either a friendly controlled, or friendly contested hex. If the first hex entered is friendly contested hex, movement ends immediately. If movement from a contested hex to either a friendly controlled, or friendly contested hex is not possible, then movement may only be in the direction of a supply source.

If a hex is contested at the beginning of a movement phase, at least one block must be left after movement is completed. The remaining block can have any value. Thus when moving, the active player has the option to reduce the CV of the remaining block. For example, a 10 CV block may be split into a 9 CV and 1 CV block (provided the blocks are available from supply). He may move the 9 CV and leave the 1 CV.

If a “Deception” block is available in the force pool, it may be placed in the hex and all of the CV that began the phase in the hex may move out.

7.2.3 Terrain: Blocks moving from a clear or river hex into an uncontrolled forest hex must stop. Forrest hexes are marked with a green dot. Forest hexes that have a control flag of the moving power have no affect on movement. Moving from forest hex to forest hex has no affect on movement.

7.3 Combat

<table>
<thead>
<tr>
<th>Combat Sequence:</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Artillery Fire</td>
</tr>
<tr>
<td>2. Active player option to end combat</td>
</tr>
<tr>
<td>3. Infantry /Cavalry Combat</td>
</tr>
</tbody>
</table>

General Rules: The combat sequence is completed one time during each combat step. Combat may only occur in contested hexes. If at the end of combat blocks from both sides remain, they are stood up as to hide their strength. The hex remains contested.

The controlling player always decides which of his blocks take hits. For every hit a block takes in combat, rotate it counter-clockwise to the reduced value. If necessary, replace it with a block of lower value from supply. For example, if a single hit is taken by a block with a combat value of 13, return the 13 to supply and replace it with a block or blocks with total combat value of 12. Blocks that would be reduced to zero are returned to supply. If a fortress takes hit, replace its current marker with one of lesser value.

Design Note: A unique aspect of this game is that two enemy blocks in the same hex do not automatically pin or reveal other blocks. When designing I visualized two opposing trench lines. Forward movement is blocked but lateral movement is not. The trench did not end just because the hex did. I also wanted to reflect the fact that while you knew the enemy was in the trench across from you, you never knew the strength without reconnaissance or an attack. Thus blocks stand face up unless air recon is used or combat is being resolved.

7.3.1 Artillery Fire: Players use the artillery counters from their player boards to shell enemy blocks in contested hexes.

A player must have at least one infantry block in the hex to initiate artillery fire.

Artillery Counters: The active player has the option to place an artillery counter from the available box on his player board face down in a contested hex or he may “pass”. The passive player then has the option to respond by placing face down one of his own available artillery counters in any contested hex or he may “pass”. Players need not place their counters in the same hex.

A player is given the option to play a counter or “pass” after every placement by their opponent. Thus a choice of “pass” does not end the step for a player unless both players “pass” back to back. There is no limit to the number of artillery counters that may be placed in the same hex. Once both players run out of artillery counters or pass back to back, all counters are revealed and artillery fire is resolved.

Fortress Artillery: Fortress artillery is rolled at the same time as artillery counters. In any hex containing a fortress and at least one enemy block the player controlling the fortress rolls a number of dice equal to the current fortress combat rating. It’s important to note that all fortresses fire every time artillery fire is resolved provided an enemy block is in the hex.

Resolving Artillery Fire: The active player selects a hex containing an artillery counter(s) or fortress. All artillery counters are revealed. Each side totals the combat value of their counters plus the combat rating of any friendly fortress and rolls 1d6 equal to the total. Thus an artillery counter with a combat value of 4 would roll 4 dice. Results are applied simultaneously.

Artillery Fire Results

<table>
<thead>
<tr>
<th>Roll</th>
<th>General Result</th>
<th>Modifiers (7.3.1.1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>Hit</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Hit</td>
<td>Fortress in hex allows owner to ignore 5’s when defending.</td>
</tr>
<tr>
<td>4</td>
<td>Miss</td>
<td>Research of Chlorine/Mustard Gas turn 4’s into poison gas hits</td>
</tr>
<tr>
<td>3</td>
<td>Miss</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Miss</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Miss</td>
<td></td>
</tr>
</tbody>
</table>
Every “hit” result forces the enemy to reduce the CV of his blocks in the hex by 1. **Applying hits does not reveal the blocks.** A player may use blocks from their force pool to replace a block, if needed, to place a lower CV total in the hex. Players may replace blocks as a matter of deception as well.

