

VERDUN 1916 STEEL INFERNO

RULEBOOK

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“Never, never, never believe any war will be smooth and easy, or that anyone who embarks on the strange voyage can measure the tides and hurricanes he will encounter. The statesman who yields to war fever must realize that once the signal is given, he is no longer the master of policy but the slave of unforeseeable and uncontrollable events.”

— Winston Churchill

1. INTRODUCTION

Verdun is a game simulating the famous battle from February to December 1916. The German forces aim to capture or isolate Verdun, whereas the French Army tries to hold ground and eventually push back the German forces. This game also simulates all of the events from the year 1916 that influenced this battle; therefore it is the interaction between the battle and a set of events from 1916 that the two players will have to manage during the game. Verdun is best played by two players: one for the German Empire, one for the Third Republic of France.

Purpose of the game: The goal of the German player is either to take or encircle Verdun, or to win on victory points (VPs) at the end of the game. The goal of the French player is to avoid losing Verdun and to win on VPs at the end of the game. VPs are gained by forcing the opponent to draw reinforcements, occupying key locations or through the play of specific cards.

2. COMPONENTS

A Verdun 1916, Steel Inferno game includes:

- One mounted map showing the battle zone as well as different game tracks
- Two decks of playing cards (one French/blue, one German/dark green), 100 cards in total
- Ten 6-sided dice
- Game markers (control, supply, objectives, US entry, turn)
- 120 rectangular wooden blocks
- (60 German in black, 60 French in blue)
- 40 wooden trench pawns (20 German in black, 20 French in blue)
- Various wooden tokens to keep track of current round, VPs and Air Superiority.
- Two player aids
- One rulebook
- One playbook

2.1. The blocks

The blue and black rectangular blocks represent the German (black) and French (blue) combat units. There are 60 combat units per side which is the maximum that may be in play at any time.

By convention, when the block is placed vertically, the unit is fresh. When the block is lying on its length, the unit is exhausted (it took losses, its

troops are tired). When a fresh unit takes a hit, it becomes exhausted.

When an exhausted unit takes two hits in the same barrage, or in the same Infantry assault, it is destroyed. A single hit on an exhausted unit has no effect and it is not recorded.

There are also trench pawns for each side to be placed in a zone when a trench is built.

The number of blocks and pawns available in the game is the maximum which may be used on the map at any time. Trench pawns may be taken from those already on the map if more are needed elsewhere.

3. THE MAP

3.1 The zones

The map is divided into zones delineated by white borders. The river Meuse is also a zone boundary. In contrast, all other smaller rivers, forests and (rail) roads have no effect on the game.

There are only two types of land drawn on the map that have an influence on the game: The forts and the heights.

Forts are drawn with a yellow background and indicated by a red rectangle in the zone. They are never destroyed and provide protection from barrage to the side that controls the zone (see 7.3).

Heights, designated by a white triangle, also provide a bonus to the side that controls the zone (see 7.5).

Roads, towns and villages have no effect.

The Meuse river influences movements and combat (see 7.4 and 9.5).



Note: the double trench lines drawn onto the map indicate the starting position in February 1916. See trench rules and scenario 1 and 3 set-up.

There are four type of zones in the game:

1. Zones with no fort or height (like zone 36, pale circle with black number).
2. Zones with a fort (like zone 45, red rectangle with white number).
3. Zones with a height (like zone 35, white triangle with black number).
4. Zones with both a fort and a height (like zone 46 with a red rectangle and a white triangle and white number).

All other terrain information printed on the map, except for the Meuse river, has no effect on the game.



3.2 Status of Zones

Each zone in the game always has one controlling owner. It is either French Controlled or German Controlled (there is no “neutral” status).

Control definition:

At the beginning of the game, all zones south of the front line are controlled by the French, and the others by the Germans.

A side takes control of a zone when its units are the only ones occupying it, or move through it when free of enemy units. Change of control occurs only at the end of a player’s round. Players may use control markers to record the control of zones.

A zone which is controlled by one side (French or German) is said to be friendly to this side. “Friendly” and “Controlled” are equivalent terms.

Contested zone definition:

A zone is called “contested” when units of both sides occupy it. A contested zone is always controlled by one side.

As a result, there are four types of zone status: uncontested French, contested French (where a German unit(s) has entered a French occupied zone), uncontested German and contested German (where a French unit(s) has entered a German occupied zone).

Two zones are considered adjacent if they share a common border or if they are on opposite sides of the Meuse (see also 13-3).



Example: In the image above, zones 1, 2, 3 and 5 are controlled by the Germans. Zones 4, 6 and 7 are controlled by the French. Zones 3 and 4 are contested.

3.3 Stacking limitation

There may be no more than 3 combat units from each side (6 in total) in a zone at the end of a pre assault movement and the end of a player round. There may not be more than one trench marker from each side in a zone.

