

Scenario Specific Rules and Instructions

Sterling Edition

For:

The Western Front: 1914-1918

Including: The Schlieffen Plan

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1. Credits

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2. Introduction

This rulebook includes the scenario specific rules, set-up instructions, and tables for the games *The Western Front: 1914-1918* and the previously published *The Schlieffen Plan*. Each game uses the same basic rules. These rules are contained in the Standard Rules booklet for World War One Scenarios. This should be read first. The games described in this booklet can be played separately or linked with other games of the series to form larger games.

The Schlieffen Plan depicts the campaigns in France and Belgium in 1914. *The Western Front: 1914-1918* starts with *The Schlieffen Plan* and continues through the end of hostilities in France. *The Western Front: 1914-1918* also contains a number of other scenarios that can be played separately or used as a starting point for longer campaign-type games.

Victory conditions in all scenarios are set as follows:

Decisive Victory - What a decisive victory would have been for your side historically (often unrealistic).

Substantial Victory - What a great player could possibly accomplish in the course of the scenario.

Marginal Victory - You have beaten the enemy, but not by much.

3. The Schlieffen Plan Scenario Specific Rules

Note - All Rules in the following section apply to playing a *The Schlieffen Plan* scenario alone.

Map: 5-3.

First Turn: Turn 1 of August 1914.

Last Turn: Turn 5 of November 1914.

Combatants: Germany vs. Great Britain, France, and Belgium.

Rail Lines: All part of the network of the country they are in except those in Luxembourg, which are part of the German rail network (the Germans owned and operated the Luxembourg rail system before the outbreak of war).

Rail Capacities:

The German Rail Network has a capacity of 15 divisions in this scenario. It may not be used until turn 6 of August and is halved until Turn 1 of September.

The French Rail Network has a capacity of 15 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

The Belgian Rail Network has a capacity of 5 divisions. It may not be used until Turn 6 of August, and is halved until Turn 1 of September.

3-1 The neutrality of Luxembourg has also been violated by the Germans, and either player may send units across its borders.

Special Restrictions

Most of the forces involved in this scenario mobilized and then acted automatically in accordance with plans drawn up well before the war began. Other units had to react to decisions made by a 'higher authority', such as the King or the Supreme Command. To reflect this, the following restrictions are in force for the scenario:

3-2 German infantry units that mobilize on the first turn of this scenario must move adjacent to Liege.

3-3 Until August turn 6, the German player must maintain a line of hexes from Metz (hex 2415) to Strasbourg (hex 3018) that are occupied by a German infantry unit, or in the ZOC of a German infantry unit.

3-4 German and Austro-Hungarian Siege Artillery units may use Rail Movement during the 3rd and 4th turns of August. There is no Rail Capacity cost for doing this in these two turns.

3-5 During the German Reinforcement Arrival Phase of the 6th turn of August, the German player must remove from the map a total of not less than 26 infantry and 2 cavalry Strength Points. The units withdrawn must be within 5 hexes of the German 2nd Army Headquarters. If the total cannot be met by units within this range of the Headquarters, then units closest to the German 2nd Army Headquarters are used. All Infantry units used to meet this requirement must have a printed Movement Allowance of 5.

3-6 All 6-4 and 7-4 units in the French 1st, 2nd, 3rd, and 4th armies must make every effort to conduct an attack by the end of the 5th August turn. The French player decides exactly which turn each of the four armies attacks. Different armies may attack on different turns. When one of these armies conducts its mandatory attacks, all of the 6-4 and 7-4 infantry assigned to that army must attack. The French player may decide to have an army attack earlier than the 5 August turn only if all the 6-4s and 7-4s assigned to that army are in a position to attack. If the French player delays an army's attack until the 5 August turn, then the 6-4s and 7-4s of that army that can only attack hexes containing a fortress of strength 12 or greater are not forced to participate in the mandatory attack.

Example: (The French player moves so that all of the 6-4s and 7-4s of the 3rd and

4th armies are in a position to attack on the 4 August turn. He conducts the mandatory attacks for these two armies on that turn, attacking with seven 6-4s of the 3rd army and six 6-4s and 7-4s of the 4th army. On the next turn, the 5 August turn, the 1st and 2nd armies must attack. But those 6-4s or 7-4s whose only option is to attack a hex containing a major fortress need not attack. This could mean, for example, that while all ten of the 1st armies 6-4s must attack, that some of the 2nd army units need not attack as the only hex they could attack - is 2416)

3-7 French Infantry units that are set-up under the control of the 1st, 2nd, 3rd, and 4th HQs may only move in an easterly or northerly direction (north, northeast, southeast, or some combination thereof) until each completes its attacks (this means that units belonging to different armies may be released at different times).

3-8 All Belgian units (except the units which set-up on map 5-3 in hex 1807) must move into one of three hexes during the Entente Movement Phase of the 3rd August turn: Hex 1504, 1603, and/or 1604. If they cannot move to these locations during the specified turn, they must move there as soon as possible. These units must remain in the three hexes as long as the German player keeps at least 10 Strength Points of units within 1 hex of Brussels (1606), or until they are attacked. They may freely move between these hexes prior to then, and may conduct attacks against adjacent units. The player regains full control over these units when they are attacked or during the first turn in October 1914 (whichever comes first).

3-9 All Belgian units set-up in hex 1807 must remain in place until attacked or until the 1st October turn (whichever comes first). Once attacked, the Belgian player may move them, but they must make every effort to be with their compatriots in hexes 1504, 1603 or 1604 (unless it is after 1 October 1914, or the units in one of the listed hexes has been attacked).

3-10 Belgian units in or adjacent to Liege (hex 2107) that are attacked prior to their mobilization completion must retreat if possible (but only if a loss of some kind is the result of the attack). In the Entente movement phase following this required retreat, they must make every effort to be with their compatriots. Prior to the 3rd August turn, this means in the same hex

as other Belgian unit. During and after the 3rd August turn, it means being in hexes 1504, 1603 or 1604. (They are released from these restrictions the same as other Belgian units). If such units cannot retreat while in or adjacent to Liege, they may engage in combat normally.

3-11 Antwerp (hex 1604) is considered surrounded if it cannot trace a line of communication to France AND if the the Scheldt is blocked. The Scheldt is considered blocked if Germany occupies either hex 1504 or 1603. Otherwise, Entente units that can trace a line of communication to Antwerp are not considered surrounded.

3-12 OPTIONAL German Siege HQ

The German "Siege" HQ is set up in hex 2306. It is set up with 200 supply points. If used, the Germans do not receive the first 200 supply point reinforcements listed by the schedule for September 1914. This HQ may have over 100 supply points, but additional supply points may never be added to it. During 1914, it is the only unit that may expend supply for Central Powers siege artillery. It may not expend supply for non-siege artillery units. If playing a duration game, on 1 of January 1915, remove the Siege HQ, and give its supply points to the nearest German HQ.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

Victory Adjustment: Adjust the achieved victory conditions described below due to German proximity to Paris:

+4 Levels (German Favor) - All 3 Paris hexes are German controlled or isolated from the rest of France by German units or German ZOCs in hexes not occupied by Entente ground combat units.

+2 Levels (German Favor) - German units are 2 hexes or fewer away from any of the three Paris hexes at the end of the game.

+1 Level (German Favor) - German units are 4 hexes or fewer away from any of the three Paris hexes at the end of the game.

-1 Level (Entente Favor) - German units

are never 6 hexes or fewer away from any of the three Paris hexes at any time during the game.

-2 Levels (Entente Favor) - German units are never 8 hexes or fewer away from any of the three Paris hexes at any time during the game.

-3 Levels (Entente Favor) - German units are never 10 hexes or fewer away from any of the three Paris hexes at any time during the game.

German Decisive Victory: France and Great Britain combined suffer 150+ more Demoralization points than Germany suffers.

German Substantial Victory: France and Great Britain combined suffer 100-149 more Demoralization points than Germany suffers.

German Marginal Victory: France and Great Britain combined suffer 50-99 more Demoralization points than Germany suffers.

Entente Marginal Victory: France and Great Britain combined suffer 0-29 more Demoralization points than Germany suffers.

Entente Substantial Victory: Germany suffers 1-29 more Demoralization points than France and Great Britain combined suffer.

Entente Decisive Victory: Germany suffers 30+ more Demoralization points than France and Great Britain combined suffer.

4. The Schlieffen Plan Set-Up Instructions.

4-1 French Set-Up

1st Army. The following units start the game under 1st Army control.

Hex	Unit	Designation
2420	2 x 6-4 Inf XX	25, 26
2421	1 x 0-3 Eng III	1
	1 x 3-4 Art III	3
2520	2 x 6-4 Inf XX	15, 16
2521	1st XXXXHQ	(75sp)
	2 x 3-4 Art III	1, 2
	1 x 6-4 Inf XX	28

2618	1 x 1-6 Cav XX	6
2619	1 x 6-4 Inf XX	13
2620	1 x 6-4 Inf XX	27
2621	1 x 4-4 Inf XX	58R
2623	1 x 4-4 Inf XX	63R
2624	1 x 4-4 Inf XX	66R
2720	1 x 6-4 Inf XX	43
2722	1 x 6-4 Inf XX	41
2723	1 x 6-4 Inf XX	14
	2 x 4-4 Inf XX	57R, 71R
2724	1 x 1-6 Cav XX	8

2nd Army. The following units start the game under 2nd Army control.

Hex	Unit	Designation
2118	1 x 4-4 Inf XX	68R
2119	2 x 6-4 Inf XX	35, 36
2217	2nd XXXX HQ	(75sp)
	1 x 0-3 Eng III	2
	1 x 4-4 Inf XX	73R
2218	2 x 6-4 Inf XX	17, 18
	1 x 4-4 Inf XX	59R
2317	2 x 6-4 Inf XX	11, 39
2318	3 x 3-4 Art III	4, 5, 6
	1 x 4-4 Inf XX	70R
2319	2 x 6-4 Inf XX	31, 32
2417	1 x 1-6 Cav XX	2
2418	1 x 1-6 Cav XX	10
	2 x 6-4 Inf XX	29, 30

3rd Army. The following units start the game under 3rd Army control.

Hex	Unit	Designation
2014	2 x 6-4 Inf XX	7, 8
2015	2 x 3-4 Art III	8, 9
2115	3rd XXXX HQ	(60sp)
	1 x 0-3 Eng III	3
	1 x 3-4 Art III	7
	1 x 4-4 Inf XX	72R
2116	2 x 6-4 Inf XX	9, 10
2214	2 x 6-4 Inf XX	40, 42
	1 x 4-4 Inf XX	54R
2215	1 x 6-4 Inf XX	12
	2 x 4-4 Inf XX	55R, 56R
2216	1 x 1-6 Cav XX	7

4th Army. The following units start the game under 4th Army control.

Hex	Unit	Designation
1616	4th XXXX HQ	(45sp)
	1 x 4-4 Inf XX	67R
1715	2 x 6-4 Inf XX	33, 34
1718	1 x 7-4 Inf XX	3 Col
1816	2 x 6-4 Inf XX	23, 24
1817	1 x 7-4 Inf XX	2 Col
1917	1 x 1-6 Cav XX	9

5th Army. The following units start the game under 5th Army control.

Hex	Unit	Designation
1512	1 x 4-4 Inf XX	51R
1513	1 x 4-4 Inf XX	69R
1514	1 x 4-4 Inf XX	53R
1515	1 x 0-3 Eng III	5
1611	1 x 3-4 Art III	11
	1 x 6-4 Inf XX	1
1613	5th XXXX HQ	(75sp)
	1 x 3-4 Art III	10
1712	1 x 6-4 Inf XX	2
1713	2 x 6-4 Inf XX	5, 6
1812	1 x 4-4 Inf XX	52R
1813	2 x 6-4 Inf XX	19, 20
1814	1 x 3-4 Art III	12
	2 x 6-4 Inf XX	21, 22
1913	3 x 1-6 Cav XX	1, 3, 5
1915	1 x 4-4 Inf XX	60R
2013	2 x 6-4 Inf XX	3, 4
2114	1 x 1-6 Cav XX	4

Territorial Garrisons.

Hex	Unit	Designation
0311	1 x 3-4 Inf XX	81T
0507	1 x 3-4 Inf XX	82T
0605	1 x 3-4 Inf XX	83T
0708	1 x 3-4 Inf XX	84T
0717	2 x 4-4 Inf XX	61R, 62R
0805	1 x 3-4 Inf XX	88T
2325	1 x 4-4 Inf XX	77R

Fortresses

Size	Name	Hex
(4)	Boulogne sur Mer	0507
(4)	Calais	0605
(8)	Dunkirk	0805
(36)	Paris	0717
(36)	Paris	0816
(36)	Paris	0817
(8)	Lille	1107
(4)	La Fere	1112
(3)	Conde	1208
(6)	Laon	1313
(18)		1409
(8)	Reims	1515
(2)	Hirson	1611
(3)	Givet	1810
(2)	Mezieres	1812
(18)	Verdun	2015
(27)	Verdun	2115
(10)		2116
(8)		2117
(24)	Toul	2217
(24)	Toul	2218
(18)	Nancy	2318
(3)		2319
(3)		2120

(12)	Langres	2122
(12)	Dijon	1925
(12)	Besancon	2325
(21)	Epinal	2521
(18)	Epinal	2620
(10)		2522
(10)		2622
(27)	Belfort	2723
(10)		2724
(6)		2725
(12)	Le Havre Map 5-2	3426

4-2 Belgian Set-Up

Belgian Army. All Belgian units are under the control of the Belgian Army HQ.

Hex	Unit	Designation
1606	Bel XXXX HQ	(30 sp)
1706	2 x 6-4 Inf XX	1, 2
1805	1 x 6-4 Inf XX	5
1806	1 x 6-4 Inf XX	6
1807	1 x 6-4 Inf XX	4
1807	1 x 2-4 Inf X	15
2006	1 x 2-6 Cav XX	1
2107	1 x 6-4 Inf XX	3
2107	1 x 2-4 Inf X	14

Fortresses

Size	Name	Hex
(36)	Liege	2107
(27)	Namur	1807
(36)	Antwerp	1604
(18)		1505
(18)		1705
(12)		1603

4-3 British Set-Up

British Expeditionary Force. All British units are under the control of the BEF Headquarter.

Hex	Unit	Designation
1210	BEF XXXX HQ	(60 sp)
1310	2 x 9-5 Inf XX	3, 5
1311	2 x 9-5 Inf XX	1, 2
1409	1 x 4-6 Cav XX	1

4-4 German Set-Up

Note that all 4-3 Siege Artillery Batteries are Austro-Hungarian units under German control.

1st Army. The following units start the game under 1st Army control.

Hex	Unit	Designation
2304	2 x 8-5 Inf XX	3, 4
2305	1 x 0-3 Eng III	18
	2 x 8-5 Inf XX	17, 18
	2 x 5-5 Inf XX	5R, 6R
2306	1 x 2-6 Cav XX	2
2307	1 x 2-6 Cav XX	4
2308	1 x 2-6 Cav XX	9
2404	2 x 5-5 Inf XX	7R, 22R
2405	1st XXXX HQ	(100sp)
	2 x 8-5 Inf XX	5, 6
2504	2 x 8-2 Siege I	2, 3
	1 x 2-4 Inf X	27Lw
2506	2 x 8-5 Inf XX	7, 8
2603	2 x 4-3 Siege I	3, 4
2605	2 x 2-4 Inf X	10Lw, 11Lw

2nd Army. The following units start the game under 2nd Army control.

Hex	Unit	Designation
2306	1 x 0-3 Eng III	24
	2 x 8-5 Inf XX	19, 20
2307	1 x 0-3 Eng III	25
	2 x 8-5 Inf XX	13, 14
2308	1 x 9-5 Inf XX	3Gd
	1 x 8-5 Inf XX	1GR
2406	2nd XXXX HQ	(100sp)
	2 x 9-5 Inf XX	1Gd, 2Gd
2407	2 x 5-5 Inf XX	2GR, 19R
2507	2 x 5-5 Inf XX	13R, 14R
2606	2 x 3-4 Art III	4, 9
	1 x 2-4 Inf X	25Lw
2707	2 x 4-3 Siege I	1, 5
	1 x 2-4 Inf X	29Lw

3rd Army. The following units start the game under 3rd Army control.

Hex	Unit	Designation
2309	1 x 0-3 Eng III	23
	2 x 8-5 Inf XX	22, 38
2310	2 x 2-6 Cav XX	Gd, 5
2409	2 x 8-5 Inf XX	23, 32
2410	2 x 8-5 Inf XX	24, 40
2509	3rd XXXX HQ	(100sp)
	1 x 3-4 Art III	1
	1 x 2-4 Inf X	47Lw
2510	2 x 6-5 Inf XX	23R, 24R

4th Army. The following units start the game under 4th Army control.

Hex	Unit	Designation
2511	4th XXXX HQ	(100sp)
	1 x 3-4 Art III	2
	2 x 8-5 Inf XX	11, 12
2512	2 x 8-5 Inf XX	15, 16

2513	2 x 8-5 Inf XX	21, 25
2611	2 x 5-5 Inf XX	15R, 16R
2612	1 x 0-3 Eng III	30
	2 x 5-5 Inf XX	21R, 25R
	1 x 2-4 Inf X	49Lw

5th Army. The following units start the game under 5th Army control.

Hex	Unit	Designation
2314	1 x 0-3 Eng III	20
	2 x 8-5 Inf XX	33, 34
	2 x 2-6 Cav XX	3, 6
2315	4 x 2-4 Inf X	13Lw, 43Lw 45Lw, 53Lw
2316	1 x 0-3 Eng III	29
2413	2 x 8-5 Inf XX	9, 10
2414	5th XXXX HQ	(100sp)
	1 x 3-4 Art III	6
	2 x 5-5 Inf XX	9R, 10R
2514	2 x 8-5 Inf XX	26, 27
2612	1 x 2-4 Inf X	9BLw
2614	2 x 5-5 Inf XX	11R, 12R
2715	1 x 3-4 Art III	12

6th Army. The following units start the game under 6th Army control.

Hex	Unit	Designation
2416	1 x 8-5 Inf XX	6Ba
	1 x 2-6 Cav XX	Ba
2516	1 x 8-5 Inf XX	5Ba
2517	1 x 8-5 Inf XX	4Ba
	1 x 2-6 Cav XX	7
2615	1 x 5-5 Inf XX	1BR
2616	1 x 8-5 Inf XX	3Ba
	1 x 2-4 Inf X	5BLw
2617	1 x 8-5 Inf XX	42
	1 x 2-6 Cav XX	8
2716	1 x 5-5 Inf XX	5BR
2717	1 x 8-5 Inf XX	31
2718	1 x 8-5 Inf XX	2Ba
2815	6th XXXX HQ	(100sp)
	2 x 0-3 Eng III	19, Ba
	2 x 3-4 Art III	18, 3Ba
2817	1 x 8-5 Inf XX	1Ba
3213	1 x 8-2 Siege I	1
3312	1 x 4-3 Siege I	2

7th Army. The following units start the game under 7th Army control.

Hex	Unit	Designation
2819	1 x 6-5 Inf XX	26R
2918	1 x 5-5 Inf XX	28R
2919	1 x 2-5 Inf X	84
	2 x 8-5 Inf XX	28, 29
2920	1 x 2-4 Inf X	1BLw
2921	1 x 2-4 Inf X	2BLw

3017	1 x 3-4 Inf X	60Lw
3018	7th XXXX HQ	(50sp)
3021	2 x 8-5 Inf XX	30, 39
3022	1 x 3-4 Inf X	55Lw

Fortress Garrisons

Hex	Unit	Designation
2415	1 x 6-5 Inf XX	33R
	2 x 2-4 Inf X	56Lw, 84Lw
3018	1 x 5-5 Inf XX	30BR
	2 x 2-4 Inf X	52Lw, 61Lw

Fortresses

Size	Name	Hex
(48)	Metz	2415
(40)	Strassburg	3018
(32)		2416
(24)	Koln	2707
(24)	Mainz	3210
(16)		2316
(16)	Koblenz	3008
(12)	Colmar	2920
(12)		3118
(12)		3022
(12)		2805
(8)	Diedenhofen	2414
(8)	Neu Breisach	2921
(8)	Wesel	2501
(8)	Germersheim	3214
(4)		2314
(4)	Saarlouis	2614
(4)	Bitsche	2916
(4)	Kaiser Wilhelm II	2918

5. The Schlieffen Plan Optional Set-Up Instructions.

The following may be used to set up units quickly. This is done only if both players wish to do so.

Headquarters, Cavalry, Fortresses, and units designated as 'Territorial Garrisons' must be set up according to the regular set-up instructions.

Units would still be mobilized according to the 'Mobilization Completion Schedule'.

Note that unit designations are not given. As long as type and strength are the same, unit designations do not matter (except for Headquarters) for set-up.

5-1 France

Hexes given here for French Army 'Quick Set-Up' are for 6-4 type infantry divisions. Other units may set up in the same hexes, or adjacent hexes, or in the hex containing the Army Headquarters (so long as they are still in France, and not in a hex listed below as a setup hex for a different army)

1st Army - 3 x 3-4 Art III, 1 x 0-3 Eng III, 10 x 6-4 Inf XX, 5 x 4-4 Inf XX
Hexes 2420, 2520, 2521, 2618-2620, 2720-2723

2nd Army - 3 x 3-4 Art III, 1 x 0-3 Eng III, 10 x 6-4 Inf XX, 4 x 4-4 Inf XX
Hexes 2118, 2119, 2217, 2218, 2317-2319, 2417, 2418

3rd Army - 3 x 3-4 Art III, 1 x 0-3 Eng III, 7 x 6-4 Inf XX, 5 x 4-4 Inf XX
Hexes 2014, 2114-2116, 2214-2216

4th Army - 4 x 6-4 Inf XX, 2 x 7-4 Inf XX
Hexes 1715, 1815-1817

5th Army - 3 x 3-4 Art III, 1 x 0-3 Eng III, 10 x 6-4 Inf XX, 5 x 4-4 Inf XX
Hexes 1712, 1713, 1812-1814, 1913, 2013

5-2 Great Britain and Belgium

Set-Up same as given in 'The Schlieffen Plan Set-Up Instructions', rules 4-3 and 4-4.

5-3 Germany

A maximum of two infantry divisions (2 brigades count as a division) can be set up in any hex available for deployment. Other units are unrestricted except by stacking rules.

1st Army - 1 x 0-3 Eng III, 8 x 8-5 Inf XX, 4 x 5-5 Inf XX, 3 x 2-4 Inf X
Hexes 2304, 2305, 2402-2405, 2502-2506, 2605

2nd Army - 2 x 3-4 Art III, 2 x 0-3 Eng III, 3 x 9-5 Inf XX, 5 x 8-5 Inf XX, 4 x 5-5 Inf XX, 1 x 2-4 Inf X
Hexes 2306-2308, 2406, 2407, 2507, 2606, 2707

3rd Army - 1 x 3-4 Art III, 1 x 0-3 Eng III, 6 x 8-5 Inf XX, 2 x 6-5 Inf XX, 1 x 2-4 Inf X
Hexes 2309, 2408-2410, 2508-2510, 2607, 2608, 2708

4th Army - 1 x 3-4 Art III, 1 x 0-3 Eng III, 6 x 8-5 Inf XX, 4 x 5-5 Inf XX, 1 x 2-4 Inf X
Hexes 2511-2513, 2609-2612, 2710, 2711

5th Army - 2 x 3-4 Art III, 2 x 0-3 Eng III, 6 x 8-5 Inf XX, 4 x 5-5 Inf XX, 5 x 2-4 Inf X
Hexes 2314, 2315, 2413, 2414, 2514, 2613, 2614, 2713-2715

6th Army - 2 x 3-4 Art III, 2 x 0-3 Eng III, 8 x 8-5 Inf XX, 2 x 5-5 Inf XX, 1 x 2-4 Inf X
Hexes 2415, 2416, 2515-2517, 2615-2617, 2716-2718, 2815-2817

7th Army - 4 x 8-5 Inf XX, 2 x 6-5 Inf XX, 1 x 5-5 Inf XX, 1 x 2-5 Inf X, 2 x 3-4 Inf X, 2 x 2-4 Inf X
Hexes 2819, 2918-2921, 3017-3022

6. The Schlieffen Plan Mobilization Completion Schedule

Units are not available to move or attack until they have completed mobilization. Once a unit completes mobilization, the controlling player may move and attack with the unit for the rest of the game.