**Important!** Artillery fire may never clear a hex completely or force a player to reveal any block. Thus after applying all artillery results, each player will have, at a minimum, one of the following (in order): A fortress with a 1 rating, a block with 1CV, or a deception block.

This process is repeated until every hex containing artillery counters, and/or a fortress, has been resolved. All artillery counters used in this manner are returned to the player board and placed in the “used box” and are unavailable until refreshed (7.6) at the end of the current action phase.

### 7.3.1.1 Artillery Fire Modifiers

**Fortress Hexes:** A Fortress allows the controlling player to ignore all hits scored against him with a “5.” The first hit scored with a “6” reduces the fortress combat strength by one (exception: Big Bertha). Any other hits are then applied to infantry and/or cavalry blocks. Hits scored with 4’s (poison gas) are applied to blocks before 6’s. Any results of “6” remaining after all blocks are removed are applied to the fortress down to a rating of 1.

**Strategy Tip!** It is wise to use air and artillery counters in conjunction. Artillery alone does not reveal a block. Know what you are firing at.

**Big Bertha Artillery:** One CP artillery counter is labeled “Big Bertha.” During play it may be used in the same manner as any other artillery counter. When used in a hex containing an enemy fortress, the CP player has the option to spend a logistics point and use it as a rail gun. The CP must be the active player to do this.

If used as a rail gun, Big Bertha dice are rolled before any other CP artillery dice. Hits are scored on a roll of 5 or 6 and all hits are applied to the fortress first. Big Bertha is not a separate phase of combat thus if Big Bertha scores a hit with a 6, all other artillery hits are applied to blocks first.

**Chlorine and Mustard Gas:** If a player has advanced his “Poison Gas” technology to chlorine or mustard gas, all 4’s rolled for artillery become hits. These hits may be canceled by the gas mask technology and never reduce a fortress.

**Gas Mask Technology:** If a player has advanced the gas mask technology, a number of poison gas hits are canceled. The first number on the track is the number of hits canceled if your opponent used chlorine gas and the second if mustard gas. In both cases, any 5’s and 6’s rolled remain hits. (11.2)

### 7.3.2 Active Player Option to End Combat: After artillery fire is resolved for all hexes, the active player may choose to continue or end the combat sequence in each hex individually. For each hex in which a player elects to continue combat complete 7.3.3.

**Design Note:** This option reflects the choices made by commanders to wage a war of attrition, shell the enemy without leaving your trench.

### 7.3.3 Infantry Combat: For simplification, all rules and references to “infantry combat” apply to both infantry and cavalry blocks.

The active player selects a contested hex and declares he wants to initiate infantry combat. The passive player must then decide if he wishes to respond by spending a Logistic Point to retreat or reinforce (see: Logistic Points 10.0). If the passive player did not retreat, both players reveal their blocks and simultaneously roll one die per CV of their blocks. Hits are scored for every 5 or 6 rolled. After all hits are applied, both players stand their blocks back up including those placed face up from air recon. Only one round of combat is fought per hex.

If all passive player blocks are removed and any fortress in the hex is destroyed, whether by a retreat or combat result, place a “Breakout Move” marker in the hex. Blocks in the hex may make an optional move after combat is completed for all hexes. (7.4)
This process is repeated for every contested hex in which the active player wishes to initiate combat. After combat, any hex occupied by one power should have the control marker of that power. Change the control marker if needed.

**Combat Table:** As an optional substitute to rolling 1 die per CV, two combat tables are provided. Table (x.x) is used if hits will result on a 5-6, and table (x.x) if hits would only be scored on a 6. Roll 3d6 and reference across to the number of dice being substituted. The result is the number of hits scored.

### 7.3.4 Infantry Combat Modifiers

**Trench Warfare:** Once trench warfare begins the passive player gains two advantages. First, “trench defense dice” are added to the dice received in 7.3.3. Second, he rolls first during infantry combat and all hits are applied before the active player determines how many dice to roll.

**Trench Defense Dice:** To simulate the easy machine gun targets a charging army became, the passive (defending) player rolls extra dice based on the strength of the active (attacking) player. These dice are in addition to dice rolled per normal combat rules and are only available after trench warfare begins.

<table>
<thead>
<tr>
<th>Active Player Strength</th>
<th>Extra Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>1</td>
</tr>
<tr>
<td>5-8</td>
<td>2</td>
</tr>
<tr>
<td>9-12</td>
<td>3</td>
</tr>
<tr>
<td>13-16</td>
<td>4</td>
</tr>
<tr>
<td>17+</td>
<td>5</td>
</tr>
</tbody>
</table>

**The Hindenburg Line:** When the Central Powers are defending a hex containing a Hindenburg Line “HL” marker, the number of trench defense dice is doubled. Scenario set-up sheets contain the details for the “HL” marker set-up and use.