4. THE CARDS

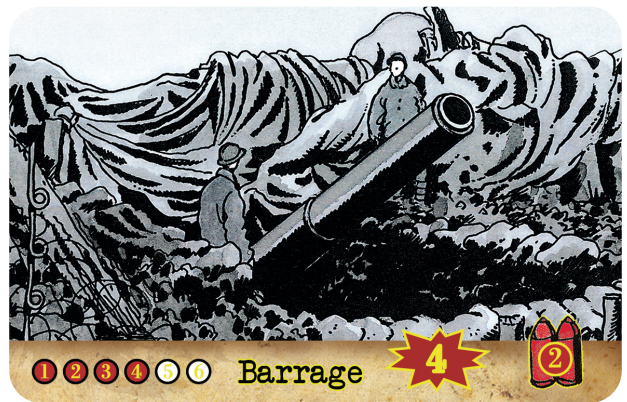
4.1 Types of card

The cards are divided between German and French cards. Each player may only use the cards of the country he is playing.

There are two types of cards in the game: “Barrage” cards and “Event” cards. Barrage cards are in landscape orientation and Event cards in portrait orientation.

When a card is played, the owning player decides to use either the number of Action Points (AP) indicated, or to trigger a barrage (for a barrage card) or an event (for an event card).

All cards have a 6-digit circle code at the bottom to indicate in which of the 6 turns in the game the card may be played or stay in the game; this is the card’s “Turn Code” and if the circle is red, it may be used (exception: one time events already used, see below).



Example 1: French barrage: This card is playable over the first four turns. It can trigger a four-point barrage or provide the French player with 2 Action Points.



Example 2: French event: This card is playable from game turn 2 to 6. If played for the Action Points, the French player will get 4 Action Points. If played for the event, the French player will gain 2 VPs and may also use one Action Point.

4.2 Barrage cards

Barrage cards have a number in an explosion symbol indicating the size (number of dice) of the barrage attack. To the right, the number in the circle with an equivalent number of shells is the number of Action Points that may be used IF the barrage attack is not executed.

4.3 Event cards

Event cards have a number at top right corner which is the number of Action Points to be used if the event is not triggered. Alternatively, if the event is triggered, read the text in the bottom box and follow its instruction. If a shell symbol with a small circle appears in the bottom box, this (lower) amount of Action Points may be spent at the same time, in addition to the event.

RECURRING EVENTS, PERMANENT EVENTS, ONE-TIME EVENTS:

There are three type of events:

1. Recurring event: **these have a black title**. When played as an event, the card is put in the discard pile and may return in future turns if available according to its turn code.
2. Permanent event: **these have a red underlined title**. When played as an event, the card is put in front of its owning player. The event effect remains as long as the card is placed in front of the player. The card may be put in the discard pile or removed from the game because of an interaction with other cards, the owning player's decision (during his round) or because it is no longer playable in the current turn.
3. One-time event: **these have a yellow title**. When played as an event, the event is resolved and then the card is removed from the game.

COMBO CARDS:

Some cards may not be played as an event if another specific card is not currently in play as a permanent event. This is indicated in a small "requires" box which shows the card that must be in play as a permanent event to allow the new event to be triggered. If the required card is not a permanent event at this time, the card may still be played for its Action Points.

Required cards have a small "combo" box to remind players which card play they would allow if played as a permanent event.

Example: Castelnau's event has the "Voie sacrée" combo box. This means that Castelnau as a permanent event allows for the play of the "Voie sacrée" event. The "Voie sacrée" card has a "requires" box printed on it to remind the player of the requirement to play it as an event. If the Castelnau card is not in play, the French player can always play "Voie sacrée" for its Action Points (4)



After a card is played for its Action Points, it goes in the discard pile.

5. SEQUENCE OF PLAY

The game has six turns. Each turn (except the first) consists of two months. A month is a hand of cards that will be played in seven rounds.

One turn consists of:

Start of turn phase:

Move the game turn marker to the current turn.

Draw deck Construction: At the beginning of each turn, players put into their Draw deck all cards with a red circled Turn Code number that matches the current turn (see exceptions below). This is when the Draw deck is built each TURN (and not each month).

Exception 1: One-time events that were played as event and so removed from the game do not return, even if their red circle matches the current turn.

Exception 2: A card that would have been voluntarily kept in a player's hand at the end of the previous month, remains in his hand if its red circles allow it, and does not return to the draw deck.

First month phase:

DRAW PHASE:

Each player may look through his Draw deck and secretly choose a card from it, and put it in his hand.

Exception: On the first turn of scenario 1 and 3, both players do not choose one card but have two predetermined cards in hand (see Playbook).

That selected card is added to one or more cards that would have been kept in the player's hand at the end of the previous month. After choosing a card from the Draw deck, the player then shuffles it and this will be his Draw pile. Finally, each player draws as many cards as necessary from the Draw deck to reach 8 cards (exception: 10 for the German on turn 1).

Note: All previously played cards in the discard pile of the previous TURN are eligible to go to the Draw deck if they are not an already played one time event.