Units that are attacked that have not yet completed mobilization are considered to immediately complete the mobilization process and may thereafter move and attack for the rest of the game.

Mobilization only effects a Headquarters ability to move. Headquarters may expend Supply points for units at any time.

German cavalry may not use column movement on the turn they mobilize. No Entente unit may use column movement on the turn it mobilizes except for French 6-4 and 7-4 infantry units that mobilize on August turn three. The movement of British units is halved (fractions rounded up) on the turn they mobilize.

AUGUST

Turn 1

German Units

All 8-2 Siege I

All 4-3 Siege I (note that these are Austro-Hungarian units under German control)

Any two 8-5 Inf XX under 1st Army control
 Any one 8-5 Inf XX under 2nd Army control
 All 2-6 Cav XX under 1st Army control

French Units

The three 1-6 Cav XX in hex 1913

Turn 2

German Units

All 2-6 Cav XX
 Any one 9-5 or one 8-5 Inf XX under the control of each of the following HQs: 1st Army, 2nd Army, 3rd Army, 4th Army

French Units

All 1-6 Cav XX
 Any one 6-4 Inf XX in or adjacent to hex 2723 (Belfort)

Belgian Units

The 2-6 Cav XX

Turn 3

German Units

All XXXX HQ
 All 3-4 Art III
 All 9-5 and 8-5 Inf XX
 All 5-5 Inf XX under 1st Army or 2nd Army control

French Units

All XXXX HQ
 All 3-4 Art III
 All 7-4 Inf XX
 All 6-4 Inf XX
 Any one 4-4 Inf XX in or adjacent to hex 2723 (Belfort)

Belgian Units

All units and XXXX HQ

Turn 4

German Units

All 0-3 Eng III
 All 6-5 or 5-5 Inf XX
 All 2-5 Inf X

British Units

All units and XXXX HQ

Turn 5

German Units

All other units

French Units

All other units

7. The Schlieffen Plan Reinforcement Schedule

Players are to use the Reinforcement Schedule found in section 24 for the 1st August 1914 through the 5th November 1914 (The period of The Schlieffen Plan scenario).

Note the variable appearance location of British Reinforcements in rule 23-40.

8. The Hindenburg Line

8-1 The Hindenburg Line was a series of improved trenches. Hindenburg Line trenches may only be constructed by the Germans, starting in 1916.

8-2 To construct a Hindenburg Line, an active double track rail line must exist in the hex. An engineer unit must be in place in the hex at the start of the first non-winter turn of the year. At this time a Hindenburg Line marker is placed underneath a trench construction marker in the hex. At the start of the first winter turn, the trench construction marker is removed, and is replaced by the Hindenburg Line marker.

8-3 The constructing engineer unit may not move away from the hex for any reason during construction. If it does so, the Hindenburg Line marker is removed and construction is abandoned. It may only be restarted after the next winter.

8-4 The German player is restricted by the counter mix in constructing Hindenburg Line hexes. Only a number equal to those in the counter mix may exist or be under construction.

8-5 Hindenburg Line markers give the defender a -3drm when attacked. There is no corresponding counterattack benefit.

8-6 Hindenburg Line markers are never removed due to not being in an enemy ZOC, nor are they removed if unoccupied. They are only removed if occupied by the enemy, in which case they are replaced with devastation markers.

9. Gas

Note - Although Gas was used increasingly from 1915 on (by 1918 a

third of artillery shells were gas), it was a weapon of dramatic impact only twice, at the first use of Chlorine Gas, and, to a lesser degree, at the first use of Phosgene Gas. Hindsight tells us this. Military planners during the war were not so sure how gas would work on the battlefield. Sometimes it did not work at all. The following rules are meant to replicate the uncertainty associated with the first use of a new gas.

9-1 GAS counters are received as reinforcements only in the campaign game (if they are used in a scenario, they are part of the initial force). Starting with the first monthly turn of the game (September 1914), each player rolls two dice to determine if a GAS counter is received by a player. On a roll of '2' or '12' the German player is granted a single GAS counter. On a roll of '2' the Entente player is granted a single GAS counter.

9-2 A player may save the GAS counter for future use. If a GAS counter acquired in a previous month is still available during the monthly turn, two dice are rolled to see if the GAS counter is lost (the enemy has developed effective countermeasures). On a roll of '2', '3', or '12' the German player loses a previously acquired GAS counter. On a roll of '2', '3', '4', '11', or '12' the Entente player loses a previously acquired GAS counter.

9-3 GAS counters are only used in an attack. Prior to combat resolution, the owner of the counter may place it on any hex that contains an enemy trench (or Hindenburg Line) marker, that does not contain any Rough, Wooded Rough, or Mountain terrain that could be used for defense. Only one GAS counter may be used in an attack. Once used, the GAS counter is expended.

9-4 Once placed, the attacker must determine the effectiveness of the gas before combat is resolved (but AFTER the attacker has expended supplies for the upcoming attack). Two dice are rolled to determine Gas effectiveness. Use the following table for results:

'2' or '3' - Gas contaminates attacker prior to attack.

Result: There is no attack. No refund of expended supply points. Total attacking strength points. Divide by 3 (rounding down). Roll one die (unmodified) on resulting column of 1914-1916 CRT (regardless of actual date). Result is loss of attacking strength points. No loss to defender.

'4' or '5' - Gas impedes the attack.

Result: Attack is resolved with an additional -2 drm on the attack. Counterattack receives a corresponding +2 drm.

'6', '7', '8' - Gas has minor effect.

Result: Attack resolved with an additional +2 drm on the attack. Counterattack receives a corresponding -2 drm.

'9' or '10' - Gas has major effect.

Result: Attack is resolved with an additional +2 drm on the attack. Counter attack receives a corresponding -2 drm. No defender artillery or fortress units participate in counterattack. Retreat of defenders required if attack results in loss of more than half defending infantry type strength points.

'11' or '12' - Gas has catastrophic effect.

Result: As for major effect, yet retreat of defender required if attack results in any defender loss.

10. Tank Units

10-1 Tank units are those units having a tank silhouette instead of a unit symbol.

10-2 Tank units may not use column movement nor may they participate in column attacks.

10-3 When a tank unit moves by any means other than rail movement, it may suffer break-downs. Roll one die for every tank strength point that is moving on its own. Note that this applies to tank units retreating or advancing after combat in addition to those moving during the movement phase. The following table determines if a tank strength point is removed due to break-down:

1916: die roll of 1 thru 3.

1917: die roll of 1 or 2.

1918: die roll of 1.

Example: A 6-3 tank unit in 1917 moves during a movement phase by regular movement. For this unit, a die is rolled six times, and a 1 or 2 is rolled twice.. The unit losses 2 strength points in this move.

10-4 A Tank battalion counts as a single division for purposes of rail movement. A Tank brigade counts as 3 divisions for purposes of rail movement.

10-5 Tank units may move up to 20 hexes per turn by rail movement. This includes entraining and detraining.

10-6 Tank units may not use both rail and regular movement in the same movement phase.

10-7 Three tank battalions, or one tank brigade (two if at a friendly HQ and not in an enemy ZOC), may stack in a hex. These tank unit(s) are in addition to other units allowed by stacking limits.

10-8 Tank strength points are added to the strength point total of the attacker.

10-9 Tank units help the attacker to force the defender to retreat. When the total of losses called for on the CRT due to the attack, PLUS the number of attacking tank strength points, exceeds the number of defending infantry type strength points, the defenders are forced to retreat. The ONLY exceptions to this are if the defender is using urban or mountain terrain in the defense.

10-10 Tank units that participate in an attack may advance after combat into a hex the defender retreats from.

10-11 Tank units participating in an attack take losses in addition to the normal losses called for by a counter attack on the CRT. The tank losses in strength points are dependent on three factors: CRT counter attack losses, number of attacking tank units, number of attacking divisions. Tank strength point losses are calculated by the following formula:

Number of attacking tank battalions divided by number of attacking divisions multiplied by CRT counter attack loss. Fraction at end of calculation is rounded down.

(Note - Tank Brigades count as 3 tank battalions.)

Example: 9 divisions with a tank brigade attack. The counter attack calls for the loss of 8 strength points. The attacker will have to lose 8 strength points, PLUS tank strength points = $3 / 9 \times 8 = 2$ tank strength points.

10-12 Tank strength points are used in counterattack calculations for determining the strength of the counter attack. Each tank strength point counts as a half strength point in determining if retreat is required.

Example: a 7-4 infantry division and a 12-4 tank brigade are alone in a hex containing a trench marker that is

attacked. A retreat is called for if the defender must lose more than 13 strength points (7 plus half of $12 = 7 + 6 = 13$).

10-13 Defending tank strength points are lost only after all defending infantry type strength points are gone.

10-14 Should tank versus tank combat occur, there are two separate counter attacks. First, by the non-tank defending units. Resolve this as described by previous rules. Second, a counterattack by defending tank units only. The resulting counterattack losses are taken solely by attacking tank strength points (excess losses are not applied to non-tank units).

10-15 Tank units are supplied in the same manner as other combat units. Tank units may not be supplied through extended supply lines. Tank units may not attack or counterattack if they would be reduced in effectiveness due to extended supply lengths.

10-16 British tank units have a maximum strength of "8" until 1 October 1917. After that point, they may be brought up to the full "12" point strength shown on the counters. (This is due to improvements in tank design)

11. USA Units

11-1 The United States strongly desired that her forces operate under their own command. The French and British were of a different opinion. A compromise was reached. Up to 8 United States infantry divisions (brigades count as half divisions) may have attack supply expended for them by British or French headquarters during a single turn. Up to 16 United States infantry divisions (brigades count as half divisions) may have counterattack supply expended for them by British or French headquarters during a single turn. These allowances are halved after the appearance of the first US HQ as a reinforcement. Furthermore, two United States units may recombine at a British HQ and two at a French HQ per month.

11-2 The United States 93rd Provisional division was comprised solely of troops of African descent. It was not a double sized division, so it only counts as one division for stacking and rail movement purposes. It was placed under French command. This unit may only have

supply expended for it by French Headquarters. Its losses count as United States DM points. It may be rebuilt only with other United States units. If combined with other United States units, it is returned to full strength first.

12. Rules for Mid and Late War Western Front Scenarios

Map: 5-3.

Duration: See individual scenarios.

Combatants: Germany vs. Great Britain, France, Belgium, and the United States (1917).

Rail Lines: All rail lines on or behind German lines are part of the German Rail Network. All rail lines on or behind Entente lines are part of the French Rail Network.

Rail Capacities:

The German Rail Network has a capacity of 15 divisions in this scenario.

The French Rail Network has a capacity of 15 divisions.

Reinforcements

12-1 Use the reinforcement and replacement schedules in sections 23 (supply point and RPL reinforcements and arrival locations) and 24 (reinforcements and withdrawals). Use these schedules for the time period encompassed by the scenario.

Entente Front Line Sectors

12-2 The Entente had field armies from multiple nations manning their Front Lines on the Western Front. Each such nationality had a sector of the front. In game terms, certain non-French nationalities are given a described sector for set-up purposes at the start of each scenario. Belgium, Great Britain, and the United States have described sectors. Italian, Russian, Polish, and Czech units are considered French for sector considerations. Portuguese units are considered British for sector considerations.

12-3 The forces of non-French armies may only be set up in the front line hexes of their national sector at the start of a scenario. Non-French forces may also be

initially deployed up to two hexes to the rear of their sector. French forces may be set up with non-French forces in any sector “flank” front line hex. Flank hexes are the left and right limit of a sector. French forces may also be deployed to the rear of a non-French sector, but only in hexes adjacent to a sector flank hex.

12-4 A nationality may have multiple sectors. In this case, each sector has a left and right flank hex.

12-5 A sector is considered to be at least three hexes deep (a player may opt to make it deeper). One of these hexes is the front line. The sector may bow inward as you move rearward from the front line (it may also bow outward if the Entente player wishes). The Entente player may describe the edges of the sector as a hex adjacent to the front line, and then a hex adjacent to that, but not adjacent to the front line. (Example: British sector has front line of 1006, 0907, and 0908. Second hex deep of sector would be hexes 0806 and 0807 [hex 0906 cannot be the second hex ‘deep’ because it is also on the front line]. Third hex deep of sector is hex 0707 only).

12-6 Entente non-French nationalities may change their sector boundaries as the Entente player desires in the course of a game, but must remain within the following restrictions:

1. A nation must have a Headquarters for each sector, if it is to have more than a single sector.
2. A nation may never have more than 2 separate sectors.
3. A nation may always have at least one sector, even if it has no headquarters.

12-7 Restrictions on French forces in another nationality’s sector are always enforced. French forces may be in a sector, but only in or adjacent to the flank hexes. Forces may use rail movement through an allied country’s sector, but may not end the turn in those sectors (except for French in flank and adjacent hexes), even when remaining entrained.

12-8 The Belgian army had a strong desire to remain on Belgian soil. The Belgian army sector may not include hexes outside of Belgium unless it also includes every hex of Belgium still under Entente control. If the Belgian army does not have a sector (usually due to the loss of the Belgian HQ), then Belgian forces must either be in Belgium, or in hexes as close to Belgium as possible.

12-9 The United States may have forces

operating in French or British sectors, but only up to the limits that counter-attack supply could be expended for such units (see rule 11-1).

12-10 In 1918 (only) the British army may have up to six divisions in non-British sectors. These divisions may even be in front line hexes.

Rail-Based Units

12-11 Some units do not have a regular movement factor. Instead, they have the letters “RR”. Units with such a movement factor are rail bound. They may only exist in hexes containing an active friendly rail line. Such units have a rail movement allowance of 20 hexes per turn. Moving them does count against the use of rail capacity.

12-12 Rail-based units may retreat, but may only do so into hexes they are allowed to be in, and must do so along an active rail line. Failure to do so results in the loss of the unit. Failure of such units to be in an active rail line for any reason results in the loss of the unit.

German Assault Unit Creation and Conversion

12-13 In late 1917, after the development and refinement of so called “infiltration” or “von Hutier” tactics on the Eastern Front, the German army began the training and conversion of units on the Western Front to “stosstruppen” (literally “push troops”). In 1917 (and some in 1918) this conversion is handled by the German Reinforcement schedule. Units to be converted to stosstruppen are withdrawn and replaced with the new assault unit counter.

12-14 The Germans converted masses of units to stosstruppen in 1918. To do so, fit men were stripped from non-converted units. The mass conversion (covering units not automatically converted by the German Reinforcement schedule) begins with the start of the Trench construction phase at the beginning of February 1918. At that time, units to be converted to stosstruppen must be outside of enemy ZOCs and stacked with a German Headquarter.

12-15 The number of units that can be converted from infantry and mountain to assault or mountain assault is dependent

on the amount of DM points the German player has accumulated at the beginning of 1918.

If the German player has 1800 DM points at that time (the historical amount) the German player may convert 20 additional units to 12-5 assault (or mountain assault) and 10 additional units to 10-5 assault (or mountain assault).

For every full 50 DM above 1800 DM accrued by Germany at the beginning of 1918, reduce the number of allowed conversions by 2 x 12-5, and 1 x 10-5. For every full 50 DM below 1800 DM accrued by Germany at the beginning of 1918, increase the number of allowed conversions by 2 x 12-5, and 1 x 10-5.

12-16 After the point of the first randomly (see below) selected Unit conversion, German infantry units with a strength less than 5 have their movement allowance reduced to 4. This applies to both full and understrength units.

12-17 German assault units are created en-masse by the following process:

1. The German player places the assault (and mountain assault) units available for mass conversion in a bowl. He then withdraws a number of counters equal to the total number of conversions allowed by the start of 1918 accumulated DM. These are the only units that may be converted to assault type outside of units specified by the German Reinforcement schedule.

The units available for random selection are:

Mountain Assault -

(From 7-5 Mtn XX): 103, 117, 199, 200
Assault -

(From 8-5 Inf XX): 4Ba, 5Ba, 6Ba, 4, 5, 6, 7, 8, 9, 10, 13, 14, 17, 23, 24, 25, 27, 29, 30, 33, 34, 37, 38, 39

(From 7-5 Inf XX): 50, 52

(From 6-5 Inf XX): 17R, 18R, 24R, 26R, 111, 113, 183, 185, 211, 231

(From 5-5 Inf XX): 6BR, 7R, 10R, 11Ba, 11R, 13R, 14R, 50R, 51R, 52R, 54, 56, 206, 213, 242

(From Scratch [create as 8-5 infantry first, then as Assault unit]): 243

2. Units drawn are the only units that can undergo the special conversion process. Their regular infantry (or mountain) counterpart will need to move to a Headquarter location for conversion (unless the unit is in the dead pile). No special or extraordinary movement is used.

3. Units to be converted are placed underneath the Headquarter they are stacked with at the start of the trench construction initiation phase. The conversion will take a complete month. During the next trench construction completion phase, the conversion will be complete. Units undergoing conversion may not move, attack, or be attacked. Should any such acts interrupt the conversion process, it must begin again the next month.

4. Units not undergoing conversion are reduced in strength. This is done at the unit's present location (so long as the reduced unit is not surrounded). The points removed will be used to increase the strength of the units undergoing conversion.

5. The units to be converted need first to be brought up to full 8-5 infantry or 7-5 mountain type strength, even if their non-assault counter has a lower maximum strength. This is done by the expenditure of points accumulated by the reduction of non-converted units in the last step of the process. For every point of reduced strength, one infantry (or mountain) strength point is available for bringing a unit to full 8-5 strength (7-5 for mountain type).

6. When the units to be converted are at full 8-5 infantry or 7-5 mountain type strength, they are then converted to 12-5 or 10-5 (as determined by 12-15 and part 1 of this rule). This additional strengthening of the units is free, and is not dependent on further use of any kind of replacement strength points.

Example - The 26R division is chosen as a 10-5 conversion candidate by the random draw. The unit is currently at a reduced strength of 4-5. This unit moves from its position to that of a Headquarter. The 51R and 52R divisions are not chosen as a conversion candidates. These units also currently have a strength of 4-5. These units are, at the German player's discretion, further reduced to 2-5 in place. This makes 4 strength points available for conversion use. Four points are thus available for increase of assault candidate units to 8-5 strength. The 26R is first increased from 4-5 to 8-5 strength. The four points made available by the 51R and 52R reductions are used for this. The now 8-5 strong 26R division is now increased from 8-5 to 10-5 assault unit for free.

7. At the end of the 1 month conversion process, the newly converted assault units may move and attack normally.

Note - If the German player has not been tracking units by unit designations, the random draw will apply to any unit the player designates, but the unit involved would be one having the same printed strength as the drawn unit (example, the 119th Division is selected at random as a conversion candidate. The 119th is a 5-5 at full strength. Since the player has not been tracking units by their divisional designations, he could use any counter with a 5-5 full strength as the conversion candidate unit.)

Designer's Note - This process is obviously somewhat complex. It shows how every unit in the German army was affected by this reorganization. It is amazing that they were able to reorganize so many divisions, and do retraining, within just two months or so, all the while maintaining close contact with the enemy on the western front. And the Germans didn't have a single computer to handle the coordination and paperwork.

12-18 Should Germany lose a front line hex containing a trench or Hindenburg Line marker in 1917, that hex may be attacked by Assault units without triggering "First Use of Assault troops" against the nationality (or nationalities) that move into that hex within 3 turns of the hex's loss. This may only be done ONCE in 1917 (never in 1918). Consider this the Cambrai rule (Germans used a Stosstruppen based counterattack to regain the ground lost in the surprise British tank-based attack at Cambrai in Nov/Dec 1917).

13. The Western Front 1915 (2nd Ypres & Artois) Scenario Specific Rules

First Turn: Turn 6 of April 1915.

Last Turn: Turn 4 of June 1915.

13-1 When playing a duration game, Germany has 467 DM points, France has 420 DM points, and Great Britain has 62 DM points at the start of this scenario.

Special Restrictions

13-2 Belgian units are not allowed to attack in the course of the scenario.

Belgian DM are counted as French DM. (Applies to scenario play only).

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

In addition to points awarded by the above schedule, 20 DM are added to a country's DM total at the end of the scenario for each hex occupied by the enemy that previously contained a trench marker occupied by that country's forces. Such DM additions are made once per hex so occupied. (The Entente player is not penalized twice for losing a trench hex that was occupied by both French and British forces - only one country is assessed the 20 DM penalty).

German Decisive Victory: France and Great Britain combined suffer 150+ more Demoralization points than Germany suffers.

German Substantial Victory: France and Great Britain combined suffer 100-149 more Demoralization points than Germany suffers.

German Marginal Victory: France and Great Britain combined suffer 50-99 more Demoralization points than Germany suffers.

Entente Marginal Victory: France and Great Britain combined suffer 0-29 more Demoralization points than Germany suffers.

Entente Substantial Victory: Germany suffers 1-29 more Demoralization points than France and Great Britain combined suffer.

Entente Decisive Victory: Germany suffers 30+ more Demoralization points than France and Great Britain combined suffer.

14. The Western Front 1915 Scenario Set-Up Instructions:

Players deploy their units on the map according to the following set-up instructions:

1. Entente Player deploys first. Only Belgian units may be deployed in Belgian Front line hexes. Only British units may be deployed in British Front line hexes.

2. British, French, or Belgian ground combat units may be in non-front line hexes, but such British or Belgian units must be adjacent to front line hexes occupied by their countrymen or in or adjacent to hexes occupied by a Headquarter of their nationality.

3. The Entente Player may reserve up to 10 divisions (of any nationality or combination of nationalities) for deployment after the German player deploys his units.

4. Hexes south of hexrow xx18 may only contain one Entente division, and no Entente artillery units.

5. Hexes south of hexrow xx18 may only contain one German division, and no German artillery units.

6. German player deploys his units on or behind the German Front lines.

7. The Entente player deploys the units held back in step 3. Only one division may be added to any given hex at this time.

8. Players assign Supply Points from their totals to individual Headquarters.

Front Lines. The following line of hexes describes the German Front Lines. All such hexes contain a trench marker. Adjacent to the German Front Lines (generally to the west and south) are the Entente Front Lines. All such Entente Front Line hexes also contain a trench marker:
Hexes 1004, 1005, 1106, 1107, 1007 to 1013 (inclusive), 1114, 1213, 1314, 1413, 1514, 1614, 1714, 1814, 1914, 2013, 2114, 2214, 2215, 2116, 2216, 2316, 2416, 2517, 2617, 2718, 2818 to 2823 (inclusive).

Belgian Sector Front Line Hex:
0905

British Sector Front Line Hexes:
1006, 0907, 0908

14-1 France

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 100 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

French Headquarters contain a combined total of 90 Supply Points.