**Terrain:** River hexes provide the passive player with a onetime benefit if he controls the hex. The first time infantry combat is resolved, follow the rules for trench defense dice. Any subsequent combat is treated normally. Forest hexes do not provide any combat modifiers.

**Fortress Hex:** A Fortress allows the controlling player to ignore all hits scored against him with a “5.” As with artillery fire, the first hit scored with a “6” reduces the fortress combat strength by one. All other 6’s are applied to his blocks. Once all of his blocks are removed, the remaining 6’s continue to reduce the fortress strength down to zero.

If, at the end of infantry combat, the fortress combat strength is zero, it is considered destroyed. Thus if a fortress is reduced to zero by artillery fire, the benefit to the controlling player remains until the end of infantry combat. Hits to defending blocks in subsequent combat now occur per normal combat rules.

### 7.4 Breakout Movement and Combat

As a result of infantry/cavalry combat, some hexes may be marked “Breakout Move.” Blocks in those hexes may now make an optional extra move following the rules of 7.4.1 or 7.4.2. Blocks remain hidden during this movement. All breakout movement is completed before any resulting breakout combat is resolved. Therefore it is possible for blocks performing separate breakout moves to end in the same hex and participate in combat together.

#### 7.4.1 Breakout Movement before Trench Warfare: During a breakout move, cavalry may advance two hexes, infantry blocks one hex. Otherwise, breakout movement follows all of the rules of block movement (7.2).

#### 7.4.2 Breakout Movement during Trench Warfare: All breakout movement is reduced to one hex regardless of block type. In addition to the normal requirements for a breakout to occur, the active player must also have committed at least one tank counter during combat (7.3.3) to the battle hex before the dice for infantry combat were rolled. Multiple tank counters may be committed to the same hex. Each tank counter allows a limited amount of block CV to participate in the breakout. See the tank technology on the player board for the current value.

The number of block CV that may participate the breakout move is equal to the current value of the tank technology track. (add play example here).

#### 7.4.3 Breakout Combat: If a hex becomes newly contested as a result of breakout movement, the order of combat (7.3) is followed. The active player may NOT use artillery (just can’t keep up) but the defender may. No further breakout is allowed after this combat.

If blocks end a breakout move in a hex contested prior to the start of all breakout movement, no new combat is fought.

### 7.5 Repeat 1-4 for Non-initiative Player

After the player with initiative completes action phase steps 1-4 (7.1 - 7.4), the passive player completes action phase steps 1-4 then both players compete 7.6.

### 7.6 Refresh Air and Artillery Counters

All artillery counters, air squadron counters, and air damage markers move one box to the right on the player board. Air damage markers that move to the available box are immediately added back to the maintenance table then returned to supply. Make sure the sum total of all air squadron...
counters equals the value on the air maintenance table. Add or remove counters as needed. Players may also change the counter mix at this time for artillery and/or air provided the sum total is equal to the corresponding maintenance table. Counters in the “Available” box at the end of this step may be used during the next action phase.

8.1 Rules for Strategic Reorganization: (check match w/ player aid)

1. A block must be in supply to participate otherwise its CV may not move during Strategic Reorganization.
2. A hex must have a supply line otherwise no CV can move in or out.
3. The block being decreased and the block being increased as a result must have a path of controlled hexes to each other.
4. **Every frontline hex that began the phase with a block must end the phase with at least one block.**
5. Deception blocks may be moved in this phase and may replace a block to meet rule #4.
6. The total CV in play of a power may never change during this phase.
7. The Allied player cannot mix British, French, American or Belgian CV. For example, a French block reduced in one hex must increase a French block in another hex.
8. At the end of the phase, no hex may contain more than 3 blocks.

### 9.0 Scoring

Players total the VP’s they have earned by completing scenario objectives (3.1) and adjust the VP track on the map accordingly. This is the only time the VP track is adjusted unless otherwise stated in the scenario detail. When in conflict, the scenario rules take precedence.

**Game End:** After adjusting the scoring for both players, a victory check is made. (3.0). If victory is not achieved, continue to the next turn. The game may also end after a given turn is completed. See the scenario set-up for details.

### 10.0 Logistic Points

A logistic point (LP) is an asset that allows a player to take one of several unique actions. LP’s are purchased during the production phase (6.5) and tracked on the player board. Once purchased, these points are kept until spent. Unspent LP’s at the end of a turn carry over to the next turn.