10 x Headquarters	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
2 x 6-4 Art X	A, B
12 x 3-4 Art III	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
10 x 1-6 Cav XX	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
1 x 1-6 Cav X	Spahi
6 x 0-3 Eng III	1, 2, 3, 5, 6, 7
2 x 8-5 Mtn XX	47 M, 66 M
1 x 7-5 Inf XX	Mrc
5 x 7-4 Inf XX	2 Col, 3 Col, 37Al, 38Al, 45Al
42 x 6-4 Inf XX	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 39, 40, 41, 42, 43, 48Al
1 x 5-4 Inf XX	152
28 x 4-4 Inf XX	51R, 52R, 53R, 54R, 55R, 56R, 57R, 58R, 59R, 60R, 61R, 62R, 63R, 64R, 65R, 67R, 68R, 69R, 70R, 71R, 72R, 73R, 74R, 75R, 76R, 77R, 151, PTG
19 x 3-4 Inf XX	81T, 82T, 83T, 84T, 85T, 86T, 87T, 88T, 89T, 91T, 92T, 96T, 97T, 99T, 100T Mlct, Brbt, d'Vst, Fayll
1 x 3-4 Inf X	1 Col
3 x 2-4 Inf X	1 Mxt, 2 Col, 2 Mxt

Fortresses: All French fortresses are placed according to the setup given in the Schlieffen Plan scenario instructions with the following exceptions:

1. French fortresses in (or behind) German front line hexes are eliminated (Reims fortress is also eliminated due to results of 1914 campaigns).

2. All French fortresses with an original strength less than 8 (except those in ports) are eliminated.

3. All French fortresses (except those in ports) with an original strength of 8 or more, that occupy hexes on the Entente Front line, or hexes adjacent to the Entente front line, are halved in strength.

4. All French fortresses (except those in ports) with an original strength of 8 or more, that do not occupy hexes on the Entente Front line, or hexes adjacent to the Entente front line, are quartered in strength.

14-2 Great Britain

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 45 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

British Headquarters contain a combined total of 17 Supply Points.

2 x Headquarters	1, 2
3 x 2-6 Cav XX	1, 2, 3
2 x 1-6 Cav XX	Ind, 2 Ind
1 x 8-5 Inf XX (Can)	1 Can
8 x 7-5 Inf XX	1, 2, 3, 4, 5, 6, 7, 8
5 x 7-4 Inf XX	27, 28, 46T, 47T, 48T
2 x 6-4 Inf XX (Ind)	Lhr, Mrt
1 x 4-5 Inf X (Can)	7 Can
1 x 3-5 Inf X	19

14-3 Belgium

The Belgian Headquarters contains 7 Supply Points.

1 x Headquarters	Bel
1 x 1-6 Cav XX	1
5 x 4-4 Inf XX	1, 2, 3, 5, 6

14-4 Germany

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 130 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

German Headquarters contain a combined total of 130 Supply Points.

German Player possesses 1 GAS counter. The German player may not gain another during scenario play, but may lose this counter during the monthly turn according to the provisions of section 9-2.

10 x Headquarters 1, 2, 3, 4, 5, 6, 7, Fkhsn, Gaede, Strnz

3 x 8-4 Art X A, B, C

8 x 3-4 Art III 1, 2, 3Ba, 4, 6, 9, 12, 18

2 x 8-2 S. Art I 2, 3

2 x 2-6 Cav XX 7, Gd

10 x 0-3 Eng III 18, 19, 20, 23, 24, 25, 29, 30, 31, Ba

16 x 2-4 Inf X 1RE, 2RE, 1BLw, 5BLw, 9BLw, 11Lw, 13Lw, 25Lw, 26Lw, 28Lw, 29Lw, 37Lw, 38Lw, 47Lw, 60Lw, 61Lw

34 x 8-5 Inf XX 1Ba, 2Ba, 3Ba, 4Ba, 5Ba, 5, 6Ba, 6, 7, 8, 9, 10, 10Ba, 11, 12, 13, 14, 15, 16, 17, 18, 21, 23, 24, 25, 27, 28, 29, 30, 32, 33, 34, 39, 40

7 x 7-5 Inf XX 4Es, 10Es, 19Es, 50, 52, GEs, BEs,

8 x 6-5 Inf XX 17R, 18R, 23R, 24R, 26R, 33R, 111, 113

31 x 5-5 Inf XX 1BR, 2GR, 5BR, 6BR, 7R, 9R, 10R, 11R, 12R, 13R, 14R, 15R, 16R, 19R, 21R, 22R, 28R, 30R, 43R, 44R, 45R, 46R, 51R, 52R, 53R, 54R, 54, 58, 115, 121, 123

8 x 4-4 Inf XX 1BL, 2Lw, 5Lw, 6BL, 7Lw, 8Lw, 9Lw, 15Lw

4 x 3-5 Inf XX 183, 185, 187, 192

2 x 6-5 Mar XX 1, 2

1 x 8-5 Mtn XX 8BR

2 x 7-5 Mtn XX 12Lw, 117

Fortresses: All German fortresses are placed according to the setup given in the Schlieffen Plan scenario instructions with the following exceptions:

1. All German fortresses with an original strength less than 8 are eliminated.

2. All German fortresses with an original strength of 8 or more, that occupy hexes on the German Front line, or hexes adjacent to the German front line, are halved in strength.

3. All German fortresses with an original strength of 8 or more, that do not occupy hexes on the German Front line, or hexes adjacent to the German front line, are quartered in strength.

15. The Western Front February 1916 (Verdun) Scenario Specific Rules

First Turn: Turn 5 of February 1916.

Last Turn: Turn 5 of April 1916.

(The battle of Verdun actually lasted into December of 1916. This scenario covers the first period, when Petain was in charge of French defenses.)

15-1 When playing a duration game, Germany has 926 DM points, France has 660 DM points, and Great Britain has 205 DM points at the start of this scenario.

Special Restrictions

15-2 Belgian units are not allowed to attack in the course of the scenario. Belgian DM are counted as French DM. (Applies to scenario play only).

15-3 The French believed Verdun to be a quiet sector. In setting up, the Entente player may place a maximum of two infantry divisions in the town of Verdun (hex 2015) or adjacent hexes. None of the divisions in or adjacent to Verdun may have a strength greater than 6 (because elite divisions at full strength are not in quiet sectors).

15-4 The German CinC, Falkenhayn, did not want to take Verdun. He wanted to force the French to defend it to the last. He limited attacks to the east bank of the Meuse river (until wiser heads talked him out of this restriction). As a result,

attacks against the west bank of the Meuse (hex 2014) are not allowed until the 1st March game turn.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

In addition to points awarded by the above schedule, 20 DM are added to a country's DM total at the end of the scenario for each hex occupied by the enemy that previously contained a trench marker occupied by that country's forces. Such DM additions are made once per hex so occupied. (The Entente player is not penalized twice for losing a trench hex that was occupied by both French and British forces - only one country is assessed the 20 DM penalty).

German Decisive Victory: France and Great Britain combined suffer 120+ more Demoralization points than Germany suffers.

German Substantial Victory: France and Great Britain combined suffer 70-119 more Demoralization points than Germany suffers.

German Marginal Victory: France and Great Britain combined suffer 40-69 more Demoralization points than Germany suffers.

Entente Marginal Victory: France and Great Britain combined suffer 0-39 more Demoralization points than Germany suffers.

Entente Substantial Victory: Germany suffers 1-34 more Demoralization points than France and Great Britain combined suffer.

Entente Decisive Victory: Germany suffers 35+ more Demoralization points than France and Great Britain combined suffer.

16. The Western Front February 1916 Scenario Set-Up Instructions

Players deploy their units on the map according to the following set-up instructions:

1. Entente Player deploys first. Only Belgian units may be deployed in Belgian Front line hexes. Only British units may be deployed in British Front line hexes.

2. British, French, or Belgian ground combat units may be in non-front line hexes, but such British or Belgian units must be adjacent to front line hexes occupied by their countrymen or in or adjacent to hexes occupied by a Headquarter of their nationality.

3. The Entente Player may reserve up to 10 divisions (of any nationality or combination of nationalities) for deployment after the German player deploys his units.

4. Hexes south of hexrow xx18 may only contain one Entente division, and no Entente artillery units.

5. Hexes south of hexrow xx18 may only contain one German division, and no German artillery units.

6. German player deploys his units on or behind the German Front lines.

7. The Entente player deploys the units held back in step 3. Only one division may be added to any given hex at this time.

8. Players assign Supply Points from their totals to individual Headquarters.

Front Lines. The following line of hexes describes the German Front Lines. All such hexes contain a trench marker. Adjacent to the German Front Lines (generally to the west and south) are the Entente Front Lines. All such Entente Front Line hexes also contain a trench marker:

Hexes 1004, 1005, 1106, 1107, 1007 to 1013 (inclusive), 1114, 1213, 1314, 1413, 1514, 1614, 1714, 1814, 1914, 2013, 2114, 2214, 2215, 2116, 2216, 2316, 2416, 2517, 2617, 2718, 2818 to 2823 (inclusive).

Belgian Sector Front Line Hex:
0905

British Sector Front Line Hexes:
1st Sector - 1006, 0907, 0908
2nd Sector - 0910, 0911

16-1 France

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 100 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

French Headquarters contain a combined total of 150 Supply Points.

10 x Headquarters	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
4 x 6-4 Art X	A, B, C, D
12 x 3-4 Art III	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
1 x 6-2 S. Art II	a
1 x 6-RR S. Art II	d
10 x 1-6 Cav XX	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
1 x 1-6 Cav X	Spahi
8 x 0-3 Eng III	1, 2, 3, 5, 6, 7, 8, 9
2 x 8-5 Mtn XX	47 M, 66 M
1 x 7-5 Inf XX	Mrc
5 x 7-4 Inf XX	2 Col, 3 Col, 37Al, 38Al, 45Al
46 x 6-4 Inf XX	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 10 Col, 11, 12, 13, 14, 15, 15 Col, 16, 16 Col, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 39, 40, 41, 42, 43, 48Al, 153NA
11 x 5-4 Inf XX	120, 121, 123, 124, 125, 126, 127, 128, 129, 131, 152
29 x 4-4 Inf XX	51R, 52R, 53R, 55R, 56R, 58R, 59R, 60R, 61R, 62R, 63R, 64R, 65R, 67R, 68R, 69R, 70R, 71R, 72R, 73R, 74R, 76R, 77R, 130, 132, 151, 154, 157, 158
17 x 3-4 Inf XX	81T, 82T, 83T, 87T, 88T, 89T, 97T, 99T, 100T, 101T, 102T, 104T, 105T, Mlct, Brbt, d'Vst, Fayll
1 x 2-4 Inf X	1Noir

3 x 1-4 Inf X 3 Sen, 5 Sen, 7 Sen

Fortresses: Placed as per 1915 scenario instructions.

16-2 Great Britain

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 10 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

British Headquarters contain a combined total of 75 Supply Points.

4 x Headquarters	1, 2, 3, 4
1 x 7-4 Art X	A
3 x 2-6 Cav XX	1, 2, 3
1 x 2-6 Cav X (Can)	Can
2 x 1-6 Cav XX	Ind, 2 Ind
1 x 0-3 Eng III	3
2 x 8-5 Inf XX	51T, Gds
3 x 8-5 Inf XX (Can)	1 Can, 2 Can, 3 Can
8 x 7-5 Inf XX	1, 2, 3, 4, 5, 6, 7, 8
22 x 7-4 Inf XX	9, 12, 14, 15, 17, 18, 19, 20, 21, 23, 24, 25, 30, 32, 33, 38, 46T, 47T, 48T, 49T, 50T, 55T
2 x 7-4 Inf XX (Irish)	16, 36
3 x 6-4 Inf XX	34, 35, 37

16-3 Belgium

The Belgian Headquarters contains a total of 7 Supply Points.

1 x Headquarters	Bel
1 x 1-6 Cav XX	1
2 x 6-4 Inf XX	1, 2
4 x 4-4 Inf XX	3, 4, 5, 6

16-4 Germany

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 50 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

German Headquarters contain a combined total of 240 Supply Points.

9 x Headquarters	2, 3, 4, 5, 6, 7, Fkhsn, Gaede, Strnz
4 x 8-4 Art X	A, B, C, D
8 x 3-4 Art III	1, 2, 3Ba, 4, 6, 9, 12, 18
1 x 8-2 S. Art I	3
1 x 2-6 Cav XX	7
10 x 0-3 Eng III	18, 19, 20, 23, 24, 25, 29, 30, 31, Ba
7 x 2-4 Inf X	1RE, 9BLw, 11Lw, 13Lw, 25Lw, 38Lw, 61Lw
44 x 8-5 Inf XX	1Gd, 1GR, 1Ba, 2Gd, 2Ba, 3Ba, 4, 4Ba, 5Ba, 5, 6Ba, 6, 7, 8, 9, 10, 10Ba, 11, 12, 13, 14, 15, 17, 18, 19, 20, 21, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 38, 39, 40
7 x 7-5 Inf XX	4Es, 10Es, 19Es, 50, 52, GEs, BEs,
10 x 6-5 Inf XX	4Gd, 11Ba, 17R, 18R, 23R, 24R, 26R, 33R, 111, 113
33 x 5-5 Inf XX	1BR, 2GR, 5BR, 5Es, 6BR, 7R, 9R, 10R, 11R, 12R, 13R, 14R, 15R, 16R, 19R, 21R, 22R, 25R, 28R, 30R, 43R, 44R, 45R, 50R, 51R, 52R, 53R, 54R, 54, 56, 58, 121, 123

10 x 4-4 Inf XX	1BL, 2Lw, 5Lw, 6BL, 7Lw, 8Lw, 9Lw, 13Lw, 15Lw, 47Lw
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4 x 3-5 Inf XX	183, 185, 187, 192
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2 x 6-5 Mar XX	1, 2
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1 x 8-5 Mtn XX	8BR
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2 x 7-5 Mtn XX	12Lw, 117
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Fortresses: Placed as per 1915 scenario instructions.

17. The Western Front June 1916 (The Somme) Scenario Specific Rules

First Turn: Turn 6 of June 1916.

Last Turn: Turn 4 of November 1916.

17-1 When playing a duration game, Germany has 1172 DM points, France has 750 DM points, and Great Britain has 268 DM points at the start of this scenario.

Special Restrictions

17-2 Belgian units are not allowed to attack in the course of the scenario. Belgian DM are counted as French DM. (Applies to scenario play only).

17-3 German and French units set up in or adjacent to either hex 2015 or hex 2115 may at most be at flip side (reduced) strength.

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

In addition to points awarded by the above schedule, 20 DM are added to a country's DM total at the end of the scenario for each hex occupied by the enemy that previously contained a trench marker occupied by that country's forces. Such DM additions are made once per hex so occupied. (The Entente player is not penalized twice for losing a trench hex that was occupied by both French and British forces - only one country is assessed the 20 DM penalty).

German Decisive Victory: France and Great Britain combined suffer 150+ more Demoralization points than Germany suffers.

German Substantial Victory: France and Great Britain combined suffer 100-149 more Demoralization points than Germany suffers.

German Marginal Victory: France and Great Britain combined suffer 50-99 more Demoralization points than Germany suffers.

Entente Marginal Victory: France and Great Britain combined suffer 0-49 more Demoralization points than Germany suffers.

Entente Substantial Victory: Germany suffers 1-49 more Demoralization points than France and Great Britain combined suffer.

Entente Decisive Victory: Germany suffers 50+ more Demoralization points than France and Great Britain combined suffer.

18. The Western Front June 1916 Scenario Set-Up Instructions

Players deploy their units on the map according to the following set-up instructions:

1. Entente Player deploys first. Only Belgian units may be deployed in Belgian Front line hexes. Only British units may be deployed in British Front line hexes.

2. British, French, or Belgian ground combat units may be in non-front line hexes, but such British or Belgian units must be adjacent to front line hexes occupied by their countrymen or in or adjacent to hexes occupied by a Headquarter of their nationality.

3. The Entente Player may reserve up to 10 divisions (of any nationality or combination of nationalities) for deployment after the German player deploys his units.

4. Hexes south of hexrow xx18 may only contain one Entente division, and no Entente artillery units.

5. Hexes south of hexrow xx18 may only contain one German division, and no German artillery units.

6. German player deploys his units on or behind the German Front lines.

7. The Entente player deploys the units held back in step 3. Only one division may be added to any given hex at this time.

8. Players assign Supply Points from their totals to individual Headquarters.

Front Lines. The following line of hexes describes the German Front Lines. All such hexes contain a trench marker. Adjacent to the German Front Lines (generally to the west and south) are the Entente Front Lines. All such Entente Front Line hexes also contain a trench marker:

Hexes 1004, 1005, 1106, 1107, 1007 to 1013 (inclusive), 1114, 1213, 1314, 1413, 1514, 1614, 1714, 1814, 1914, 2013, 2114, 2214, 2215, 2116, 2216, 2316, 2416, 2517, 2617, 2718, 2818 to 2823 (inclusive).

Belgian Sector Front Line Hex:
0905

British Sector Front Line Hexes:
1006, 0906, 0907, 0908, 0909, 0910, 0911

18-1 France

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 50 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

French Headquarters contain a combined total of 225 Supply Points.

10 x Headquarters 1, 2, 3, 4, 5,
6, 7, 8, 9, 10

4 x 6-4 Art X A, B, C, D

12 x 3-4 Art III 1, 2, 3, 4, 5, 6, 7, 8, 9,
10, 11, 12

1 x 6-2 S. Art II a

1 x 6-RR S. Art II d

10 x 1-6 Cav XX 1, 2, 3, 4, 5, 6, 7, 8, 9,
10

1 x 1-6 Cav X Spahi

9 x 0-3 Eng III 1, 2, 3, 5, 6, 7, 8, 9,
10

2 x 8-5 Mtn XX 47 M, 66 M

1 x 7-5 Inf XX Mrc

5 x 7-4 Inf XX 2 Col, 3 Col, 37Al,
38Al, 45Al

1 x 6-5 Mtn XX 46 M

46 x 6-4 Inf XX 1, 2, 3, 4, 5, 6, 7, 8, 9,
10, 10 Col, 11, 12, 13, 14, 15,
15 Col, 16, 16 Col, 17, 18, 19,
20, 21, 22, 23, 24, 25, 26, 27,
28, 29, 30, 31, 32, 33, 34, 35,
36, 39, 40, 41, 42, 43, 48Al,
153NA

12 x 5-4 Inf XX 120, 121, 123, 124,
125, 126, 127, 128, 129, 131,
133, 152

29 x 4-4 Inf XX 51R, 52R, 53R, 55R,
56R, 58R, 59R, 60R, 61R,
62R, 63R, 64R, 65R, 67R,
68R, 69R, 70R, 71R, 72R,
73R, 74R, 76R, 77R, 130, 132,
151, 154, 157, 158

13 x 3-4 Inf XX 81T, 82T, 83T, 87T,
88T, 89T, 97T, 99T, 100T,
101T, 104T, d'Vst, Fayll

1 x 2-4 Inf X 1Noir

3 x 1-4 Inf X 3 Sen, 5 Sen, 7 Sen

Fortresses: Placed as per 1915 scenario instructions, but with fortress in hex 2115 reduced to 3 strength points.

18-2 Great Britain

All British Units are at full strength.

British Headquarters contain a combined total of 100 Supply Points.

5 x Headquarters 1, 2, 3, 4, 5

3 x 7-4 Art X A, B, C

3 x 4-6 Cav XX 1, 2, 3

1 x 2-6 Cav X (Can) Can

2 x 3-6 Cav XX 1 Ind, 2 Ind

1 x 0-3 Eng III 3

2 x 8-5 Inf XX 51T, Gds

3 x 8-5 Inf XX (Can) 1 Can,
2 Can, 3 Can

2 x 8-5 Inf XX (Aus) 1 Aus,
2 Aus

1 x 8-5 Inf XX (NZ) NZ

8 x 7-5 Inf XX 1, 2, 3, 4, 5, 6, 7, 8

25 x 7-4 Inf XX 9, 12, 14, 15, 17, 18,
19, 20, 21, 23, 24, 25, 29, 30,
32, 33, 38, 46T, 47T, 48T, 49T,
50T, 55T, 56T, 61T

2 x 7-4 Inf XX (Irish)	16, 36
7 x 6-4 Inf XX	31, 34, 35, 37, 39, 40, 41
1 x 4-5 Inf XX (Aus)	4 Aus
1 x 2-5 Inf III (S. Afr)	SAf
1 x 2-4 Mar XX	RN
4 x 5-3 Inf XX	RPL

18-3 Belgium

The Belgian Headquarters contains a total of 7 Supply Points.

1 x Headquarters	Bel
1 x 2-6 Cav XX	1
4 x 6-4 Inf XX	1, 2, 3, 5
2 x 4-4 Inf XX	4, 6

18-4 Germany

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 50 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

German Headquarters contain a combined total of 160 Supply Points.

9 x Headquarters	2, 3, 4, 5, 6, 7, Fkhsn, Gaede, Strnz
4 x 8-4 Art X	A, B, C, D
8 x 3-4 Art III	1, 2, 3Ba, 4, 6, 9, 12, 18
1 x 8-2 S. Art I	3
1 x 2-6 Cav XX	7
10 x 0-3 Eng III	18, 19, 20, 23, 24, 25, 29, 30, 31, Ba
8 x 2-4 Inf X	1RE, 9BLw, 11Lw, 13Lw, 25Lw, 38Lw, 44Lw, 61Lw
46 x 8-5 Inf XX	1, 1Gd, 1GR, 1Ba, 2Gd, 2Ba, 3Gd, 3Ba, 4, 4Ba, 5Ba, 5, 6Ba, 6, 7, 8, 9, 10, 10Ba, 11, 12, 13, 14, 15, 17, 18, 19, 20, 21, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 38, 39, 40
7 x 7-5 Inf XX	4Es, 10Es, 19Es, 50, 52, GEs, BEs,

10 x 6-5 Inf XX 4Gd, 11Ba, 17R, 18R, 23R, 24R, 26R, 33R, 111, 113

33 x 5-5 Inf XX 1BR, 2GR, 5BR, 5Es, 6BR, 7R, 9R, 10R, 11R, 12R, 13R, 14R, 15R, 16R, 19R, 21R, 22R, 25R, 28R, 30R, 43R, 44R, 45R, 50R, 51R, 52R, 53R, 54R, 54, 56, 58, 121, 123

10 x 4-4 Inf XX 1BL, 2Lw, 5Lw, 6BL, 7Lw, 8Lw, 9Lw, 13Lw, 15Lw, 47Lw

4 x 3-5 Inf XX 183, 185, 187, 192

2 x 6-5 Mar XX 1, 2

1 x 8-5 Mtn XX 8BR

3 x 7-5 Mtn XX 12Lw, 103, 117

3 x 3-5 Mtn III 1AlpK, 2AlpK, 3AlpK

Fortresses: Placed as per 1915 scenario instructions.

19. The Western Front 1917 (The Nivelles Offensive) Scenario Specific Rules

First Turn: Turn 4 of April 1917.

Last Turn: Turn 3 of June 1917.

19-1 When playing a duration game, Germany has 1587 DM points, France has 870 DM points, and Great Britain has 563 DM points at the start of this scenario.

Special Restrictions

19-2 Belgian units are not allowed to attack in the course of the scenario. Belgian DM are counted as French DM. (Applies to scenario play only).

Victory Conditions

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates).

In addition to points awarded by the above schedule, 20 DM are added to a country's DM total at the end of the scenario for each hex occupied by the enemy that previously contained a trench marker occupied by that country's forces.

Such DM additions are made once per hex so occupied. (The Entente player is not penalized twice for losing a trench hex that was occupied by both French and British forces - only one country is assessed the 20 DM penalty).

German Decisive Victory: France and Great Britain combined suffer 150+ more Demoralization points than Germany suffers.

German Substantial Victory: France and Great Britain combined suffer 100-149 more Demoralization points than Germany suffers.

German Marginal Victory: France and Great Britain combined suffer 50-99 more Demoralization points than Germany suffers.

Entente Marginal Victory: France and Great Britain combined suffer 0-49 more Demoralization points than Germany suffers.

Entente Substantial Victory: Germany suffers 1-49 more Demoralization points than France and Great Britain combined suffer.

Entente Decisive Victory: Germany suffers 50+ more Demoralization points than France and Great Britain combined suffer.

20. The Western Front 1917 Scenario Set Up Instructions

Players deploy their units on the map according to the following set-up instructions:

- Entente Player deploys first. Only Belgian units may be deployed in Belgian Front line hexes. Only British units may be deployed in British Front line hexes.
- British, French, or Belgian ground combat units may be in non-front line hexes, but such British or Belgian units must be adjacent to front line hexes occupied by their countrymen or in or adjacent to hexes occupied by a Headquarter of their nationality.
- The Entente Player may reserve up to 10 divisions (of any nationality or combination of nationalities) for deployment after the German player deploys his units.

4. Hexes south of hexrow xx18 may only contain one Entente division, and no Entente artillery units.

5. Hexes south of hexrow xx18 may only contain one German division, and no German artillery units.

6. German player deploys his units on or behind the German Front lines.

7. The Entente player deploys the units held back in step 3. Only one division may be added to any given hex at this time.

8. Players assign Supply Points from their totals to individual Headquarters.

Front Lines. The following line of hexes describes the German Front Lines. Unless otherwise noted, all such hexes contain a trench marker. Adjacent to the German Front Lines (generally to the west and south) are the Entente Front Lines. All such Entente Front Line hexes also contain a trench marker:

Hexes 1004, 1005, 1106, 1107, 1007 to 1009 (inclusive), 1110, 1210, 1211, 1212, 1313, 1413, 1514, 1614, 1714, 1814, 1914, 2013, 2114, 2214, 2215, 2116, 2216, 2316, 2416, 2517, 2617, 2718, 2818 to 2823 (inclusive).

A Hindenburg Line marker (instead of a Trench marker) is in each of the following German Front Line Hexes: 1110, 1210, 1211, 1212, 1313

A devastation marker is placed in each of the following hexes: 0911, 0912, 0913, 0914, 1011, 1012, 1013, 1014, 1114, 1115, 1214, 1315

Belgian Sector Front Line Hex:
0905

British Sector Front Line Hexes:
1006, 0906, 0907, 0908, 0909, 0910, 1010, 1111, 1112

20-1 France

All French units are at full strength

French Headquarters contain a combined total of 240 Supply Points.

10 x Headquarters 1, 2, 3, 4, 5,
6, 7, 8, 9, 10

5 x 6-4 Art X A, B, C, D, E

12 x 3-4 Art III 1, 2, 3, 4, 5, 6, 7, 8, 9,
10, 11, 12

2 x 6-2 S. Art II a, b

2 x 6-RR S. Art II d, e

7 x 3-6 Cav XX 1, 2, 3, 4, 5, 6, 7

1 x 1-6 Cav X Spahi

9 x 0-3 Eng III 1, 2, 3, 5, 6, 7, 8, 9,
10

1 x 6-3 Tank X 1 Tnk

2 x 8-5 Mtn XX 47 M, 66 M

1 x 7-5 Inf XX Mrc

5 x 7-4 Inf XX 2 Col, 3 Col, 37Al,
38Al, 45Al

1 x 6-5 Mtn XX 46 M

44 x 6-4 Inf XX 1, 2, 3, 4, 5, 6, 7, 8, 9,
10, 10 Col, 11, 12, 13, 14, 15,
15 Col, 16, 17, 18, 19, 20, 21,
22, 23, 24, 25, 26, 27, 28, 29,
31, 32, 33, 34, 35, 36, 39, 40,
41, 42, 43, 48Al, 153NA

21 x 5-4 Inf XX 120, 121, 123, 124,
125, 126, 127, 128, 129, 131,
133, 134, 152, 162, 163, 164,
166, 167, 168, 169, 170

30 x 4-4 Inf XX 51R, 52R, 53R, 55R,
56R, 58R, 59R, 60R, 61R,
62R, 63R, 64R, 65R, 67R,
68R, 69R, 70R, 71R, 72R,
73R, 74R, 77R, 130, 132,
151, 154, 157, 158, 161, 165

5 x 3-4 Inf XX 81T, 82T, 83T, 87T,
88T

1 x 3-4 Inf XX (Russian) Rus

3 x 2-4 Inf X 1Noir, 3 Sen, 4 Sen

4 x 1-4 Inf X 5 Sen, 7 Sen, 9 Sen,
10 Sen

Fortresses: Placed as per 1915 scenario instructions, but with fortress in hex 2115 reduced to 3 strength points.

20-2 Great Britain

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player

must reduce these units so that a total of 60 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

British Headquarters contain a combined total of 130 Supply Points.

5 x Headquarters 1, 2, 3, 4, 5

5 x 7-4 Art X A, B, C, D, E

1 x 7-2 S. Art II a

1 x 7-RR S. Art II c

3 x 4-6 Cav XX 1, 2, 3

1 x 2-6 Cav X (Can) Can

2 x 3-6 Cav XX 1 Ind, 2 Ind

4 x 0-3 Eng III 1, 2, 3, 4

2 x 8-4 Tank X 1 RTC, 2 RTC

2 x 8-5 Inf XX 51T, Gds

4 x 8-5 Inf XX (Can) 1 Can, 2 Can
3 Can, 4 Can

4 x 8-5 Inf XX (Aus) 1 Aus, 2 Aus
4 Aus, 5 Aus

1 x 8-5 Inf XX (NZ) NZ

8 x 7-5 Inf XX 1, 2, 3, 4, 5, 6, 7, 8

1 x 7-4 Mar XX RN

28 x 7-4 Inf XX 9, 11, 12, 14, 15, 17,
18, 19, 20, 21, 23, 24, 25, 29,
30, 32, 33, 38, 42T, 46T, 47T,
48T, 49T, 50T, 55T, 56T, 61T,
66T

2 x 7-4 Inf XX (Irish) 16, 36

12 x 6-4 Inf XX 31, 34, 35, 37, 39, 40,
41, 57T, 58T, 59T, 60T, 62T

1 x 5-4 Inf XX (Port.) 1 Port

1 x 4-5 Inf XX (Aus) 3 Aus

1 x 2-5 Inf III (S. Afr) SAF

20-3 Belgium

The Belgian Headquarters contains a total of 15 Supply Points.

1 x Headquarters Bel

1 x 2-6 Cav XX	1	1 x 3-5 (-) Mar XX	3
6 x 6-4 Inf XX	1, 2, 3, 4, 5, 6	1 x 7-5 Mtn XX	199
		2 x 5-5 Mtn XX	12Lw, 103

20-4 Germany

German Headquarters contain a combined total of 310 Supply Points.

10 x Headquarters	1, 2, 3, 4, 5, 6, 7, Fkhsn, Gaede, Strnz
7 x 8-4 Art X	A, B, C, D, E, F, G
8 x 3-4 Art III	1, 2, 3Ba, 4, 6, 9, 12, 18
1 x 8-2 S. Art I	3
1 x 8-RR S. Art II	RR
1 x 2-6 Bike X	2
3 x 4-6 Cav XX	2, 6, 7
10 x 0-3 Eng III	18, 19, 20, 23, 24, 25, 29, 30, 31, Ba
3 x 2-4 Inf X	13Lw, 61Lw, 84Lw
9 x 8-5 Inf XX	1Gd, 2Gd, 2, 6, 20, 27, 28, 31, 41
2 x 7-5 Inf XX	50, 52
58 x 6-5 Inf XX	1 GR, 1Ba, 2Ba, 3Gd, 3Ba, 4, 4Ba, 4Gd, 5Ba, 5Gd, 6Ba, 7, 8, 9, 9BR, 10, 11, 13, 14, 17, 17R, 18, 18R, 21, 23, 23R, 24, 24R, 25, 26, 26R, 29, 30, 32, 33R, 34, 35, 36, 37, 38, 39, 40, 111, 113, 183, 185, 187, 192, 206, 207, 211, 213, 214, 219, 220, 221, 222, 231
42 x 5-5 Inf XX	1BR, 2GR, 4Es, 6BR, 7R, 8Es, 9R, 10Es, 10R, 11R, 12R, 13R, 14Ba, 14R, 15Ba, 15R, 16Ba, 16R, 19Es, 19R, 22R, 25R, 28R, 44R, 50R, 51R, 52R, 54, 54R, 56, 58, 79R, 80R, 223, 227, 233, 234, 235, GEs, Bes
3 x 4-5 (-) Inf XX	5, 19, 33
14 x 4-4 Inf XX	1BL, 2Lw, 5Lw, 6BL, 7Lw, 8Lw, 9Lw, 13Lw, 21Lw, 25Lw, 26Lw, 38Lw, 44Lw, 47Lw
4 x 3-5 (-) Inf XX	11Ba, 30R, 204, 242
2 x 3-4 (-) Inf XX	19Lw, 20Lw
6 x 2-5 (-) Inf XX	5BR, 21R, 43R, 45R, 49R, 208
2 x 4-5 (-) Mar XX	1, 2

Fortresses: Placed as per 1915 scenario instructions.

21. The Western Front 1918 Scenario Specific Rules

First Turn: Turn 6 of March 1918.

Last Turn: Turn 3 of November 1918.

21-1 At the start of this scenario, Germany has 1966 DM points, France has 975 DM points, Great Britain has 912 DM points, and the United States has no DM points.

21-2 At the start of this scenario, the United States has added 25 supply points to the 1st XXXX HQ as per rule 23-61.

Special Restrictions

21-3 Belgian units are not allowed to attack in the course of the scenario.

Victory Conditions

Victory is determined at the end of the Entente Combat phase of the 3rd November 1918 turn; or when Germany, Great Britain, or France surrenders.

While playing the scenario, Demoralization Points (DM's) are accumulated for enemy losses and gaining control of enemy cities (See DM Schedule, Standard Rulebook, Rule 26-3 for DM accrual rates). Rule 23-17 is in force during this scenario.

German Decisive Victory: France or Great Britain surrenders (see Duration Rules on Surrender triggers for DM accumulation).

German Substantial Victory: France or Great Britain suffer "Economic Collapse" and Germany does not surrender.

German Marginal Victory: Great Britain suffers "Shaken National Morale" (this has already happened to France before the time period of this scenario), and Germany does not surrender.

Entente Marginal Victory: Germany surrenders prior to the end of the scenario.

Entente Substantial Victory: Germany surrenders, while neither France nor Great Britain suffer "Economic Collapse".

Entente Decisive Victory: Germany surrenders. Great Britain does not suffer "Shaken National Morale" and France does not suffer "Economic Collapse".

22. The Western Front 1918 Scenario Set Up Instructions

The players have two set-up options for the Entente in this scenario: historical or player determined. Players must agree on which option will be used prior to game setup.

In either case, the following Front Lines and marker set ups apply:

Front Lines. The following line of hexes describes the German Front Lines. Unless otherwise noted, all such hexes contain a trench marker. Adjacent to the German Front Lines (generally to the west and south) are the Entente Front Lines. All such Entente Front Line hexes also contain a trench marker:

Hexes 1004, 1005, 1106, 1107, 1007 to 1009 (inclusive), 1110, 1210, 1211, 1212, 1313, 1413, 1514, 1614, 1714, 1814, 1914, 2013, 2114, 2214, 2215, 2116, 2216, 2316, 2416, 2517, 2617, 2718, 2818 to 2823 (inclusive).

A Hindenburg Line marker (instead of a Trench marker) is in each of the following German Front Line Hexes: 1110, 1210, 1211, 1212, 1313

A devastation marker is placed in each of the following hexes:

0911, 0912, 0913, 0914, 1011, 1012, 1013, 1014, 1114, 1115, 1214, 1315

Belgian Sector Front Line Hexes: 0905, 0906

British Sector Front Line Hexes: 1006, 0907, 0908, 0909, 0910, 1010, 1111, 1112, 1113

United States Sector Front Line Hex: 2217

HISTORICAL (Option 1)

The Entente player has available for set-up all of the units listed in the Order of Battle for set up Option 2. The player sets up the below specified units in the specified locations. The player may then choose where to place non-specified units (those not assigned a specific hex, which are left over) according to the following parameters:

1. French infantry and mountain units may ONLY deploy in French sector front line hexes. Reduce any French infantry units in front line hexes by a total of 20 strength points.

2. There is no reduction of British infantry forces, this has already been taken into account by the reduced strength of units to be set up as specified.

3. Hexes south of hexrow xx18 may only contain one Entente division, and no Entente artillery units.

4. Entente Artillery and Tank units must be placed in non-Front line hexes. Tank units must be placed on hexes containing an active rail line. Artillery units are placed in hexes containing a same nationality HQ, or in hexes adjacent to such a Headquarters. No more than one additional artillery unit may be with or adjacent to one particular Headquarter than are with or adjacent to another Headquarter of the same nationality. Headquarters south of hexrow xx18 are not taken into account. (Example - there are 3 artillery units stacked with or adjacent to the British 1st Army HQ. A maximum of 4 artillery units could then be stacked with or adjacent to the British 3rd Army HQ).

5. German player deploys his units on or behind the German Front lines.

6. Hexes south of hexrow xx18 may only contain one German division, and no German artillery units.

7. German player assigns supply points to his Headquarters.

Belgium

Hex	Unit	Designation
0805	Bel XXXX HQ	(15sp)
	2 x 4-4 Inf XX	3, 9
0905	1 x 2-6 Cav XX	1
	5 x 4-4 Inf XX	2, 5, 6, 8, 12

0906 5 x 4-4 Inf XX 1, 4, 7, 10, 11

Great Britain

Hex	Unit	Designation
0806	2nd XXXX HQ	(57sp)
	2 x 8-5 Inf XX	NZ, 3Aus
	1 x 2-5 Inf III	Saf
0807	1 x 8-5 Inf XX	4Aus
	1 x 4-4 Inf XX	57T
0808	1st XXXX HQ	(58sp)
	1 x 8-5 Inf XX	2Can
	1 x 5-4 Inf XX	42T
	1 x 2-6 Cav X	Can
0809	1 x 8-5 Inf XX	Gds
	1 x 4-4 Inf XX	31
0810	2 x 4-4 Inf XX	40, 41
0906	1 x 4-4 Inf XX	35
0907	3 x 8-5 Inf XX	1Aus, 2Aus
		5Aus
	1 x 4-4 Inf XX	37
	1 x 3-4 Inf XX	2Por
0908	1 x 5-5 Inf XX	1
	3 x 5-4 Inf XX	11, 46T, 55T
		1Por
0909	3 x 8-5 Inf XX	1Can, 3Can, 4Can
		56T
	1 x 5-4 Inf XX	62T
0910	2 x 5-5 Inf XX	3, 4
	1 x 5-4 Inf XX	15
	1 x 4-4 Inf XX	34
0911	3rd XXXX HQ	(47sp)
	1 x 5-5 Inf XX	2
	2 x 5-4 Inf XX	19, 25
0912	1 x 5-4 Inf XX	50T
1006	1 x 5-5 Inf XX	8
	5 x 5-4 Inf XX	29, 32, 33, 38, 49T
1010	1 x 5-4 Mar XX	RN
	1 x 8-5 Inf XX	51T
	1 x 5-5 Inf XX	6
	2 x 5-4 Inf XX	17, 47T
1011	1 x 4-4 Inf XX	39
	2 x 4-6 Cav XX	1, 3
1012	5th XXXX HQ	(28sp)
	1 x 4-6 Cav XX	2
	1 x 5-4 Inf XX	20
1111	5 x 5-4 Inf XX	9, 16, 21, 24, 66T
1112	3 x 5-4 Inf XX	30, 36, 61T
1113	2 x 5-4 Inf XX	14, 18
	1 x 4-4 Inf XX	58T

United States

Hex	Unit	Designation
1719	1 x 12-4 Inf XX	26
2016	1 x 7-4 Mar X	4
	1 x 7-4 Inf X	3
2217	1 x 13-4 Inf XX	1
1719	1 x 12-4 Inf XX	42

France

Hex	Unit	Designation
0619	1 x 3-6 Cav XX	6
0716	1 x 3-6 Cav XX	5
0805	1 x 6-4 Inf XX	29
	1 x 5-4 Inf XX	133
0816	1 x 4-4 Inf XX	62R
0914	1 x 6-4 Inf XX	9
0915	3rd XXXX HQ	(37sp)
	1 x 3-6 Cav XX	1
1016	2 x 6-4 Inf XX	10, 22
1114	1 x 5-4 Inf XX	125
	1 x 4-4 Inf XX	55R
1213	1 x 4-4 Inf XX	161
1214	6th XXXX HQ	(36sp)
1315	1 x 6-4 Inf XX	1
	1 x 4-4 Inf XX	67R
1416	5th XXXX HQ	(37sp)
	1 x 7-4 Inf XX	38Al
	1 x 4-4 Inf XX	77R
1517	1 x 6-4 Inf XX	35
1518	1 x 3-6 Cav XX	2
1615	1 x 5-4 Inf XX	163
1416	4th XXXX HQ	(36sp)
	1 x 6-4 Inf XX	15
	1 x 4-4 Inf XX	70R
1716	1 x 5-4 Inf XX	169
1719	1 x 6-4 Inf XX	36
1816	1 x 6-4 Inf XX	19
1916	1 x 6-4 Inf XX	25
2015	2nd XXXX HQ	(24sp)
2016	1 x 6-4 Inf XX	20
2118	1 x 7-5 Inf XX	Mrc
	1 x 6-4 Inf XX	48Al
2119	1 x 6-4 Inf XX	18
2217	1 x 4-4 Inf XX	69R
2218	1st XXXX HQ	(18sp)
	1 x 6-4 Inf XX	17
	1 x 5-4 Inf XX	152
2317	1 x 4-4 Inf XX	165
2318	1 x 4-4 Inf XX	59R
2321	1 x 5-4 Inf XX	127
2418	8th XXXX HQ	(18sp)
2423	1 x 6-4 Inf XX	12
	1 x 4-4 Inf XX	56R
2523	7th XXXX HQ	(18sp)
2619	1 x 5-4 Inf XX	166
2722	1 x 6-4 Inf XX	31
2723	1 x 5-4 Inf XX	129
2724	1 x 4-4 Inf XX	154

PLAYER DETERMINED (Option 2)

Players deploy their units on the map according to the following set-up instructions:

1. Entente Player deploys first. Only Belgian units may be deployed in Belgian Front line hexes. Only British units may be deployed in British Front line hexes.

2. British, French, or Belgian ground combat units may be in non-front line hexes, but such British or Belgian units must be adjacent to front line hexes occupied by their countrymen or in or adjacent to hexes occupied by a Headquarter of their nationality.

3. The Entente Player may reserve up to 10 divisions (of any nationality or combination of nationalities) for deployment after the German player deploys his units.

4. Hexes south of hexrow xx18 may only contain one Entente division, and no Entente artillery units.

5. Hexes south of hexrow xx18 may only contain one German division, and no German artillery units.

6. German player deploys his units on or behind the German Front lines.

7. The Entente player deploys the units held back in step 3. Only one division may be added to any given hex at this time.

8. Players assign Supply Points from their totals to individual Headquarters.

22-1 France

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 20 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

French Headquarters contain a combined total of 225 Supply Points.

10 x Headquarters 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

4 x 6-4 Art X B, E, F, G

12 x 3-4 Art III 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

3 x 6-2 S. Art II a, b, c

2 x 6-RR S. Art II d, e

6 x 3-6 Cav XX 1, 2, 3, 4, 5, 6

9 x 0-3 Eng III 1, 2, 3, 5, 6, 7, 8, 9, 10

2 x 9-4 Tank X 1 Tnk, 2 Tnk,

1 x 6-3 Tank X in Dead Pile 3 Tnk

1 x 8-5 Mtn XX 66 M

1 x 7-5 Inf XX Mrc

5 x 7-4 Inf XX 2 Col, 3 Col, 37Al, 38Al, 45Al

42 x 6-4 Inf XX 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 10 Col, 11, 12, 13, 14, 15, 15 Col, 16, 17, 18, 19, 20, 21, 22, 25, 26, 27, 28, 29, 31, 32, 33, 34, 35, 36, 39, 40, 41, 42, 43, 48Al, 153NA

21 x 5-4 Inf XX 120, 121, 123, 124, 125, 126, 127, 128, 129, 131, 133, 134, 152, 162, 163, 164, 166, 167, 168, 169, 170

26 x 4-4 Inf XX 51R, 52R, 53R, 55R, 56R, 58R, 59R, 60R, 61R, 62R, 63R, 67R, 68R, 69R, 70R, 71R, 72R, 73R, 74R, 77R, 132, 151, 154, 157, 161, 165

4 x 3-4 Inf XX 81T, 82T, 83T, 87T

1 x 2-4 Inf XX (Polish) 1 Pol

3 x 2-4 Inf X 1Noir, 3 Sen, 4 Sen

5 x 1-4 Inf X 5 Sen, 7 Sen, 9 Sen, 11 Sen, 13 Sen

Fortresses: Placed as per 1915 scenario instructions, but with fortress in hex 2115 reduced to 3 strength points.

22-2 Great Britain

The following Order of Battle shows all divisions present at full strength. Due to un-replaced combat losses, the player must reduce these units so that a total of 90 infantry strength points are removed. The player may reduce any unit to any amount in order to meet this requirement.

British Headquarters contain a combined total of 192 Supply Points.

5 x Headquarters 1, 2, 3, 4, 5

9 x 7-4 Art X A, B, C, D, E, F, G, H, J

2 x 7-2 S. Art II a, b

3 x 7-RR S. Art II c, d, e

3 x 4-6 Cav XX 1, 2, 3

1 x 2-6 Cav X (Can) Can

6 x 0-3 Eng III 1, 2, 3, 4, Can, Aus

4 x 12-4 Tank X 1 RTC, 2 RTC, 4 RTC, 5 RTC

1 x 8-4 Tank X 3 RTC

2 x 8-5 Inf XX 51T, Gds

4 x 8-5 Inf XX (Can) 1 Can, 2 Can, 3 Can, 4 Can

5 x 8-5 Inf XX (Aus) 1 Aus, 2 Aus, 3 Aus, 4 Aus, 5 Aus

1 x 8-5 Inf XX (NZ) NZ

6 x 7-5 Inf XX 1, 2, 3, 4, 6, 8

1 x 7-4 Mar XX RN

26 x 7-4 Inf XX 9, 11, 12, 14, 15, 17, 18, 19, 20, 21, 24, 25, 29, 30, 32, 33, 38, 42T, 46T, 47T, 49T, 50T, 55T, 56T, 61T, 66T

2 x 7-4 Inf XX (Irish) 16, 36

12 x 6-4 Inf XX 31, 34, 35, 37, 39, 40, 41, 57T, 58T, 59T, 60T, 62T

1 x 5-4 Inf XX (Port.) 1 Port

1 x 4-4 Inf XX (Port.) 2 Port

1 x 2-5 Inf III (S. Afr) Saf

22-3 United States

3 x 0-3 Eng III 1, 2, 3

1 x 13-4 Inf XX 1

2 x 12-4 Inf XX 26, 42

1 x 5-4 Inf XX 5

1 x 7-4 Inf X 3

1 x 7-4 Mar X 4

22-4 Belgium

The Belgian Headquarters contain a combined total of 15 Supply Points.