#### 10.1 Logistic Point Uses:

**Aircraft Repair (Action Phase - Refresh Air):** One LP allows a player to remove up to 2 air damage markers from his player board and immediately add the value back to his air maintenance table (7.6). **No Limit.**

**Big Bertha Artillery Fire (Action Phase - Artillery Fire):** One LP allows the CP player to fire the “Big Bertha” artillery gun (7.3.1.1). **Limit 1 per action phase.**

**Reinforcement (Action Phase – Infantry Combat):** One LP allows the passive player to reinforce a target hex where the active player has declared infantry combat. The reinforcement occurs before blocks are revealed. To reinforce, the defender may move up to 5 CV from each adjacent hex once infantry combat is declared but before blocks are revealed. If reinforcing blocks are coming from a contested hex, at least one CV must be left behind.

A hex that was reinforced cannot in turn, use any CV within it to reinforce another hex during the same action phase. A hex that was reinforced cannot use a subsequent LP to retreat before combat. **Limit 1 per target hex.**

**Retreat before Combat (Action Phase – Infantry Combat):** One LP allows the passive player to retreat any or all of his blocks from a hex where infantry combat has been declared to...
an adjacent hex. This action occurs before blocks are revealed. When retreating, the passive player has the option to break down blocks down following the rules of 7.2.1. All retreating blocks must move to the same hex.

Retreating blocks must move to a friendly or friendly contested hex. If neither is available, they may move to an enemy controlled empty hex in the direction of a supply source. If no legal retreat hex is available, the blocks may not retreat.

Retreating blocks may enter a hex where combat is later declared. They do not roll any dice for the combat in the hex they are entering but may be taken as losses.

Important! Retreating from a hex during combat does not prevent the active player from receiving a breakout move. No Limit.

Re-Supply (Any phase): One LP removes the OOS marker (6.7.4) from one hex provided the hex has a current supply line (1.3). No Limit.

Emergency Reorganization (Action Phase – Start of Block Movement): One LP spent allows the active player to move up to 5 CV following the rules of strategic reorganization (8.0). Blocks moved in this way must move before any other blocks and may not move again during the block movement step (7.2). If moved to a contested hex the blocks may participate in combat and any subsequent breakout move (7.4). Limit 2 per action phase.

11.0 Nation Specific Rules

The following nations have unique rules that may or may not come into play depending on the scenario selected. When in conflict, the scenario rules take precedence over this section.

11.1 Belgium

Belgium begins the 1914 full campaign and Mobile War Scenario as a neutral power. Belgium immediately joins the war as a part of the Allies when a Central Powers block moves into a Belgian hex. Therefore it is possible for Belgium to remain neutral the entire game. Allied blocks may not enter Belgium as long as it remains neutral.

The Allied player may never allocate LP’s, artillery, or air squadron counters in hexes where the Allies have only Belgian blocks or fortresses. Belgian fortresses may still fire their inherent artillery at CP blocks.

Beginning in 1915, if Antwerp is friendly controlled or friendly contested by the Allies, Great Britain may move blocks from England to Antwerp during the movement phase.

11.2 Great Britain

Great Britain begins the 1914 full campaign and Mobile War Scenario as a neutral power. Great Britain immediately joins the war as a part of the Allies when a Central Powers block moves into a Belgian hex or any turn when USW is declared.

If Belgium is not attacked by the Central Powers during the “Opening Move”, immediately move all British blocks placed at set-up to England. They stay there and may not be controlled by the Allied player until Britain enters the war. British blocks deploy in England as usual but may not be moved.

Great Britain will join the Allies on the action phase after the CP control 5 French hexes. Once Britain and Belgium are at war, British blocks may move to Antwerp in the same manner that they move to Calais or Dunkirk (7.2.1) provided it is not controlled by the CP.

11.3 The United States of America

War Entry: The United States enters the war on a variable timetable determined by the USA Entry Track. Starting location on the track will vary by scenario. USA blocks will enter play on the turn the USA Entry marker reaches the “Declaration of War” space. This may occur at the start of any turn when advancing the USA entry marker or when resolving USW.

Set Up: USA blocks do not enter play during the production phase. Instead, place USA blocks on the turn track per the USA Entry Table.

<table>
<thead>
<tr>
<th>USA Entry Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turn</td>
</tr>
<tr>
<td>Action Phase</td>
</tr>
<tr>
<td>Block CV</td>
</tr>
</tbody>
</table>

Block Deployment: At the start of every Allied action phase, move the blocks from the turn track to any Allied controlled hex.