1 x Headquarters Bel

1 x 2-6 Cav XX 1

12 x 4-4 Inf XX 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

22-5 Germany

German Headquarters contain a combined total of 640 Supply Points.

13 x Headquarters 1, 2, 3, 4, 5, 6, 7, 17, 18, 19, Fkhsn, Gaede, Strnz

12 x 8-4 Art X A, B, C, D, E, F, G, H, J, K, L, M

20 x 3-4 Art III 1, 1K, 1R, 2, 3Ba, 4, 6, 7R, 8K, 9, 10R, 11, 12, 14, 18, 38R, 39R, 52, I, Komb

3 x 8-2 S. Art I 1, 2, 3

1 x 8-RR S. Art II RR

1 x 2-6 Bike X 2

2 x 4-6 Cav XX 6, 7

10 x 0-3 Eng III 18, 19, 20, 23, 24, 25, 29, 30, 31, Ba

33 x 12-5 Aslt XX 1Ba, 1Gd, 1, 1GR, 2Ba, 2Gd, 2GR, 3Ba, 3Gd, 4Ba, 4Gd, 4, 5Ba, 5Gd, 6, 7, 8, 9, 10, 13, 17R, 17, 19R, 19, 20, 26R, 27, 28R, 33, 37, 50, 52, GEs

1 x 12-5 MAslt XX 8 BR

8 x 10-5 Aslt XX 6BR, 7R, 10R, 11 Ba, 11R, 13R, 14R, 231

7 x 8-5 Inf XX 14, 16, 18, 21, 29, 30, 34

1 x 7-5 Mtn XX 199

29 x 6-5 Inf XX 5, 6Ba, 9BR, 10Ba, 11, 12, 15, 18R, 22, 23, 24, 26, 28, 35, 36, 38, 39, 41, 111, 113, 183, 185, 187, 207, 211, 214, 220, 221, 222

1 x 6-5 Mar XX 3

1 x 6-5 Mtn XX 200

26 x 5-5 Inf XX 5BR, 5R, 6R, 9R, 12R, 14Ba, 16Ba, 16R, 21R, 22R, 44R, 45R, 47R, 48R, 49R, 50R, 51R, 52R, 54R, 54, 56, 58, 86, 119, 208, BEs

2 x 5-5 Mtn XX 117, 195

1 x 4-5 Aslt XX Jgr

57 x 2-5 Inf XX 1BR, 1R, 2, 3R, 4Es, 10Es, 15Ba, 15R, 19Es, 23R, 24R, 25R, 30R, 31, 32, 33R, 36R, 39BR, 40, 42, 43R, 53R, 75R, 76R, 78R, 79R, 80R, 81R, 82R, 84, 88, 105, 107, 108, 109, 121, 123, 192, 201, 202, 203, 204, 206, 213, 223, 225, 227, 228, 232, 233, 234, 235, 236, 238, 239, 240, 242

15 x 2-4 Inf XX 1BL, 2Lw, 5Lw, 6BL, 8Lw, 9Lw, 10Lw, 25Lw, 26Lw, 38Lw, 44Lw, 48Lw, 237, 241, 255

2 x 2-5 Mar XX 1, 2
3 x 2-5 Mtn XX 12Lw, 103, 212

3 x 2-5 MAslt III 1AlpK, 2AlpK, 3AlpK

3 x 1-4 Inf X 31Lw, 61Lw, 84Lw

Fortresses: Placed as per 1915 scenario instructions.

23. The Western Front Duration Game

The entirety of World War One on the Western Front can be simulated using this game.

The rules for each scenario are still in force. There may be some exceptions, or additional rules, and these are given in the applicable section.

23-1 This game begins with *The Schlieffen Plan* scenario and is played through the 3rd turn of November 1918, or until Germany or France surrenders.

Exceptions and Additions

The rules for *The Schlieffen Plan* scenario are still in force, with the following exceptions and additional rules:

23-2 Portuguese units are considered British units for supply purposes. The

British player also accumulates DM points for the losses of these units.

23-3 Russian, Polish, and Italian units are considered French units for supply purposes. The French player also accumulates DM points for the losses of these units.

23-4 Austro-Hungarian units are considered German units for supply purposes. The German player also accumulates DM points for the losses of these units.

Replacement of lost Headquarters, Engineers, Artillery, and Mountain Units

23-5 This game does not provide for the production or rebuild of Headquarters and Engineers. Instead, Headquarters or Engineer units that are destroyed reappear as reinforcements three full months after they are destroyed. So if such a unit is destroyed on the 3 September turn, it would appear again as a reinforcement on the 4 December turn.

23-6 In this game, lost artillery strength points may be replaced by the use of double the number of infantry replacement strength points. Replaced artillery strength points must be of the same nationality as the used infantry replacements.

23-7 French and German RPL units may be used to rebuild mountain type units. Any nationality may use RPL units to rebuild marine type units. British RPL units may be used to rebuild Irish and Indian units.

'We gave you an Army, we expect you to use it'

Commanders of Armies are expected by their nations to use the forces at their disposal. No Commander could have survived in his position had he decided upon a strategy of just sitting their and waiting for the enemy to exhaust themselves over the course of a couple of years. Commanders were expected to attack the enemy when they had sufficient resources to do so. Those that did not would not be in charge for long. The following rule puts this demand on each player.

23-8 Germany may not have more than 150 Supply Points total in its Headquarters on the Western Front

during 1915, no more than 220 during 1916, and no more than 700 starting 1917.

23-9 Great Britain may not have more than 40 Supply Points total in its Headquarters during 1915, no more than 110 during 1916, no more than 135 in 1917, and no more than 175 starting 1918.

23-10 France may not have more than 110 Supply Points total in its Headquarters during 1915 and no more than 225 starting 1916.

23-11 Belgium may not have more than 30 Supply Points total in its Headquarters starting 1915.

23-12 The United States may not have more than 50 Supply Points total in its Headquarters.

23-13 Players that exceed these totals during the monthly special turn are relieved of command, and they forfeit the game.

23-14 Players may not voluntarily destroy Supply Points in order to avoid going over the limits.

23-15 For each supply point spent on attacking artillery, a supply point must be expended on infantry within two turns of the original expenditure.

23-16 In addition to the DM points accumulated under the normal rules, starting with the Monthly Special Turn of January 1915, Germany accumulates 12 DM points each Monthly Special turn for the duration of the game (due to lack of imports). During 1915 and 1916 only, Germany accumulates an additional 17 DM points each monthly special turn (due to losses on other fronts). Great Britain accumulates 15 DM points each monthly special turn from February to November 1917 (inclusive) and 4 DM per month thereafter as a result of the u-boat campaign. Great Britain also accumulates 3 DM points per month in 1915 and 2 DM points per month in later years for losses on other fronts.

23-17 Some cities were captured and then retaken by their original owners in the course of the war. Thus, capturing these cities again during a campaign game starting after 1914 will yield no additional DM points (in individual scenarios these cities do count for DM points). These cities are Reims (hex

1515), Amiens (hex 0811), and Mulhouse (hex 2923).

Effects of Accumulated Demoralization

23-18 Germany suffers 'Shaken National Morale' whenever it accumulates 1600 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:

1914:	1150 DM points
1915	1500 DM points
1916	1800 DM points
1917	2050 DM points
1918	2350 DM points

Surrender:

1914:	1300 DM points
1915	1700 DM points
1916	2050 DM points
1917	2350 DM points
1918	2650 DM points

23-19 France suffers 'Shaken National Morale' whenever it accumulates 900 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:

1914:	675 DM points
1915	875 DM points
1916	1050 DM points
1917	1200 DM points
1918	1325 DM points

Surrender:

1914:	750 DM points
1915	1000 DM points
1916	1200 DM points
1917	1350 DM points
1918	1500 DM points

23-20 Great Britain suffers 'Shaken National Morale' whenever it accumulates 1000 DM points. The point at which it suffers 'Economic Collapse' or surrenders is based on year:

Economic Collapse:

1914:	800 DM points
1915	1100 DM points
1916	1300 DM points
1917	1500 DM points
1918	1650 DM points

Surrender:

1914:	900 DM points
1915	1200 DM points
1916	1450 DM points
1917	1650 DM points
1918	1850 DM points

23-21 Belgium suffers no effects from DM accumulation. Belgium fights on until both France and Great Britain surrender.

23-22 The United States joined the war late enough not to have to worry about accumulating enough DM to impact national will. The United States does not suffer 'Shaken National Morale', 'Economic Collapse', or 'Surrender' in the course of this game.

German Reinforcements

23-23 Unless otherwise specified, German reinforcements appear in any German city, in Brussels, or any rail line on a map edge in Germany.

23-24 The German new unit reinforcement schedule can be found in section 24-5.

23-25 From the start of December 1914 until the end of January 1915, Germany receives:

1st Turn of Month: 20 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of Month:
1 x 5-4 Inf XX RPL

23-26 From the start of February 1915 until the end of April 1915, Germany receives:

1st Turn of Odd Month: 40 Supply Points
1st Turn of Even Month: 30 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of Month:
1 x 5-4 Inf XX RPL

23-27 From the start of May 1915 until the end of October 1915, Germany receives:

1st Turn of Odd Month: 40 Supply Points
1st Turn of Even Month: 30 Supply Points
1st, 5th Turns of Month:
1 x 5-4 Inf XX RPL

23-28 From the start of November 1915 until the end of June 1916, Germany receives:

1st Turn of Odd Month: 70 Supply Points
1st Turn of Even Month: 60 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of Month:
1 x 5-4 Inf XX RPL

23-29 From the start of July 1916 until the end of December 1916, Germany receives:

1st Turn of Month: 30 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of Month:
1 x 5-4 Inf XX RPL

23-30 From the start of January 1917 until Germany suffers 'Shaken National Morale', Germany receives:
1st Turn of Odd Months: 70 Supply Points
1st Turn of Even Months: 60 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of Month:
1 x 5-4 Inf XX RPL

23-31 After Germany suffers 'Shaken National Morale' until Germany suffers 'Economic Collapse', Germany receives:
1st Turn of Month until the end of July 1917: 50 Supply Points
Even Turns of Month until the end of July 1917:

1 x 5-4 Inf XX RPL

1st Turn of January, April, July, October starting August 1917: 60 Supply Points
1st Turn of February, March, May, June, August, September, November, December starting August 1917: 50 Supply Points
Odd Turns of Month starting August 1917:

1 x 5-4 Inf XX RPL

23-32 After Germany suffers 'Economic Collapse', Germany receives:
1st Turn of Month: 30 Supply Points
1st, 5th Turn of Even Month:
1 x 5-4 Inf XX RPL
1st Turn of Odd Month:
1 x 5-4 Inf XX RPL

French Reinforcements

23-33 Unless otherwise specified, French Reinforcements appear in any French city or any rail line on a map edge in France.

23-34 The French new unit reinforcement schedule can be found in section 24-1.

23-35 From the start of December 1914 until the end of January 1915, France receives:
1st Turn of Month: 10 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of January:
1 x 4-3 Inf XX RPL
Odd Turns of December:
1 x 4-3 Inf XX RPL

23-36 From the start of February 1915 until France suffers 'Shaken National Morale', France receives:
1st Turn of Month: 37 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of January, February, April, May, July, August, October, November:
1 x 4-3 Inf XX RPL

Odd Turns of March, June, September, December:

1 x 4-3 Inf XX RPL

23-37 After France suffers 'Shaken National Morale' until France suffers 'Economic Collapse', France receives:
1st Turn of Odd Month: 30 Supply Points
1st Turn of Even Month: 22 Supply Points
Even Turns of Month:

1 x 4-3 Inf XX RPL

23-38 After France suffers 'Economic Collapse', France receives:
1st Turn of Month: 7 Supply Points
1st Turn of Month:

1 x 4-3 Inf XX RPL

23-39 Every tenth French RPL reinforcement is a Colonial or North African RPL (player's choice), instead of the regular 4-3 RPL unit.

British Reinforcements

23-40 British reinforcements begin in any Entente controlled port on map 5-3 or two turns later (entrained) on a rail line on the western edge of map 5-3.

23-41 The British new unit reinforcement schedule can be found in section 24-2.

23-42 During December 1914, Great Britain receives:
6th Turn of Month:
1 x 5-3 Inf XX RPL

23-43 From the start of January 1915 until the end of November 1915, Great Britain receives:
1st Turn of Month: 8 Supply Points
6th Turn of Month:
1 x 5-3 Inf XX RPL

23-44 From the start of December 1915 until the end of June 1916, Great Britain receives:
1st Turn of Month: 18 Supply Points
6th Turn of Month:
1 x 5-3 Inf XX RPL

23-45 From the start of July 1916 until the end of December 1917, Great Britain receives:
1st Turn of Month: 28 Supply Points
1st, 3rd, 5th, 6th Turns of Month:
1 x 5-3 Inf XX RPL

23-46 From the start of January 1918, until Great Britain suffers 'Shaken

National Morale', Great Britain receives:
1st Turn of Month: 35 supply points
1st, 3rd, 5th, 6th Turns of Month:
1 x 5-3 Inf XX RPL

23-47 After Great Britain suffers 'Shaken National Morale' until Great Britain suffers 'Economic Collapse', Great Britain receives:
1st Turn of Month until the end of December 1917: 18 Supply Points
1st Turn of Month starting January 1918: 15 Supply Points
Even Turns of Month:
1 x 5-3 Inf XX RPL

23-48 After Great Britain suffers 'Economic Collapse', Great Britain receives:
1st Turn of Month: 8 Supply Points
1st Turn of Month:
1 x 5-3 Inf XX RPL

23-49 Starting February 1915, Great Britain receives:
6th Turn of February, May, August, November:
1 x 4-3 Inf XX RPL (Canadian)

This reinforcement is IN LIEU OF the 5-3 normally received by Great Britain.

23-50 Starting March 1916, Great Britain receives:
6th Turn of March, June, September, December:
1 x 4-3 Inf XX RPL (Australian)

This reinforcement is IN LIEU OF the 5-3 normally received by Great Britain.

Belgian Reinforcements

23-51 Belgian reinforcements appear in any hex on map 5-3 controlled by the Entente player.

23-52 The Belgian new unit reinforcement schedule can be found in section 24-4.

23-53 Belgium receives RPL reinforcements twice per year during 1915, 1916, and 1917:
1st Turn of January, 1st Turn of July:
1 x 4-3 Inf XX RPL

23-54 Should any Belgian cities be under Entente control after 1914, Belgium receives additional reinforcements. For each city (or double for each urban hexside) of Belgium under Entente control, Belgium receives an

additional 4-3 Inf XX RPL per year. This additional reinforcement appears on the first turn of the month. No more than one RPL unit per month may arrive. This means that there may be a “queue” of additional RPL units that could appear during a year. If a city or hexside is lost from Entente control before the accrued RPL can arrive, it is lost.

USA Reinforcements

23-55 United States reinforcements begin on any rail line on the western map edge of map 5-3.

23-56 The United States new unit reinforcement schedule can be found in section 24-3.

23-57 From the start of May 1917 until the end of April 1918, The United States receives:
1st Turn of Month: 5 Supply Points

23-58 From the start of May 1918 until the end of June 1918, The United States receives:
1st Turn of Month: 10 Supply Points

23-59 From the start of July 1918 until the end of the game, The United States receives:
1st Turn of Month: 10 Supply Points
1st Turn of Month:
1 x 5-4 Inf XX RPL
(Use reduce strength 6-4 Inf Xs as these units).

Note that The United States broke up some regular units to use their troops as replacements for existing formations. These units are shown on the Reinforcement schedule with (RPL) given after the unit’s numbered designation.

The United States was a major supplier of munitions to the Entente from the start of the war (while neutral, it would have supplied munitions to the Central Powers as well, if it were not for the effective British blockade). This is already factored into the French and British supply point reinforcement rates. Once the United States formally joined the Entente in 1917, these deliveries increased.

23-60 United States Supply Point reinforcements may be taken as either French or British supply points (or combination thereof) until the arrival of a

United States Headquarters. Thereafter, they can be taken as US, French, or British supply points (or combination thereof).

23-61 The United States may transfer supply reinforcements to the 1st XXXX HQ before it enters as a reinforcement. When the HQ arrives as a reinforcement, it starts with all supplies that have been transferred to it. A maximum of 25 supply points may be added to the 1st XXXX HQ in this manner.

Victory Conditions

Victory in this game is dependent on the surrender of one side or the other.

Central Powers Decisive Victory: France surrenders in 1914.

Central Powers Substantial Victory: Either France or Great Britain surrenders prior to the end of the 3rd turn of November 1918.

Central Powers Marginal Victory: Neither France nor Great Britain has surrendered, and Germany has not yet reached ‘Economic Collapse’ prior to the end of the 3rd turn of November 1918.

Entente Marginal Victory: Germany surrenders prior to the end of the 3rd turn of November 1918.

Entente Substantial Victory: Germany surrenders prior to the end of the 3rd turn of November 1918, and neither France nor Great Britain has suffered ‘Economic Collapse’.

Entente Decisive Victory: Germany surrenders prior to 1918, and neither France nor Great Britain has suffered ‘Economic Collapse’.

Automatic End of Game

The Game ends immediately when Germany, France, or Great Britain surrenders (or when a player forfeits due to failure to expend supply).

24. Reinforcement Schedules

Many reinforcements are given an appearance hex on map 5-3 during 1914. If no appearance hex is given, units

appear according to their nation’s reinforcement rules in section 23.

24-1 French Reinforcement Schedule

Units marked with a ‘*’ were historically sent to the Italian Front, and are not withdrawn (and then returned) if playing a linked game including both fronts (see rule 25-8).

3 August 1914

1 x 6-5 Mtn XX 44M 2325

4 August 1914

2 x 7-4 Inf XX 37AI, 38AI 1925

4 x 4-4 Inf XX 64R, 65R, 74R, 75R 2325

1 x 4-4 Inf XX 76R 0717

5 August 1914

1 x 7-4 Inf XX 45AI 1925

6 August 1914

1 x 7-5 Inf XX Mrc 1826

1 x 3-5 Mar X Mar 0113

4 x 3-4 Inf XX 85T, 86T 0717
89T, 92T

6th XXXX HQ 0811

7 August 1914

1 x 3-4 Inf X Mrc 0717

1 x 1-4 Inf X 185T 0717

9th XXXX HQ 1515

3 September 1914

2 x 3-4 Inf XX 87T, 91T 0717

1 x 3-4 Inf X 1Col 1826

4 September 1914

4 x 3-4 Inf XX MIct, Brbt 0717
d’Vst, Fayll

7 September 1914

2 x 4-3 Inf XX RPL 0125

1 October 1914

20 Supply Points

10th XXXX HQ 0811

2 x 4-3 Inf XX RPL 0125

2 October 1914

2 x 4-3 Inf XX RPL 0125

3 October 1914

8th XXXX HQ 0507

2 x 4-3 Inf XX RPL 0125

4 October 1914 2 x 4-3 Inf XX RPL 0125	4 January 1915 1 x 8-5 Mtn XX 47 M	3 July 1915 1 x 3-4 Inf XX 102T
5 October 1914 2 x 4-3 Inf XX RPL 0125	5 February 1915 1 x 6-4 Inf XX 48 AI	5 July 1915 1 x 2-4 Inf X 3 Sen 1 x 4-4 Inf XX 130
6 October 1914 2 x 4-3 Inf XX RPL 0125	1 March 1915 1 x 3-4 Inf XX 99T	Withdrawals: 1 x 3-4 Inf XX 84T 1 x 1-4 Inf X 3 Sen
7 October 1914 2 x 4-3 Inf XX RPL 0125	Withdrawals: 1 x 3-5 Mar X Mar	6 July 1915 1 x 5-4 Inf XX 131
1 November 1914 25 Supply Points 3 x 4-3 Inf XX RPL 0125	2 March 1915 1 x 3-4 Inf XX 100T	Withdrawals: 1 x 3-4 Inf XX 92T
2 November 1914 3 x 4-3 Inf XX RPL 0125	1 April 1915 1 x 6-4 Art X B 1 x 0-3 Eng III 7	7 July 1915 1 x 4-4 Inf XX 132
3 November 1914 3 x 4-3 Inf XX RPL 0125	4 April 1915 1 x 4-4 Inf XX 151	1 August 1915 1 x 6-4 Art X C 1 x 0-3 Eng III 8
4 November 1914 3 x 4-3 Inf XX RPL 0125	5 April 1915 1 x 5-4 Inf XX 152	3 August 1915 1 x 1-4 Inf X 5 Sen
5 November 1914 3 x 4-3 Inf XX RPL 0125	Withdrawals: 1 x 3-4 Inf X Mrc	2 September 1915 1 x 3-4 Inf XX 103T
1 December 1914 7th XXXX HQ 1 x 1-6 Cav XX Sph 1 x 8-5 Mtn XX 66	6 April 1915 1 x 6-4 Inf XX 153 NA	3 September 1915 1 x 3-4 Inf XX 104T
Withdrawals: 1 x 6-5 Mtn XX 44 1 x 4-4 Inf XX 66R	7 April 1915 1 x 4-4 Inf XX 154	4 September 1915 1 x 3-4 Inf XX 105T
2 December 1914 1 x 2-4 Inf X 1 Mxt	5 May 1915 1 x 1-4 Inf X 3 Sen	1 October 1915 1 x 4-4 Inf XX 157
3 December 1914 1 x 3-4 Inf XX 96T 1 x 0-3 Eng III 6	6 May 1915 Withdrawals: 2 x 2-4 Inf X 1 Mxt, 2 Mxt	5 October 1915 Withdrawals: 1 x 4-4 Inf XX 57R
4 December 1914 1 x 2-4 Inf X 2 Col 1 x 4-4 Inf XX PTG	7 May 1915 1 x 6-4 Inf XX 10 col	1 November 1915 1 x 6-2 S. Art II a
Withdrawals: 1 x 1-4 Inf X 185T	4 June 1915 3 x 5-4 Inf XX 120, 121, 122	Withdrawals: 1 x 5-4 Inf XX 122
5 December 1914 1 x 3-4 Inf XX 97T	5 June 1915 3 x 5-4 Inf XX 123, 124, 125	5 November 1915 Withdrawals: 1 x 4-4 Inf XX PTG
6 December 1914 1 x 2-4 Inf X 2 Mxt	Withdrawals: 2 x 2-4 Inf X 1 Col, 2 Col 2 x 4-4 Inf XX 54R, 75R 1 x 3-4 Inf XX 96T	1 December 1915 1 x 6-4 Art X D 1 x 0-3 Eng III 9
1 January 1915 1 x 6-4 Art X A	6 June 1915 2 x 6-4 Inf XX 15 Col, 16 Col 4 x 5-4 Inf XX 126, 127, 128, 129	1 January 1916 1 x 1-4 Inf X 7 Sen
	Withdrawals: 3 x 3-4 Inf XX 85T, 86T, 91T	6 January 1916 1 x 1-4 Inf X 1 Noir
	1 July 1915 1 x 3-4 Inf XX 101T	