Design Note: The constant placement of USA blocks is designed to give the Central Powers the feeling that the “doughboys” just keep coming.
12.0 Technology Detail

During the production phase, players have the option to spend EP’s to make technological advancements in the areas of Aircraft, Poison Gas, Gas Masks and Tanks. Each technology may only be advanced by one space each turn.

Technology is tracked on individual player boards for each power. The starting value for each technology varies by scenario. Refer to the scenario set-up for starting values.

12.1 Aircraft Improvements

**Aircraft Improvements:** Advancement provides a one-time gain on the air squadron table and benefit in air combat.

<table>
<thead>
<tr>
<th>Morane Saulnier 1</th>
<th>Nieuport 10</th>
<th>D.H.2</th>
<th>Spad VII</th>
<th>Sopwith Camel</th>
<th>Spad XIII</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0</td>
<td>+1</td>
<td>+1</td>
<td>+2</td>
<td>+3</td>
<td></td>
</tr>
<tr>
<td>Air Sq Table</td>
<td>Air Sq Table</td>
<td>Air Sq Table</td>
<td>Air Sq Table</td>
<td>Air Sq Table</td>
<td></td>
</tr>
<tr>
<td>1’s only</td>
<td>2’s</td>
<td>3’s</td>
<td>1 ace</td>
<td>4’s/ 2 Aces</td>
<td>2 Aces</td>
</tr>
</tbody>
</table>

This technology represents the development of better airplanes, machine guns, and tactics. Advancements in aircraft technology allow a player to increase the value of air squadron counters and potentially gain an advantage when dogfighting. Thus improving his reconnaissance and dogfighting abilities.

Each advancement on the track provides two immediate benefits. First, the value on the Air Squadron Maintenance table is increased. This will increase the overall number of dice thrown during dogfighting as well as the number of blocks revealed during reconnaissance. Second, the maximum value of a counter that may be used increases and/or the use of an “Ace” is allowed.

**Aces:** Ace rules to follow current round of play test.

12.2 Poison Gas

Advancements in poison gas technology improve the ability of artillery to score hits against infantry and cavalry blocks. Once a player reaches the “Chlorine Gas” space on the technology track, all of his die results of “4” score poison gas hits against blocks. These hits may be canceled by an opponent’s gas mask technology. Once “Mustard Gas” is reached, the 4’s remain hits but the gas mask technology needed to cancel those hit poison gas hits is more advanced.

Poison gas hits never reduce a fortress. A fortress does not protect blocks from poison gas hits. Poison gas hits, as all artillery hits, can never clear a hex completely.

12.3 Gas Masks

Gas mask technology can protect blocks against enemy gas attacks by canceling gas hits. Advancement of this technology may not begin until the production phase after either player reaches “Chlorine Gas.”

**Gas Mask Track:** Each space after the start has two numbers. The first number is the amount of gas hits that are canceled if the enemy has chlorine gas. The second number is the amount of gas hits that are canceled if the enemy has mustard gas.

**Example:** The Central Powers have advanced to Chlorine Gas and the Allies have subsequently advanced 2 steps on the gas mask table.

12.4 Tanks

This technology represents the development of tanks, Sturmmtruppen, and other infiltration tactics used in the mid to late war to help achieve breakouts.

**Tank Counters:** Once trench warfare begins, breakout movement is not allowed unless a tank counter is spent. (7.3.3/7.4.2). Tank counters are unavailable for play until a space containing a number is reached on its technology track. Once reached, the player immediately receives one free tank
counter and a free counter every subsequent production phase. Additional tank counters may be purchased at a cost of 1 EP each.

Tank counters are kept on the player board until used. Their quantity is not public information.

**Tank Counter Use:** Tank counters may not be used until trench warfare begins. A tank counter must be spent to permit any hex with a breakout marker to complete the breakout move. Only one tank counter may be spent, per hex, in any given action phase. Once spent, a tank counter is returned to the force pool.

Spending the tank counter is optional. A player may opt to forego the breakout move and simply remove the breakout marker from the hex without moving.

The amount of block CV that may move during the breakout is up to, but no more than the current value on the tank technology table.

*Example, if the Allies have a tank technology level of 4 and spend a tank counter, the number of block CV that may participate in a breakout move from a hex is 4.*

![Tank Value](image)

**Tank Development Track**

| 1914 Start | 4 | 6 | 8 | 10 |

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**Optional Rules**

**13.0 Optional Rules**

Optional rules are currently in development.

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**Questions or Comments?**

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