1 February 1916
1 x 4-4 Inf XX 158

5 February 1916
Withdrawals:
1 x 3-4 Inf XX 103T

5 March 1916
1 x 5-4 Inf XX 133
Withdrawals:
1 x 3-4 Inf XX 105T

6 March 1916
1 x 6-5 Mtn XX 46 M

1 April 1916
1 x 6-RR S. Art II d
1 x 0-3 Eng III 10

2 April 1916
Withdrawals:
1 x 3-4 Inf XX Mlct

6 April 1916
Withdrawals:
1 x 3-4 Inf XX 102T

2 June 1916
Withdrawals:
1 x 3-4 Inf XX Brbt

6 June 1916
1 x 2-4 Inf X 4 Sen

1 July 1916
8 x 3-6 Cav XX 1, 2, 3, 4, 5, 6, 7, 8
1 x 1-4 Inf X 9 Sen
Withdrawals:
10 x 1-6 Cav XX 1, 2, 3, 4, 5, 6, 7, 8,
9, 10

1 August 1916
1 x 6-2 S. Art II b
Withdrawals:
1 x 3-4 Inf XX d'Vst

5 August 1916
Withdrawals:
1 x 3-6 Cav XX 8

6 August 1916
1 x 5-4 Inf XX 134

7 August 1916
Withdrawals:
1 x 3-4 Inf XX 99T

3 September 1916
1 x 3-4 Inf XX Rus

5 September 1916
Withdrawals:
1 x 3-4 Inf XX 97T

6 September 1916
1 x 4-4 Inf XX PTG

3 October 1916
Withdrawals:
1 x 3-4 Inf XX Fayll

5 October 1916
1 x 4-4 Inf XX 161

7 October 1916
1 x 5-4 Inf XX 162

1 November 1916
1 x 1-4 Inf X 10 Sen

5 November 1916
1 x 5-4 Inf XX 163
Withdrawals:
1 x 6-4 Inf XX 16 Col

6 November 1916
1 x 5-4 Inf XX 164
Withdrawals:
3 x 3-4 Inf XX 100T, 101T, 104T

7 November 1916
1 x 4-4 Inf XX 165

1 December 1916
1 x 6-RR S. Art II e

5 December 1916
1 x 5-4 Inf XX 166

6 December 1916
1 x 5-4 Inf XX 167

7 December 1916
1 x 5-4 Inf XX 168

1 January 1917
Withdrawals:
1 x 4-4 Inf XX 76R

3 January 1917
Withdrawals:
1 x 4-4 Inf XX PTG

5 January 1917
1 x 5-4 Inf XX 169

6 January 1917
1 x 5-4 Inf XX 170
Withdrawals:
1 x 6-4 Inf XX 30

5 February 1917
Withdrawals:
1 x 3-4 Inf XX 89T

1 March 1917
1 x 6-3 Tank X 1 Tnk

1 April 1917
1 x 6-4 Art X E

1 May 1917
1 x 6-3 Tank X 2 Tnk

1 June 1917
1 x 6-4 Art X F
1 x 6-2 S. Art II c

1 July 1917
1 x 6-3 Tank X 3 Tnk

2 July 1917
Withdrawals:
1 x 1-4 Inf X 10 Sen

5 July 1917
Withdrawals:
1 x 1-6 Cav X Spahi
1 x 3-6 Cav XX 7

1 September 1917
2 x 6-4 Art X G, H
1 x 6-RR Tank X RPL

3 September 1917
1 x 1-4 Inf X 11 Sen

6 October 1917
Withdrawals:
1 x 4-4 Inf XX 130

1 November 1917
1 x 6-RR Tank X RPL
Withdrawals:
2 x 6-4 Art X A*, B*
2 x 4-4 Inf XX 64R*, 65R*

4 November 1917
Withdrawals:
10th XXXX HQ*
1 x 6-4 Art X C*
1 x 8-5 Mtn XX 47*
1 x 6-5 Mtn XX 46*

6 November 1917
Withdrawals:
1 x 4-4 Inf XX 158

1 December 1917
Withdrawals:
1 x 6-4 Art X H
2 x 6-4 Inf XX 23*, 24*

2 December 1917

1 x 2-4 Inf XX 1 Pol

Withdrawals:

1 x 6-4 Art X D*

6 December 1917**Withdrawals:**

1 x 3-4 Inf XX 88T

1 January 1918

1 x 9-4 Tank X 1 Tnk

Withdrawals:

1 x 3-4 Inf XX Rus

1 x 6-3 Tank X 1 Tnk

3 February 1918

1 x 1-4 Inf X 13 Sen

1 March 1918

1 x 9-4 Tank X 2 Tnk

Withdrawals:

1 x 6-3 Tank X 2 Tnk

4 March 1918

1 x 6-4 Art X B*

1 April 1918

1 x 6-4 Art X J

1 x 6-4 Art X C*

1 x 6-RR S. Art II f

1 x 2-4 Inf XX Czech

2 April 1918

2 x 4-4 Inf XX 64R*, 65R*

4 April 1918

2 x 6-4 Art X A*, D*

1 x 8-5 Mtn XX 47 M*

5 April 1918

1 x 6-5 Mtn XX 46 M*

6 April 1918

1 x 5-4 Inf XX 3 Italian

1 x 4-4 Inf XX 8 Italian

1 May 1918

1 x 6-4 Art X K

1 x 9-4 Tank X 3 Tnk

Withdrawals:

1 x 6-3 Tank X 3 Tnk

2 May 1918

1 x 3-5 Mar X Mar

3 May 1918

1 x 4-4 Inf XX 1 Pol

Withdrawals:

1 x 2-4 Inf XX 1 Pol

1 June 1918

1 x 9-RR Tank X RPL

1 July 1918

1 x 9-4 Tank X 4 Tnk

5 July 1918

1 x 7-4 Inf XX 2 Mrc

1 August 1918

1 x 6-4 Inf XX 1 Pol

1 x 6-4 Inf XX Czech

1 x 9-4 Tank X 5 Tnk

1 x 9-RR Tank X RPL

Withdrawals:

1 x 4-4 Inf XX 1 Pol

1 x 3-5 Inf XX Czech

1 September 1918

1 x 9-4 Tank X 6 Tnk

1 x 9-RR Tank X RPL

1 October 1918

1 x 9-RR Tank X RPL

1 November 1918

1 x 6-4 Inf XX 2 Pol

1 x 9-RR Tank X RPL

24-2 British Reinforcement Schedule

Units marked with a "*" were historically sent to the Italian Front, and are not withdrawn (and then returned) if playing a linked game including both fronts (see rule 26-6).

5 August 1914

1 x 2-6 Cav XX 2

6 August 1914

1 x 9-5 Inf XX 4

1 x 3-5 Inf X 19

3 September 1914

1 x 9-5 Inf XX 6

1 October 1914

10 Supply Points

1 x 3-5 Mar X Nvl

1 x 7-4 Inf XX RPL

2 October 1914

1 x 9-5 Inf XX 7

1 x 2-6 Cav XX 3

1 x 3-4 Inf XX Mrt

3 October 1914

1 x 1-6 Cav XX Ind

4 October 1914

1 x 3-4 Inf XX Lhr

1 November 1914

10 Supply Points

1 x 7-4 Inf XX RPL

4 November 1914

1 x 9-5 Inf XX 8

5 December 1914

1 x 7-4 Inf XX 27

6 December 1914

1 x 1-6 Cav XX 2Ind

1 January 1915

1st XXXX HQ

2nd XXXX HQ

Withdrawals:

BEF XXXX HQ

6 January 1915

1 x 7-4 Inf XX 28

1 February 1915

1 x 8-5 Inf XX 1 Can

Withdrawals:

1 x 3-5 Mar X Nvl

1 March 1915

1 x 7-4 Inf XX 46T

4 March 1915

1 x 7-4 Inf XX 47T

1 April 1915

1 x 7-4 Inf XX 48T

3 April 1915

1 x 4-5 Inf X 7 Can

4 April 1915

2 x 6-4 Inf XX Mrt, Lhr

Withdrawals:

2 x 3-4 Inf XX Mrt, Lhr

6 April 1915

1 x 7-4 Inf XX 49T

7 April 1915

1 x 7-4 Inf XX 50T

1 May 1915

1 x 8-5 Inf XX 51T

3 May 1915

1 x 2-6 Cav X Can

4 May 1915 1 x 7-4 Inf XX 9	3 October 1915 1 x 4-5 Inf X 8 Can	1 March 1916 1 x 7-4 Art X B
6 May 1915 1 x 7-4 Inf XX 14	5 October 1915 Withdrawals: 1 x 6-4 Inf XX 22	3 March 1916 1 x 7-4 Inf XX 29 1 x 6-4 Inf XX 31
1 June 1915 1 x 7-4 Inf XX 12	1 November 1915 1 x 0-3 Eng III 3 Withdrawals: 1 x 7-4 Inf XX 28 1 x 6-4 Inf XX 26	5 March 1916 1 x 6-4 Inf XX 39
1 July 1915 3rd XXXX HQ	4 November 1915 1 x 7-4 Inf XX 30	6 March 1916 2 x 8-5 Inf XX 1 Aus, 2 Aus
3 July 1915 1 x 7-4 Inf XX 15	5 November 1915 Withdrawals: 1 x 6-4 Inf XX Lhr	1 April 1916 1 x 8-5 Inf XX NZ
5 July 1915 1 x 7-4 Inf XX 17	6 November 1915 1 x 7-4 Inf XX 33	4 April 1916 1 x 2-5 Inf III SAf
7 July 1915 1 x 7-4 Inf XX 19	1 December 1915 1 x 7-4 Inf XX 32 Withdrawals: 1 x 7-4 Inf XX 27 1 x 6-4 Inf XX Mrt	1 May 1916 5th XXXX HQ
1 August 1915 1 x 7-4 Inf XX 18	3 December 1915 1 x 7-4 Inf XX 38	2 May 1916 1 x 6-4 Inf XX 41
3 August 1915 1 x 7-4 Inf XX 20	4 December 1915 1 x 7-4 Inf XX 16 Withdrawals: 1 x 7-4 Inf XX 46T	5 May 1916 1 x 2-4 Mar XX RN
5 August 1915 1 x 6-4 Inf XX 37 Withdrawals: 1 x 3-5 Inf X 19	5 January 1916 1 x 6-4 Inf XX 34	1 June 1916 1 x 7-4 Art X C 1 x 4-5(-) Inf XX 4 Aus 1 x 7-4 Inf XX 61T 1 x 6-4 Inf XX 40 3 x 4-6 Cav XX 1, 2, 3 2 x 3-6 Cav XX 1 Ind, 2 Ind Withdrawals: 3 x 2-6 Cav XX 1, 2, 3 2 x 1-6 Cav XX Ind, 2 Ind
6 August 1915 1 x 7-4 Inf XX 23	6 January 1916 1 x 7-4 Inf XX 55T	1 July 1916 1 x 8-5 Inf XX 5 Aus
7 August 1915 1 x 8-5 Inf XX Gds	1 February 1916 4th XXXX HQ	2 July 1916 1 x 7-4 Inf XX 11
1 September 1915 1 x 7-4 Inf XX 21	2 February 1916 1 x 6-4 Inf XX 35	4 July 1916 1 x 6-4 Inf XX 60T
2 September 1915 1 x 8-5 Inf XX 2 Can	3 February 1916 1 x 7-4 Inf XX 46T	5 July 1916 1 x 7-4 Mar XX RN Withdrawals: 1 x 2-4 Mar XX RN
3 September 1915 1 x 6-4 Inf XX 22	5 February 1916 1 x 8-5 Inf XX 3 Can Withdrawals: 2 x 4-5 Can X 7,8	5 August 1916 1 x 8-5 Inf XX 4 Can
4 September 1915 1 x 7-4 Inf XX 24	7 February 1916 1 x 7-4 Inf XX 56T	1 September 1916 1 x 4-4 (-) Tank X 1 RTC
6 September 1915 1 x 6-4 Inf XX 26		
1 October 1915 1 x 7-4 Inf XX 25 1 x 7-4 Art X A		
2 October 1915 1 x 7-4 Inf XX 36		

1 October 1916 1 x 7-2 S. Art II a	1 September 1917 1 x 0-3 Eng III Can	1 October 1918 1 x 12-RR Tank X RPL
1 November 1916 1 x 7-4 Art X D 2 x 0-3 Eng III 1, 2	1 October 1917 1 x 12-4 Tank X 4 RTC	24-3 USA Reinforcement Schedule
5 November 1916 1 x 4-5 Inf XX 3 Aus	1 November 1917 1 x 7-4 Art X H 1 x 12-RR Tank X RPL	4 July 1917 1 x 0-3 Eng III 1
3 December 1916 Withdrawals: 1 x 6-4 Inf XX 60T	4 November 1917 Withdrawals: 1 x 7-4 Inf XX 23* 1 x 6-4 Inf XX 41*	6 July 1917 1 x 0-3 Eng III 2
1 January 1917 1 x 0-3 Eng III 4 1 x 4-RR (-) Tank X RPL	1 December 1917 Withdrawals: 1 x 7-4 Inf XX 48T*	2 August 1917 1 x 0-3 Eng III 3
6 January 1917 1 x 6-4 Inf XX 62T	2 December 1917 Withdrawals: 1 x 7-5 Inf XX 7*	3 October 1917 1 x 5-4 Inf XX 5
1 February 1917 1 x 7-4 Art X E 1 x 8-4 (-) Tank X 2 RTC	5 December 1917 Withdrawals: 1 x 7-5 Inf XX 5*	6 October 1914 1 x 13-4 Inf XX 1
2 February 1917 1 x 6-4 Inf XX 58T	1 January 1918 1 x 7-RR S. Art II e 1 x 7-4 Art X J 1 x 12-RR Tank X RPL	2 December 1917 1 x 7-4 Mar X 4
4 February 1917 1 x 5-4 Inf XX 1 (Portuguese)	1 March 1918 1 x 12-4 Tank X 5 RTC	2 January 1918 1 x 12-4 Inf XX 26
6 February 1917 1 x 6-4 Inf XX 57T	3 March 1918 1 x 6-4 Inf XX 41*	6 February 1918 1 x 12-4 Inf XX 42
1 March 1917 1 x 7-4 Inf XX 42T 1 x 8-4 (-) Tank X 3 RTC	4 March 1918 Withdrawals: 2 x 3-6 Cav XX 1 Ind, 2 Ind	1 March 1918 1 x 7-4 Inf X 3
2 March 1917 1 x 6-4 Inf XX 59T	1 April 1918 1 x 12-4 Tank X 6 RTC	3 April 1918 1 x 4-4 Inf XX 93P
4 March 1917 1 x 6-4 Inf XX 66T	4 April 1918 1 x 7-5 Inf XX 5*	5 April 1918 1 x 5-4 Inf XX 32
1 April 1917 1 x 7-RR S. Art II c	5 April 1918 1 x 6-4 Inf XX 52T	6 April 1918 1 x 12-4 Inf XX 3
5 April 1917 1 x 4-4 Inf XX 2 (Portuguese)	1 May 1918 1 x 6-4 Inf XX 74	7 April 1918 1 x 5-4 Art X A
1 May 1917 1 x 7-4 Art X F	1 June 1918 1 x 12-RR Tank X RPL	2 May 1918 1 x 10-4 Inf XX 77
1 June 1917 1 x 7-2 S. Art II b 1 x 8-RR (-) Tank X RPL	6 July 1918 1 x 12-RR Tank X RPL	4 May 1918 1 x 11-4 Inf XX 5 Withdrawals: 1 x 5-4 Inf XX 5
1 August 1917 1 x 7-RR S. Art II d 1 x 7-4 Art X G 1 x 8-RR (-) Tank X RPL		5 May 1918 1 x 11-4 Inf XX 4
		6 May 1918 1 x 11-4 Inf XX 28

7 May 1918
1 x 11-4 Inf XX 82

1 June 1918
1 x 11-4 Inf XX 30

2 June 1918
1 x 11-4 Inf XX 33

3 June 1918
1 x 11-4 Inf XX 35
1 x 10-4 Inf XX 78

4 June 1918
1 x 10-4 Inf XX 80

5 June 1918
1 x 11-4 Inf XX 27

7 June 1918
1 x 11-4 Inf XX 37

1 July 1918
1 x 0-3 Eng III 4
1 x 5-4 Art X B
1 x 11-4 Inf XX 29

2 July 1918
1 x 10-4 Inf XX 89

3 July 1918
1 x 10-4 Inf XX 90

4 July 1918
1 x 10-4 Inf XX 92

5 July 1918
1 x 10-4 Inf XX 6

6 July 1918
1 x 10-4 Inf XX 79

7 July 1918
1 x 10-4 Inf XX 91

1 August 1918
1st XXXX HQ
1 x 5-4 Art X C

2 August 1918
1 x 11-4 Inf XX 36

3 August 1918
1 x 10-4 Inf XX 81

4 August 1918
1 x 10-4 Inf XX 7
1 x 9-4 Tank X

1 Tnk

5 August 1918
1 x 9-4 Inf XX 39

6 August 1918
1 x 9-4 Inf XX 40

7 August 1918
1 x 10-4 Inf XX 88

1 September 1918
1 x 5-4 Art X D
1 x 9-4 Tank X 2 Tnk

3 September 1918
1 x 10-4 Inf XX 87

4 September 1918
1 x 9-RR Tank X RPL

5 September 1918
1 x 10-4 Inf XX 84

7 September 1918
1 x 10-4 Inf XX 86

1 October 1918
2nd XXXX HQ
1 x 5-4 Art X E
1 x 9-RR Tank X RPL

2 October 1918
1 x 11-4 Inf XX 34

3 October 1918
1 x 11-4 Inf XX 38
1 x 9-4 Tank X 3 Tnk

5 October 1918
1 x 11-4 Inf XX 31

7 October 1918
1 x 9-RR Tank X RPL

24-4 Belgian Reinforcement Schedule

Replace withdrawn units in place on the map. Withdrawn units are replaced with the unit of the same designation and the designation "plus" 6 (example, 2nd XX replaced by new 2nd XX and 8th XX).

1 February 1918
12 x 4-4 Inf XX 1, 2, 3, 4, 5, 6, 7, 8
9, 10, 11, 12

Withdrawals:
6 x 6-4 Inf XX 1, 2, 3, 4, 5, 6

24-5 German Reinforcement Schedule

Note - Reinforcements with asterisks after the unit designation are units made from the components of already existing units. The fourth regiment of existing divisions was removed and three such removed regiments were formed into new divisions. Units that lost these regiments received additional weaponry. The end result was a slight reduction in combat power for the reduced units.

Rather than a complex readjustment of all involved units, the following rule suffices: When a unit with an asterisk is received, the German player must reduce existing units to reflect a reduction in their combat strength due to the removal of their fourth regiment. For every two full strength points of such new units, one strength point is removed from existing units. The units that have strength points removed are those with the greatest strength available (Assault, Mountain, and Guard units are exempt from this).

Example: On 6 August 1916, the 208th division is received as reinforcement. This unit has an asterisk, so it is created from parts of other existing units. The 208th has 5 strength points. 5 divided by 2 is 2.5, round down to 2. Therefore, 2 strength points are removed from existing units. The German player opts to reduce the 6th division, currently an 8-5, to 6-5 strength.

5 August 1914
4 x 7-5 Inf XX GEs, 4Es 2715
8Es, 10Es
2 x 7-5 Inf XX 19Es, BEs 3018
1 x 3-5 Inf X 55Es 2715

6 August 1914
2 x 6-5 Inf XX 17R, 18R 2801
1 x 0-3 Eng III 31 2801
2 x 2-4 Inf X 37Lw, 38Lw 2801

Withdrawals:

(Historical - see Rule 3-5 - These were the units historically withdrawn. Tannenberg and Galicia rulebook section 3-2 allows other units to go instead, but if playing campaign game and you are tracking units by unit designation, this could lead to confusion later on if other units are used.)

1 x 2-6 Cav XX 8
1 x 9-5 Inf XX 3Gd
3 x 8-5 Inf XX 1GR, 22, 38

1 September 1914

50 Supply Points (if no Siege HQ)

2 September 1914

50 Supply Points (if no Siege HQ)

1 x 4-5 Mar XX 1Ma 2801

Strnz XXXX HQ 3312

4 September 1914

50 Supply Points (if no Siege HQ)

4 x 2-4 Inf X 1RE, 2RE 2603

26Lw, 41Lw

5 September 1914

50 Supply Points (if no Siege HQ)

1 x 2-4 Inf X 14Lw 3118

1 x 5-4 Inf XX RPL 2703

6 September 1914

50 Supply Points

1 x 5-4 Inf XX RPL 2703

7 September 1914

1 x 5-4 Inf XX RPL 2703

1 October 1914

60 Supply Points

1 x 4-3 Siege I 2M 3608

Fkhsn XXXX HQ 3316

Gaede XXXX HQ 3121

1 x 5-4 Inf XX RPL 2703

2 October 1914

6 x 5-5 Inf XX 43R, 44R 2603

45R, 46R

47R, 48R

1 x 2-4 Inf X 51Lw 3118

3 October 1914

4 x 5-5 Inf XX 51R, 52R 2603

53R, 54R

1 x 2-4 Inf X 30Lw 2603

1 x 5-4 Inf XX RPL 2703

5 October 1914

1 x 5-5 Inf XX 6BR 3616

1 x 5-4 Inf XX RPL 2703

7 October 1914

1 x 5-4 Inf XX RPL 2703

1 November 1914

60 Supply Points

1 x 4-3 Siege I 6 3608

1 x 5-4 Inf XX RPL 2703

2 November 1914

1 x 5-4 Inf XX RPL 2703

3 November 1914

1 x 5-4 Inf XX RPL 2703

4 November 1914

1 x 4-3 Siege I 7 3608

2 x 5-4 Inf XX RPL 2703

5 November 1914

1 x 4-5 Mar XX 2Ma 2801

2 x 5-4 Inf XX RPL 2703

6 November 1914**Withdrawals:**

5 x 2-6 Cav XX 2, 4, 5, 6, 9

2 x 3-5 Inf XX 47R, 48R

3 x 6-5 Inf XX 3, 4, 26

7 November 1914**Withdrawals:**

1 x 3-5 Inf XX 25R

1 December 1914**Withdrawals:**

1 x 7-5 Inf XX 8 Es

2 x 5-5 Inf XX 5R, 6R

8 x 4-3 Siege I 1, 2, 3, 4, 5, 6, 7, 2M

1 January 1915

1 x 8-4 Art X A

1 x 2-4 Inf X 28Lw

2 x 4-4 Inf XX 1BL, 6BL

Withdrawals:

1 x 2-4 Inf X 2BLw

2 January 1915

1 x 6-5 Inf XX 39BR

3 January 1915

1 x 8-5 Mtn XX 8BR

4 January 1915**Withdrawals:**

1 x 2-4 Inf X 49Lw

5 January 1915

3 x 4-4 Inf XX 5Lw, 7Lw, 8Lw

Withdrawals:

1 x 3-5 Inf X 55Es

1 x 3-4 Inf X 55Lw

3 x 2-4 Inf X 14Lw, 30Lw, 9BLw,

52Lw, 53Lw, 56Lw

6 January 1915

2 x 4-4 Inf XX 2Lw, 9Lw

7 January 1915**Withdrawals:**

2 x 8-5 Inf XX 31, 42

1 February 1915

2 x 5-5 Inf XX 81R, 82R

1 March 1915

1 x 8-4 Art X B

2 March 1915

1 x 5-5 Inf XX 58*

Withdrawals:

1 x 2-4 Inf X 27Lw

4 March 1915

1 x 8-5 Inf XX 10Ba*

1 x 4-4 Inf XX 15Lw

Withdrawals:

1 x 2-4 Inf X 10Lw

5 March 1915

1 x 5-5 Inf XX 54*

Withdrawals:

1 x 2-5 Inf X 84

6 March 1915

1 x 5-5 Inf XX 56*

7 March 1915

2 x 7-5 Inf XX 50*, 52*

Withdrawals:

2 x 2-6 Cav XX Ba, 3

1 x 8-2 S. Art I 1

3 April 1915

1 x 6-5 Inf XX 11Ba*

4 April 1915**Withdrawals:**

4 x 8-5 Inf XX 1G, 2G, 19, 20

1 x 2-4 Inf X 51Lw

5 April 1915

2 x 6-5 Inf XX 111*, 113*

3 x 5-5 Inf XX 115*, 121*, 123*

2 x 7-5 Mtn XX 12Lw, 117*

Withdrawals:

2 x 5-5 Inf XX 81R, 82R

1 x 6-5 Inf XX 11Ba

6 April 1915**Withdrawals:**

4 x 2-4 Inf X 26Lw, 28Lw, 29Lw,

1BLw

1 May 1915

1 x 8-4 Art X C

Withdrawals:

1 x 5-5 Inf XX 56

4 May 1915

2 x 4-5 Mtn X 1AlpK, 2AlpK

5 May 1915 1 x 4-4 Inf XX 13Lw	6 September 1915 1 x 8-5 Inf XX 19	2 March 1916 1 x 8-5 Inf XX 1
6 May 1915 Withdrawals: 1 x 3-4 Inf X 60Lw	7 September 1915 1 x 8-5 Inf XX 2G Withdrawals: 1 x 8-5 Inf XX 6	5 March 1916 3 x 3-5 Mtn III 1AlpK, 2AlpK, 3AlpK
7 May 1915 Withdrawals: 1 x 8-5 Mtn XX 8BR 1 x 8-2 S. Art I 2	1 October 1915 1 x 8-5 Inf XX 38	3 April 1916 1 x 8-5 Inf XX 3G
1 June 1915 4 x 3-5 Inf XX 183, 185, 187, 192 Withdrawals: 2 x 4-5 Mtn X 1AlpK, 2AlpK	2 October 1915 1 x 8-5 Inf XX 4 1 x 5-5 Inf XX 54	1 May 1916 1 x 7-5 Mtn XX 103
2 June 1915 Withdrawals: 1 x 5-5 Inf XX 43R	3 October 1915 2 x 8-5 Inf XX 35, 36 1 x 6-5 Inf XX 4G 1 x 5-5 Inf XX 50R	3 June 1916 Withdrawals: 2 x 8-5 Inf XX 19, 20
3 June 1915 Withdrawals: 1 x 5-5 Inf XX 44R	4 October 1915 1 x 8-5 Inf XX 1GR 1 x 5-5 Inf XX 58 Withdrawals: 1 x 2-4 Inf X 47Lw	4 June 1916 Withdrawals: 1 x 6-5 Inf XX 11Ba 1 x 5-5 Inf XX 43R
5 June 1915 Withdrawals: 2 x 2-4 Inf X 37Lw, 2RE	5 October 1915 1 x 4-4 Inf XX 47Lw	5 June 1916 Withdrawals: 1 x 8-5 Inf XX 11
6 June 1915 1 x 5-5 Inf XX 5Es	3 November 1915 Withdrawals: 1 x 8-5 Inf XX 16	6 June 1916 3 x 6-5 Inf XX 183, 185, 187 1 x 5-5 Inf XX 192 Withdrawals: 4 x 3-5 Inf XX 183, 185, 187, 192
1 July 1915 1 x 5-5 Inf XX 56 1 x 5-5 Mtn XX 8BR Withdrawals: 1 x 5-5 Inf XX 46R 1 x 2-6 Cav XX G	6 November 1915 1 x 8-5 Inf XX 6	1 July 1916 1st XXXX HQ Withdrawals: 1 x 5-5 Inf XX 121
3 July 1915 Withdrawals: 1 x 5-5 Inf XX 54	1 December 1915 1 x 8-5 Inf XX 26	6 July 1916 1 x 7-5 Mtn XX 195 1 x 5-5 Inf XX 14Ba* Withdrawals: 1 x 8-5 Inf XX 10Ba
5 July 1915 Withdrawals: 1 x 5-5 Inf XX 58	2 December 1915 1 x 2-4 Inf X 44Lw	7 July 1916 1 x 7-5 Mtn XX 200
7 July 1915 Withdrawals: 1 x 5-5 Inf XX 115	3 December 1915 1 x 5-5 Inf XX 25R	1 August 1916 1 x 8-4 Art X E 1 x 5-5 Inf XX 202 Withdrawals: 1 x 8-5 Inf XX 1 1 x 7-5 Mtn XX 195
1 September 1915 1 x 8-4 Art X D	4 December 1915 Withdrawals: 1 x 2-4 Inf X 5BLw	2 August 1916 2 x 5-5 Inf XX 12Ba, 203 Withdrawals: 2 x 7-5 Mtn XX 117, 200 1 x 5-5 Inf XX 123
4 September 1915 2 x 8-5 Inf XX 1G, 20	7 January 1916 1 x 5-5 Inf XX 44R	
5 September 1915 Withdrawals: 1st XXXX HQ	1 February 1916 1 x 8-5 Inf XX 31 1 x 5-5 Inf XX 43R	
	3 February 1916 1 x 6-5 Inf XX 11Ba	

3 August 1916

1 x 5-5 Inf XX 204

4 August 1916

1 x 5-5 Inf XX 206

5 August 1916

1 x 6-5 Inf XX 207*

6 August 1916

1 x 5-5 Inf XX 208*

Withdrawals:1 x 6-5 Inf XX 187
3 x 3-5 Mtn III 1AlpK, 2AlpK,
3AlpK**7 August 1916****Withdrawals:**

1 x 8-5 Inf XX 3G

1 September 1916

1 x 4-6 Cav XX 7

Withdrawals:

1 x 2-6 Cav XX 7

3 September 1916**Withdrawals:**

1 x 5-5 Inf XX 208

5 September 19162 x 6-5 Inf XX 9BR*, 211*
1 x 3-5 Mar XX 3**Withdrawals:**

1 x 5-5 Mtn XX 8BR

6 September 19161 x 5-5 Mtn XX 212*
1 x 6-5 Inf XX 214*
1 x 5-5 Inf XX 213***7 September 1916**

1 x 5-5 Inf XX 215*

1 October 1916

1 x 8-RR S. Art II RR

2 October 1916

2 x 4-4 Inf XX 19Lw, 20Lw

Withdrawals:

1 x 5-5 Inf XX 12Ba

3 October 1916**Withdrawals:**

1 x 5-5 Inf XX 203

4 October 1916

2 x 6-5 Inf XX 220*, 221*

5 October 1916**Withdrawals:**1 x 4-6 Cav XX 7
1 x 2-4 Inf X 1RE**6 October 1916**1 x 6-5 Inf XX 222*
1 x 5-5 Inf XX 223***Withdrawals:**

1 x 5-5 Inf XX 202

1 November 1916

1 x 7-5 Mtn XX 199

Withdrawals:

1 x 5-5 Inf XX 215

2 November 1916

1 x 5-5 Inf XX 208

Withdrawals:1 x 8-5 Inf XX 15
1 x 5-5 Inf XX 53R**3 November 1916**2 x 8-5 Inf XX 19, 20
1 x 5-5 Inf XX 43R**6 November 1916**

1 x 8-5 Inf XX 3G

2 December 1916

1 x 5-5 Inf XX 79R

4 December 1916

1 x 8-5 Inf XX 37

5 December 1916

1 x 5-5 Inf XX 80R

6 December 1916**Withdrawals:**

1 x 5-5 Inf XX 5Es

7 December 1916**Withdrawals:**

1 x 8-5 Inf XX 12

1 January 19171 x 8-4 Art X F
1 x 4-6 Cav XX 2**3 January 1917**

2 x 6-5 Inf XX 11Ba, 219

4 January 1917

1 x 5-5 Inf XX 49R

6 January 19171 x 8-5 Inf XX 11
1 x 5-5 Inf XX 16Ba***7 January 1917**

1 x 4-4 Inf XX 26Lw

1 February 19171 x 8-5 Inf XX 41
1 x 4-6 Cav XX 7
1 x 4-4 Inf XX 25Lw
1 x 2-6 Bike X 2**Withdrawals:**

1 x 2-4 Inf X 25Lw

2 February 1917

1 x 6-5 Inf XX 187

3 February 19171 x 8-5 Inf XX 2
1 x 4-6 Cav XX 6**1 March 1917**

1 x 8-4 Art X G

4 March 1917

1 x 5-5 Inf XX 227*

5 March 19171 x 6-5 Inf XX 5G*
1 x 5-5 Inf XX 242*
2 x 4-4 Inf XX 21Lw, 38Lw**Withdrawals:**1 x 4-4 Inf XX 15Lw
1 x 2-4 Inf X 38Lw**6 March 1917**1 x 4-4 Inf XX 44Lw
Withdrawals:
1 x 5-5 Mtn XX 212
1 x 2-4 Inf X 44Lw**7 March 1917****Withdrawals:**

1 x 2-4 Inf X 11Lw

1 April 19171 x 6-5 Inf XX 231*
1 x 5-5 Inf XX 233***2 April 1917**

3 x 5-5 Inf XX 15Ba*, 234*, 235*

3 April 1917

3 x 5-5 Inf XX 238*, 239*, 240*

4 April 19171 x 8-5 Inf XX 15
1 x 5-5 Inf XX 236***Withdrawals:**1 x 8-5 Inf XX 25
1 x 6-5 Inf XX 24R
1 x 5-5 Inf XX 58
1 x 2-4 Inf X 13Lw

5 April 1917

1 x 6-5 Mar XX 3
 2 x 5-5 Inf XX 5R, 78R
 1 x 4-4 Inf XX 23Lw

Withdrawals:

1 x 3-5 Mar XX 3

6 April 1917**Withdrawals:**

1 x 5-5 Inf XX 14Ba

7 April 1917**Withdrawals:**

1 x 5-5 Inf XX 19R

1 May 1917

1 x 8-4 Art X H
 1 x 7-5 Mtn XX 195
 1 x 4-4 Inf XX 255*

Withdrawals:

1 x 8-5 Inf XX 21

2 May 1917**Withdrawals:**

1 x 5-5 Inf XX 15R

3 May 1917

3 x 5-5 Inf XX 6R, 47R, 119

Withdrawals:

1 x 4-4 Inf XX 47Lw

4 May 1917

1 x 5-5 Inf XX 3R

Withdrawals:

1 x 5-5 Inf XX 223

1 x 4-4 Inf XX 23Lw

5 May 1917

3 x 5-5 MAslt III 1AlpK, 2AlpK,
 3AlpK

2 x 5-5 Inf XX 48R, 228*

1 x 2-4 Inf X 31Lw

Withdrawals:

1 x 4-4 Inf XX 7Lw

6 May 1917

1 x 8-5 Inf XX 10Ba

Withdrawals:

1 x 7-5 Inf XX 4Es

1 x 7-5 Mtn XX 12Lw

7 May 1917

2 x 8-5 Inf XX 12, 16

2 x 5-5 Inf XX 36R, 121

1 June 1917**Withdrawals:**

1 x 4-4 Inf XX 21Lw

2 June 1917**Withdrawals:**

1 x 8-5 Inf XX 2

7 June 1917**Withdrawals:**

2 x 8-5 Inf XX 1G, 2G

1 July 1917

1 x 8-4 Art X J

Withdrawals:

2 x 8-5 Inf XX 5, 6

1 x 5-5 Inf XX 16R

3 July 1917**Withdrawals:**

1 x 8-5 Inf XX 20

4 July 1917**Withdrawals:**

1 x 7-5 Inf XX G Es

1 August 1917**Withdrawals:**

3 x 5-5 MAslt III 1AlpK, 2AlpK, 3AlpK

1 September 1917

1 x 8-4 Art X K

2 x 12-5 Aslt XX 12, 26

Withdrawals:

2 x 8-5 Inf XX 12, 26

2 September 1917

1 x 12-5 Aslt XX G Es

Withdrawals:

1 x 6-5 Inf XX 33BR

3 September 1917

1 x 12-5 Aslt XX 2G

Withdrawals:

1 x 5-5 Inf XX 6R

4 September 1917

2 x 12-5 Aslt XX 19R, 20

1 x 4-4 Inf XX 48Lw

5 September 1917**Withdrawals:**

1 x 4-6 Cav XX 2

1 x 2-6 Bike X 2

6 September 1917**Withdrawals:**

1 x 7-5 Inf XX BEs

7 September 1917

1 x 8-5 Inf XX 21

Withdrawals:

2 x 12-5 Aslt XX 12, 26

1 x 6-5 Inf XX 23R

1 October 1917

1 x 12-5 Aslt XX 19

1 x 8-5 Inf XX 6

Withdrawals:

1 x 8-5 Inf XX 19

2 October 1917

1 x 8-5 Inf XX 22

Withdrawals:

1 x 6-5 Inf XX 219

5 October 1917

1 x 12-5 MAslt XX 8BR

1 x 6-5 Inf XX 24R

1 x 5-5 Inf XX 58

6 October 1917

1 x 12-5 Aslt XX 1G

Withdrawals:

2 x 8-5 Inf XX 10Ba, 18

1 x 7-5 Inf XX 10 Es

1 November 1917

1 x 8-4 Art X L

1 x 12-5 MAslt 195

1 x 8-5 Inf XX 18

2 x 5-5 Inf XX 107, 225

Withdrawals:

1 x 4-4 Inf XX 19Lw

1 x 7-5 Mtn XX 195

2 November 1917

1 x 6-5 Inf XX 105

Withdrawals:

1 x 5-5 Inf XX 43R

3 November 1917

2 x 8-5 Inf XX 2, 10Ba

3 x 5-5 Inf XX 1R, 16R, 123

4 November 1917

10 x 3-4 Art III 1K, 1R, 7R, 8K,
 10R, 11, 38R, 39R,
 52, Komb

Withdrawals:

1 x 12-5 MAslt XX 195

1 x 8-5 Inf XX 40

6 November 1917

2 x 12-5 Aslt XX 3G, 28R

3 x 10-5 Aslt XX 119, 208,

221

Withdrawals:

1 x 8-5 Inf XX 3G

1 x 6-5 Inf XX 221

3 x 5-5 Inf XX 28R, 119, 208

1 December 1917

1 x 12-5 Aslt XX 1

3 x 5-5 Inf XX 75R, 82R, 202

2 December 1917
1 x 5-5 Inf XX 201

3 December 1917
Withdrawals:
1 x 4-4 Inf XX 20Lw

4 December 1917
1 x 5-5 Inf XX 53R

5 December 1917
1 x 12-5 Aslt XX 42
1 x 4-5 Mtn XX 195
1 x 7-5 Inf XX 4Es
2 x 5-5 Inf XX 81R, 203

6 December 1917
2 x 5-5 Inf XX 14Ba, 108
1 x 2-6 Bike X 2

NOTE - Now is the time to prepare for Stosstruppen conversion. See rules 12-13 through 12-18.

1 January 1918
18th XXXX HQ
19th XXXX HQ
1 x 8-4 Art X M
2 x 5-5 Inf XX 15R, 88

3 January 1918
1 x 6-5 Inf XX 12

4 January 1918
2 x 6-5 Inf XX 5, 26
1 x 5-5 Inf XX 84

5 January 1918
1 x 5-5 Inf XX 223

6 January 1918
1 x 6-5 Inf XX 33R

2 February 1918
1 x 5-5 Inf XX 86

3 February 1918
17th XXXX HQ
2 x 3-4 Art III 14, I
2 x 8-2 S. Art I 1, 2
3 x 2-5 MAslt III 1AlpK, 2AlpK, 3AlpK

4 February 1918
1 x 7-5 Inf XX 10 Es

5 February 1918
1 x 6-5 Mtn XX 200
1 x 8-5 Inf XX 40

6 February 1918
1 x 4-4 Inf XX 241

7 February 1918
7 x 12-5 Aslt XX 1Ba, 1GR,
2Ba, 2GR, 3Ba, 4G,
5G

Withdrawals:
4 x 8-5 Inf XX 1Ba, 1GR, 2Ba,
3Ba,
2 x 6-5 Inf XX 4G, 5G
1 x 5-5 Inf XX 2GR

1 March 1918
1 x 5-5 Inf XX 6R
1 x 4-4 Inf XX 237

2 March 1918
1 x 4-5 Aslt XX Jgr

5 March 1918
1 x 7-5 Mtn XX 117
1 x 6-5 Inf XX 23R
1 x 4-4 Inf XX 10Lw

6 March 1918
1 x 7-5 Inf XX BEs
4 x 5-5 Inf XX 43R, 76R, 109,
232

1 April 1918
1 x 5-5 Inf XX 83
1 x 3-4 Tank II 1

2 April 1918
1 x 5-5 Inf XX 77R
1 x 4-6 Cav XX 4
1 x 4-4 Inf XX 21Lw

3 April 1918
1 x 5-5 Inf XX 87
1 x 4-4 Inf XX 96

5 April 1918
1 x 5-5 Inf XX 216

1 May 1918
1 x 5-5 Inf XX 12Ba

6 May 1918
1 x 10-5 Aslt XX 115

1 June 1918
9th XXXX HQ

2 June 1918
1 x 10-5 Aslt XX GK

6 July 1918
1 x 6-5 Mtn XX 1 (Aus-Hun)

7 July 1918
1 x 4-4 Inf XX 35 (Aus-Hun)

2 September 1918
Withdrawals:
1 x 5-5 Inf XX 6R

3 September 1918
1 x 4-4 Inf XX 37 (Aus-Hun)
1 x 2-4 Inf XX 106L (Aus-Hun)

1 October 1918
Withdrawals:
3 x 3-5 MAslt III 1AlpK, 2AlpK, 3AlpK

1 November 1918
Withdrawals:
1 x 5-5 Inf XX 6R

25. Linking Western Front with Italian Front and East Front Duration Games

The entirety of World War One on the Western, Southern, and Eastern Fronts can be simulated by linking the following games:

The Western Front: 1914-1918
Tannenberg: Eagles in the East
Galicja: The Forgotten Cauldron
Serbia the Defiant
Romania: The Transylvanian Gambit
Gorlice-Tarnow Breakthrough
The 1916 Brusilov Offensive
The Italian Front: 1915-1918

25-1 The Duration Game is played on maps 5-3, 4-5, 4-5N, 4-5E, 5-5, 5-5S, 6-4, 6-5, and 6-6.

25-2 This linked game begins with the Central Powers Movement Phase of the 1st August 1914 turn and is played through the end of the 3rd turn of November 1918, or until Germany, France, Great Britain, or Austria-Hungary surrenders. War may end earlier on a non-Western Front (with the surrender of Russia, or Italy), yet the war continues until it ends either on the Western Front or with the surrender of Austria-Hungary.

Exceptions and Additions

Use the linking rules for the East Front Campaign Game (found in section 11 of the *Gorlice Tarnow / Brusilov* rulebook), as well as rules for linking the Southern

and Eastern Fronts (found in section 17 of the *Italian Front* rulebook), with the following exceptions and additional rules:

25-3 In addition to the DM points accumulated under the normal rules, starting with the Monthly Special Turn of January 1915, Germany accumulates 8 DM points each Monthly Special turn for the duration of the game (due to lack of imports).

25-4 Should Russia surrender, Germany is required to keep forces on the Eastern Front. These forces may include those in Romania if Romania is a member of the Entente. Otherwise, all of these forces must be in territory that was Russian at the beginning of the war.

German Garrison of Russia after Russian Surrender:

4 Headquarters (with combined total of no less than 25 sp)
3 x 0-3 Engineer Regiments
20 strength points of Cavalry Units
100 strength points of Infantry/Mountain Units

25-5 If Russia has not surrendered by the end of October 1917, then the East Front proceeds as normal until Russia surrenders. There is no Russian reinforcement schedule for the time period past October 1917, but Russia continues to receive replacement unit and supply point reinforcements.

25-6 Bulgaria surrenders when *Germany* suffers 2450 DM points.

25-7 Austro-Hungarian Siege Artillery units may be moved onto the Western Front (map 5-3) at any time. Other Austro-Hungarian units may only enter this map after Germany has suffered "Economic Collapse". Should this occur, only a total of four Austro-Hungarian divisions are allowed onto the Western Front.

25-8 Units moving from the Western Front (map 5-3) to the Eastern Front (maps 4-5 and 5-5) spend an entire turn entrained and off any map. Units move between rail hexes of the German Rail network on the eastern edge of map 5-3 and rail hexes of the German Rail network on the western edge of maps 4-5 and 5-5. They are placed on the Eastern Front during the Reinforcement Phase of the next turn. This means that if a unit is moved off the map by rail during the 4th

turn of September, it would stay off the maps during the 5th September turn, and would appear on the other Front on the 6th September turn. The same process is used for moving from the Eastern Front to the Western Front.

25-9 Once Italy suffers 'Shaken National Morale', the Entente may transfer a limited number of French and British forces to map 6-4. The forces that may be sent from the Western Front are limited to the forces (same strengths, but with any unit designations) and the timeline after Italian morale is Shaken by rules 16-4 and 16-5 of The Italian Front Scenario rulebook. In the linked game, these forces are not required to return to the Western Front, yet if they are returned, they may not move back to map 6-4 nor be replaced by other units.

Once these reinforcements are triggered, the British may also send up to 50 points of RPL units to Italy and 25 supply points, the French may likewise send up to 30 points of RPL units and 25 supply points. These RPL limits are all that may be sent for the remainder of the war, unless Italy suffers Economic Collapse.

If Italy suffers Economic Collapse, any number of French or British forces and supplies may be transferred to the Italian Front.

25-10 Transfer of units from between the Western and Italian Fronts is done by exiting them off the south edge of map 5-3 or off of the west edge of map 6-4. Units appear on a corresponding rail line on the other side after 2 turns in transit. During off-map transit, they count against the rail capacity of both France and Italy.

When the first British unit arrives on map 6-4, the BEF HQ (with zero supply points) is placed in the same hex as a reinforcement.

25-11 German reinforcements to the Italian Front are constrained by the Austrian "sphere of influence" rules. (See sections 11-29 through 11-33 in the GTBO booklet)

25-12 Germany may not have more than 350 Supply Points total in its Headquarters during 1915, no more than 470 during 1916, no more than 850 during 1917, and no more than 700 starting 1918.

German Reinforcements

25-13 During December 1914, Germany receives:

1st Turn of Month: 20 Supply Points
1st, 3rd, 4th, 5th, 7th Turns of Month:
1 x 5-4 Inf XX RPL

25-14 During January 1915, Germany receives:

1st Turn of Month: 20 Supply Points
1st, 2nd, 3rd, 5th, 6th, 7th Turns of Month:
1 x 5-4 Inf XX RPL

25-15 From the start of February 1915 until Germany suffers 'Shaken National Morale', Germany receives:

1st Turn of Odd Month: 80 Supply Points
1st Turn of Even Month: 70 Supply Points
1st, 2nd, 3rd, 5th, 6th, 7th Turns of Month:
1 x 5-4 Inf XX RPL

25-16 After Germany suffers 'Shaken National Morale' until Germany suffers 'Economic Collapse', Germany receives:

1st Turn of January, April, July, October: 60 Supply Points
1st Turn of February, March, May, June, August, September, November, December: 50 Supply Points
Odd Turns of Month:
1 x 5-4 Inf XX RPL

25-17 After Germany suffers 'Economic Collapse', Germany receives:

1st Turn of Month: 30 Supply Points
1st, 5th Turn of Even Month:
1 x 5-4 Inf XX RPL
1st Turn of Odd Month:
1 x 5-4 Inf XX RPL

Victory Conditions

Victory in this game is dependent on the surrender of one side or the other.

Central Powers Decisive Victory: France surrenders in 1914.

Central Powers Substantial Victory: Either France or Great Britain surrenders prior to the end of the 3rd turn of November 1918.

Central Powers Marginal Victory: Neither France nor Great Britain has surrendered, and Germany has not yet reached 'Economic Collapse' prior to the end of the 3rd turn of November 1918.

Entente Marginal Victory: Germany or Austria-Hungary surrenders prior to the end of the 3rd turn of November 1918.

Entente Substantial Victory: Germany or Austria-Hungary surrenders prior to the end of the 3rd turn of November 1918, and neither France nor Great Britain has suffered 'Economic Collapse'.

Entente Decisive Victory: Germany or Austria-Hungary surrenders prior to 1918, and neither France nor Great Britain has suffered 'Economic Collapse'.

Combined West and East Front German Reinforcement Schedule

Use this list instead of West Front or East Front Reinforcement Schedules.

Note that starting 1915, units are only listed by month. Just use the first turn.

5 August 1914

4 x 7-5 Inf XX	GEs, 4Es	2715
	8Es, 10Es	
2 x 7-5 Inf XX	19Es, BEs	3018
1 x 3-5 Inf X	55Es	2715

6 August 1914

2 x 6-5 Inf XX	17R, 18R	2801
1 x 0-3 Eng III	31	2801
2 x 2-4 Inf X	37Lw, 38Lw	2801

7 August 1914 (East)

2 x 2-4 Inf X	33Lw, 34Lw	0816
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1 September 1914

50 Supply Points (if no Siege HQ)

2 September 1914

50 Supply Points (if no Siege HQ)		
1 x 4-5 Mar XX	1Ma	2801
Strnz XXXX HQ		3312

4 September 1914

50 Supply Points (if no Siege HQ)		
4 x 2-4 Inf X	1RE, 2RE	2603
	26Lw, 41Lw	

5 September 1914

50 Supply Points (if no Siege HQ)		
1 x 2-4 Inf X	14Lw	3118
1 x 5-4 Inf XX	RPL	2703

6 September 1914

50 Supply Points		
1 x 5-4 Inf XX	RPL	2703

East

9th XXXX HQ (40 SP) 0607(Gal map)		
1 x 5-4 Inf XX	RPL	0118

7 September 1914

1 x 5-4 Inf XX	RPL	2703
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1 October 1914

60 Supply Points		
1 x 4-3 Siege I	2M	3608
Fkhsn XXXX HQ		3316
Gaede XXXX HQ		3121
1 x 5-4 Inf XX	RPL	2703

East

20 Supply Points

2 October 1914

6 x 5-5 Inf XX	43R, 44R	2603
	45R, 46R	
	47R, 48R	
1 x 2-4 Inf X	51Lw	3118

3 October 1914

4 x 5-5 Inf XX	51R, 52R	2603
	53R, 54R	
1 x 2-4 Inf X	30Lw	2603
1 x 5-4 Inf XX	RPL	2703

East

1 x 5-4 Inf XX	RPL	0118
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4 October 1914 (East)

2 x 5-5 Inf XX	49R, 50R	0118
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5 October 1914

1 x 5-5 Inf XX	6BR	3616
1 x 5-4 Inf XX	RPL	2703

6 October 1914 (East)

1 x 5-4 Inf XX	RPL	0118
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7 October 1914

1 x 5-4 Inf XX	RPL	2703
----------------	-----	------

East

1 x 2-4 Inf X	West	0118
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1 November 1914

60 Supply Points		
1 x 4-3 Siege I	6	3608
1 x 5-4 Inf XX	RPL	2703

East

40 Supply Points		
Wrsh XXXX HQ (20 SP)		
0607(Gal map)		
1 x 5-4 Inf XX	RPL	0118

2 November 1914

1 x 5-4 Inf XX	RPL	2703
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3 November 1914

1 x 5-4 Inf XX	RPL	2703
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4 November 1914

1 x 4-3 Siege I	7	3608
2 x 5-4 Inf XX	RPL	2703

East

1 x 5-4 Inf XX	RPL	0118
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5 November 1914

1 x 4-5 Mar XX	2Ma	2801
2 x 5-4 Inf XX	RPL	2703

1 December 1914

1 x 4-4 Inf XX	4Lw	
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Withdrawals:

1 x 7-5 Inf XX	8Es	
2 x 2-4 Inf X	22Lw, 23Lw	

2 December 1914

2 x 3-4 Art III	11, 39R	
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January 1915

Sud XXXX HQ (0sp)		
10th XXXX HQ (0sp)		
1 x 8-4 Art X	A	
1 x 3-4 Art III	38R	
1 x 8-5 Mtn XX	8BR	
1 x 6-5 Inf XX	39BR	
4 x 5-5 Inf XX	75R, 76R, 77R, 78R	
8 x 4-4 Inf XX	2Lw, 5Lw, 7Lw, 8Lw	
	9Lw, 17Lw, 1BL,	
	6BL	
1 x 2-4 Inf X	28Lw	

Withdrawals:

1 x 3-5 Inf X	55Es	
1 x 3-4 Inf X	55Lw	
10 x 2-4 Inf X	2BLw, 14Lw, 30Lw,	
	9BLw, 43Lw, 45Lw,	
	49Lw, 52Lw, 53Lw,	
	56Lw	

February 1915

Gall XXXX HQ (0sp)		
1 x 0-3 Eng III	8	
4 x 5-5 Inf XX	79R, 80R, 81R, 82R	
1 x 2-4 Inf X	Pfe	

March 1915

Kraft XXX HQ (0sp)		
1 x 8-4 Art X	B	
2 x 3-4 Art III	1K, Komb	
1 x 8-5 Inf XX	10Ba*	
2 x 7-5 Inf XX	50*, 52*	
3 x 5-5 Inf XX	54*, 56*, 58*	
2 x 4-4 Inf XX	15Lw, Br Lw	

Withdrawals:

1 x 2-5 Inf X	84	
4 x 2-4 Inf X	10Lw, 19Lw, 27Lw,	
	41Lw	

April 1915

11th XXXX HQ (Osp)
 Lau XXXX HQ (Osp)
 1 x 3-4 Art III 7R
 3 x 6-5 Inf XX 11Ba*, 111*, 113*
 3 x 5-5 Inf XX 115*, 121*, 123*
 1 x 5-5 Inf XX 119
 1 x 4-4 Inf XX 1Lw
 2 x 7-5 Mtn XX 12Lw, 117*

Withdrawals:

7 x 2-4 Inf X 6Lw, 26Lw, 28Lw,
 29Lw, 34Lw, 51Lw,
 1BLw

May 1915

1 x 8-4 Art X C
 1 x 6-5 Inf XX 4G
 1 x 5-5 Inf XX 108
 1 x 4-4 Inf XX 13Lw
 2 x 4-5 Mtn X 1AlpK, 2AlpK

Withdrawals:

1 x 3-4 Inf X 60Lw

June 1915

1 x 0-3 Eng III 10
 1 x 7-5 Mtn XX 103
 1 x 6-5 Inf XX 105
 4 x 5-5 Inf XX 5Es, 101, 107, 109
 1 x 4-4 Inf XX 3Lw
 4 x 3-5 Inf XX 183, 185, 187, 192

Withdrawals:

4 x 2-4 Inf X 18Lw, 37Lw, 2RE,
 17LE

July 1915

1 x 0-3 Eng III 12
 1 x 5-5 Inf XX 58R
 1 x 4-4 Inf XX 14Lw

Withdrawals:

1 x 2-4 Inf X 21Lw

August 1915

1 x 4-4 Inf XX 10Lw

Withdrawals:

1 x 2-4 Inf X 9Lw

September 1915

1 x 8-4 Art X D
 2 x 4-4 Inf XX 11Lw, 85Lw

Withdrawals:

3 x 2-4 Inf X 33Lw, 69E, 70Lw

October 1915

Grna XXXX HQ (Osp)
 2 x 3-4 Art III 8K, 10R
 2 x 4-4 Inf XX 16Lw, 47Lw

Withdrawals:

2 x 2-4 Inf X 2Lw, 47Lw

December 1915

1 x 3-4 Inf X 44Lw

Withdrawals:

1 x 2-4 Inf X 5BLw

March 1916

3 x 3-5 Mtn III 1AlpK, 2AlpK, 3AlpK

Withdrawals:

2 x 4-5 Mtn X 1AlpK, 2AlpK

April 1916

Shltz XXXX HQ (Osp)

June 1916

3 x 6-5 Inf XX 183, 185, 187
 1 x 5-5 Inf XX 192
 1 x 2-4 Inf X Ru

Withdrawals:

4 x 3-5 Inf XX 183, 185, 187, 192

July 1916

2 x 7-5 Mtn XX 195, 200
 2 x 5-5 Inf XX 14Ba*, 216

August 1916

1 x 8-4 Art X E
 1 x 7-5 Mtn XX 199
 1 x 6-5 Inf XX 207*
 7 x 5-5 Inf XX 12Ba, 197, 203,
 202, 204, 206, 208*

September 1916

2 x 6-5 Inf XX 9BR*, 211*
 1 x 5-5 Mtn XX 212*
 1 x 6-5 Inf XX 214*
 3 x 5-5 Inf XX 213*, 215*, 218
 1 x 3-5 Mar XX 3

October 1916

1 x 8-RR S. Art II RR
 3 x 6-5 Inf XX 220*, 221*, 222*
 2 x 5-5 Inf XX 217, 223*
 2 x 4-4 Inf X 19Lw, 20Lw
 1 x 2-4 Inf X 1RE

November 1916

1 x 2-6 Bike X 2

December 1916

1 x 5-5 Inf XX 225

January 1917

1 x 8-4 Art X F
 1 x 6-5 Inf XX 219
 1 x 5-5 Inf XX 16Ba*
 2 x 4-4 Inf XX 26Lw, 2BL

February 1917

1 x 4-4 Inf XX 25Lw

Withdrawals:

1 x 2-4 Inf X 25Lw

March 1917

1 x 8-4 Art X G
 1 x 6-5 Inf XX 5G*
 2 x 5-5 Inf XX 227*, 242*
 5 x 4-4 Inf XX 21Lw, 38Lw, 44Lw
 237, 241

Withdrawals:

1 x 3-4 Inf X 44Lw
 2 x 2-4 Inf X 11Lw, 38Lw

April 1917

1 x 6-5 Mar XX 3
 1 x 6-5 Inf XX 231*
 3 x 5-5 Inf XX 232, 15Ba*, 233*
 234*, 235*, 236*,
 238*, 239*, 240*

1 x 4-4 Inf XX 23Lw

Withdrawals:

1 x 2-4 Inf X 13Lw
 1 x 3-5 Mar XX 3

May 1917

1 x 8-4 Art X H
 1 x 5-5 Inf XX 228*
 1 x 4-4 Inf XX 12Lw, 255*
 3 x 5-5 MAslt III 1AlpK, 2AlpK,
 3AlpK
 1 x 2-4 Inf X 31Lw

Withdrawals:

3 x 3-5 Mtn III 1AlpK, 2AlpK,
 3AlpK

July 1917

Shfr XXXX HQ (Osp)
 1 x 8-4 Art X J

September 1917

1 x 8-4 Art X K
 7 x 12-5 Aslt XX 2G, G Es, 5, 12,
 19R, 20, 26
 1 x 12-5 MAslt XX 200
 1 x 4-4 Inf XX 48Lw

Withdrawals:

7 x 8-5 Inf XX 2G, G Es, 5, 12,
 19R, 20, 26
 1 x 7-5 Mtn XX 200

October 1917

2 x 3-4 Art III I, 14
 1 x 12-5 Aslt XX 19
 1 x 12-5 MAslt XX 8RB, 117
 1 x 6-5 Aslt XX Jgr

Withdrawals:

1 x 8-5 Inf XX 19
 1 x 8-5 Mtn XX 8BR
 1 x 7-5 Mtn XX 117

November 1917

1 x 8-4 Art X	L
2 x 12-5 Aslt XX	3G, 28R
1 x 12-5 MAslt	195
3 x 10-5 Aslt XX	119, 208, 221

Withdrawals:

1 x 7-5 Mtn XX	195
1 x 8-5 Inf XX	3G
1 x 6-5 Inf XX	221
3 x 5-5 Inf XX	28R, 119, 208

December 1917

1 x 12-5 Aslt XX	1, 42
1 x 5-5 Inf XX	201

Withdrawals:

1 x 8-5 Inf XX	1, 42
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January 1918

1 x 8-4 Art X	M
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February 1918

7 x 12-5 Aslt XX	1Ba, 1GR, 2Ba, 2GR, 3Ba, 4G, 5G
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Withdrawals:

4 x 8-5 Inf XX	1Ba, 1GR, 2Ba, 3Ba, 4G, 5G
2 x 6-5 Inf XX	4G, 5G
1 x 5-5 Inf XX	2GR

April 1918

1 x 3-4 Tank II	1
1 x 4-4 Inf XX	96

May 1918

1 x 10-5 Aslt XX	115
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Withdrawals:

1 x 5-5 Inf XX	115
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June 1918

1 x 10-5 Aslt XX	GK
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Withdrawals:

1 x 4-6 Cav XX	G
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In the Central Powers Reinforcement Phase following the determination that Romania will become an active Entente belligerent, Germany Receives:

Dnbe XXXX HQ

1 x 2-5 Inf XX	Brd
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The following reinforcements arrive on a turn calculated from the turn in which Romania becomes an active Entente belligerent:

Turn +1

3 x 2-5 Inf III	1/187, 2/187, 3/187
1 x 1-6 Cav X	Sbrgn

Turn +5

Mrgn XXX HQ	
1 x 3-4 Art III	52

Turn +10

1 x 4-6 Cav XX	7
3 x 1-6 Cav X	3, 5, 8

Turn +15

Staabs XXX HQ	
1 x 4-6 Cav XX	Goltz
1 x 3-4 Art III	1 R

On any turn after Central Powers forces occupy all hexes of Warsaw (map 4-5 hexes 2018, 2019, 2119), and the Russian fortress of Novogeorgsk (map 4-5 hex 1918) is destroyed, the German player may remove any of the following fortifications and replace them with the corresponding 5-5 Inf XX (reduced strength 3-5 Inf XX for Marienburg), plus an RPL unit of strength five in the case of Posen, Thorn, and Breslau, or an RPL unit of strength two arrives in the case of Graudenz and Kulm :

Fortress	Hex	Unit
Posen	0420	83
Graudenz	1114	84
Kulm	0915	87
Marienburg	1111	86
Thorn	1016	89
Breslau map5-5	0607	88

Counter Abbreviations

Many designations and names are abbreviated on counters due to limited space. The abbreviations have the following meanings (given in italics below):

German Units

R - *Reserve*, L/Lw - *Landwehr*, G/Gd - *Guard*, GR - *Guard Reserve*, GK - *Guard Kavalerie*, K - *Korps*, AlpK - *Alpen Korps*, Ba - *Bavarian*, BR - *Bavarian Reserve*, BL/BLw - *Bavarian Landwehr*, GEs - *Guard Ersatz*, Es - *Ersatz*, BEs - *Bavarian Ersatz*, Ma - *Marine*, RE - *Reserve Ersatz*, Rdf - *Radfahrer*, Fkhsn - *Falkenhausen*, Strnz - *Stranz*

German Fortresses

Strsbrg - *Strassbourg*, Kblnz - *Koblenz*, Colmr - *Colmar*, Ddnhfn - *Diedenhofen*, NBrsch - *Nue Breisach*, Gmrhm - *Germersheim*, Saarl - *Saarlouis*, KrWm - *Festung Kaiser Wilhelm II*

French Units

Col - *Colonial*, Sen - *Senegal*, Mxt - *Mixte*, CEO - *Corps Expeditionnaire d'Orient*, Mrc - *Moroccan*, AI - *Algerian*, T - *Territorial*, NA - *North African*, M - *Mountain*, Vos - *Vosges*, Lan - *Lancon*, Bou - *Boussat*, Tnk - *Tank*, Pol - *Polish*, R - *Reserve*, Mar - *Marine*, Fayll - *Fayolle*, Mlct - *Morliancourt*, Brbt - *Barbot*, d'Vst - *d'Vassart*, Sph - *Spahi*

French Fortresses

BlgnsM - *Boulogne sur Mer*, Mezrs - *Mezieres*, Besncn - *Besancon*

British Units

Nvl - *Naval*, Mrt - *Meerut*, Lhr - *Lahore*, Ind - *Indian*, Aus - *Australian*, Can - *Canadian*, SAF - *South African*, NZ - *New Zealand*, T - *Territorial*, RN - *Royal Naval*, Gds - *Guards*, RTC - *Royal Tank Corps*

United States Units

P - *Provisional*, Mar - *Marine*, Tnk - *Tank*

HISTORICAL BACKGROUND

The West Front: 1914-1918 contains six separate scenarios depicting campaigns in France and Belgium during World War One. The game can also be played as a start to finish campaign of the western front, or linked with other games of the series in a grand campaign covering all the European fronts of World War One from start to finish.

The Scenarios**August 1914 - The Schlieffen Plan**

War has come. Germany is faced with mortal enemies on two fronts. She must eliminate one threat or faced being crushed between the two. The German strategist von Schlieffen plans one of the great military gambles of all time. His scheme is to concentrate to knock France out of the war before Russia can bring her armed masses to bear.

The bulk of German forces will move through neutral and lightly defended Belgium. Graf von Schlieffen intends to fall on the flank and rear of the French armies. He believes the French will over commit to regaining the lost provinces of Alsace and Lorraine.

The Schlieffen plan runs afoul of complications from the moment it is launched. The Belgians fight back. The British join the fray. The French begin to display operational flexibility. Meanwhile the Kaiser and his advisors balk at the risk being accepted in the East. Can the invading German armies still defeat France? Or will the French, British and Belgians stop them? This time it is up to you.

May 1915 - 2nd Ypres & Artois

The immediate threat to France is over. The Germans have re-deployed substantial forces to the Eastern Front. French and British reinforcements continue to arrive in increasingly substantial numbers. The French believe the opportunity has come to expel the invaders.

But both sides have used the lull since 1914 to dig in. Trench lines stretch from Switzerland to the English Channel. The Germans may be weaker, but they stand inside the most extensive field fortifications the world has yet seen.

February 1916 - Verdun

The Germans have substantially reduced the Russian threat by their Polish Campaigns of 1915. Now the German Chief of Staff, von Falkenhayn, believes that he can eliminate France through a protracted battle of attrition. The fortress complex of Verdun is chosen as the target the French will defend to the death.

An epic struggle that will sear the minds and bodies of both nations begins. Both sides will feel the effects of attrition on a national scale. Yet neither side is willing to shrink from the cost of the sacrifice.

July 1916 - The Somme

The new British army of Kitchener is finally ready. The French are in desperate need of assistance due to their losses at Verdun. With German attention focused on the French, the British feel that their new army will be able to break through. They believe the intensive week long bombardment of the German trenches will have pulverized both the defenders and their defenses.

Carrying eighty pounds of equipment per man, the British climb over the top and slowly walk towards the other side of no-man's land. But the Germans climb out of their shell-proof bunkers to defend their line. A battle that will last for months is joined in the valley of the Somme.

April 1917 - The Nivelle Offensive

The new French General in Chief is Nivelle, the charismatic English speaking hero of Verdun. He convinces the British to join with him for a two pronged attack. An attack against the base of the German salient that points at Paris. Plans that are anything but secret are made to put Nivelle's aptly named "Army of the Rupture" through the German lines in less than a day.

Nivelle's problem is that the Germans see the potential of his plan too. They withdraw from the salient and into the formidable defenses of the Hindenburg Line. Nivelle plows ahead regardless. The soldiers of the French army may be rather unhappy with the result.

March 1918 - The Last Efforts

The Germans have knocked the Russians out of the war. Their forces are now rushed west. The German divisions are thoroughly trained in new assault tactics. This will be the German's best chance to win since their defeat at the Marne in 1914.

But time is short. Fresh American troops and French and British tanks are starting to arrive in substantial numbers. The German *Stosstruppen* are aimed at the weak point of the depleted British lines. The plan is to drive a wedge between the allied British and French armies. And General Ludendorff has follow up offensives ready to exploit any gained advantage.

Can the Entente hold on until the Germans have depleted themselves enough that a counter offensive is feasible? Or will 1918 finally see the redemption of German frustrations since 1914? Or will the war drag on for years to come?

Business in the Trenches

by
COL David Schroeder

Business in the Trenches shows how you can apply the lessons of the Great War to the business battlefield.

Business in the Trenches combines compelling military history with insightful business analogies. It demonstrates clearly how companies grapple with the same problems as the armies of World War One. *Business in the Trenches* describes how you can leverage the experiences of the Great War.

Business in the Trenches takes readers through a number of fascinating stories from World War One, a time of dramatic change in warfare. It draws parallels between the problems faced by armies on the battlefield, and the problems facing businesses today. *Business in the Trenches* unravels the mystery of why World War One turned into the quagmire it did, and how most organizations today follow similar paths for the same reasons. Most importantly, it provides detailed and practical advice on how to deal with specific challenges and achieve breakthrough success.

Business in the Trenches demonstrates that while times may change, human nature does not. This is especially true in the high pressure worlds of business and warfare. Common sense yet controversial theories about World War One decisions show them to be eerily similar to those made in business today. The same forces motivate people, and they still make similar choices for similar reasons. Understanding what produces victory or disaster, and why, enables you to succeed where most fail.

Available at
www.businessinthetrenches.com

TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Cross Hexside or Enter Hex	Combat Effects on Attacks	Combat Effects on Counterattacks
Ocean	Prohibited	Prohibited	Prohibited
Clear	1 MP	None	None
Broken	1 MP	-1 Die Roll	None
Hilly	1 MP	-2 Die Roll	+1 Die Roll
Desert	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4	See Osmanli Harbi 3-1 to 3-4
Woods	2 MP	-2 Die Roll	+1 Die Roll
Flood Plain	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8	See Osmanli Harbi 12-7, 12-8
Swamp	3 MP	-2 Die Roll	+1 Die Roll
Rough	3 MP	-3 Die Roll	+1 Die Roll
Wooded Rough	4 MP	-4 Die Roll	+2 Die Roll
Mountain	6 MP	Halve Attacker Strength	+3 Die Roll
Alpine	Prohibited	Halve Attacker Strength	+3 Die Roll
Suburban	Treat as Clear	None	None
Urban	1 MP	Halve Attacker Strength	+3 Die Roll
Lake	Prohibited	Prohibited	Prohibited
Major River / Suez Canal / Bosphorus	+3 MP Cannot be crossed by moving from a hex in an enemy ZOC to another hex in an enemy ZOC	Halve Attacker Strength if all Attacking Units attacking across Major River hexsides	+3 Die Roll if all Attacking Units attacking across Major River hexsides
River	+1 MP	-2 Die Roll if all Attacking Units attacking across River hexsides	+1 Die Roll if all Attacking Units attacking across River hexsides
City (Both Types)	No Additional Cost	None	None
Industrial and Resource Centers	No Additional Cost	None	None
Port	No Additional Cost	None	None
Rail Line	-1 MP (if cost of hexside 3 MP or more before adjustment)	None	None
Single Track Rail Line	-1 MP (if cost of hexside 4 MP or more before adjustment)	None	None
Megahex Line	Not Used in Scenarios	None	None
Megahex Center	Not Used in Scenarios	None	None
Trench Marker	+2 MP for entering hex	-2 Die Roll	None
Devastation Marker	+2 MP for entering hex	None	None
Hindenburg Line Marker	+2 MP for entering hex	-3 Die Roll	None

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www.spwgame.com