Note: Cards in hand are hidden from the opponent.

MONTH RESOLUTION:

Each player, starting with the German Player, may take an action or pass. Each month of the game has 7 rounds. Each round, each player may play one (or more*) card (s) in the order described above. Once the 7 rounds are over, the month ends, regardless of the number of cards remaining in the players' hands. A player who has no more cards in hand is forced to pass until the 7 rounds are resolved. See 6. Month Phase for details.

*Playing more than one card: two cards in case of double barrage, 2 cards or more if US diplomacy is played and the French player decides to discard in addition one or more cards (see 12.4).

Second month phase:

Same as the first month phase. Both players draw cards and play a seven-round month. There is no second month during the first turn of the game (February).

End of turn phase:

CLEAN UP:

Each player removes permanent events that will no longer be valid next turn, based on their turn code; these are permanently removed from the game. You may not keep a card in your hand which is not playable in the following turn.

GEOGRAPHIC VPS AND VICTORY CONDITIONS CHECK:

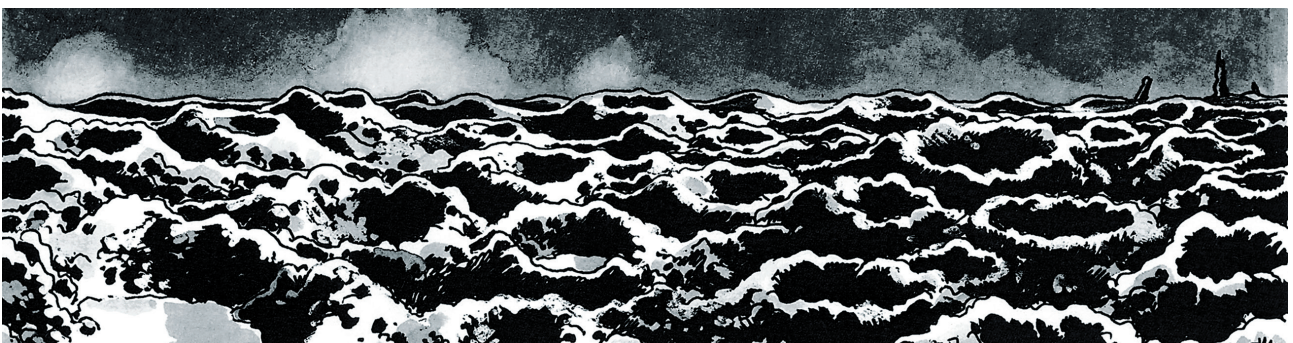
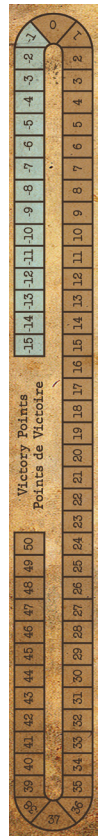
Each player scores additional VPs for specific zones which are controlled (see 10. Victory points): The German player scores 1 VP for each pair of zones with red rectangle zone (fort) that he controls.

In addition, both players may score VPs if they control VP circles on the map (black for German, blue for French) or VP markers added by cards (see 13-1).

Note: Once shuffled, no player can look into the Draw deck.

Note: Players may keep any number of cards in hand at the end of a month if they are playable during the next month. They may also be discarded at the player option.

Note: Cards played during a month are placed either in front of their owning player if it is a permanent event or in the Discard pile. Discard pile is reset at the end of each TURN (not month). The players may look into both discard piles.



Example: At the end of any turn, if the French control zone 38 (Douaumont) the French gain 3 VPs. Conversely, if the German Player controls zones 38 and 48, he scores 2 VPs (one for the circle, one for the pair of forts).

Note: The total VPs may not exceed 50 or be below -15. Excess VPs are lost.

AUTOMATIC VICTORY CHECK:

The game ends with an automatic German victory if at the end of any turn:

- The total VPs of the German player is 50.
OR
- The Germans controls two red star objectives (zone 71 or any two between zones 68, 70, 72 and 74) because Verdun would have been taken or decisively encircled.

If no automatic victory is achieved, proceed to the next turn.

At the end of turn 6, if the final VP level is 0 or positive, it is a German victory. If it is negative, it is a French victory.

6. MONTH PHASE



The Month phase consists of 7 rounds during which both players will be able to play or discard cards. The German player starts each round.

Reset both players' round counter track to 1 at the start of a Month.

At the beginning of each player's round, the player who starts his round must check his units' supply state and implement the required actions (see 11. Supply).

In each round, each player may, one after the other:

- Pass this round; Nothing happens.
- Discard two cards of his choice in order to choose one card in the draw pile, reshuffle the draw pile and then pass.
- Play one barrage or event card
- Play two barrage cards

Example: In the first month of game turn 2, there will be 7 rounds. The German player will start his first round, followed by the first round of the French player, followed by the second round of the German player. This will end with the 7th round of the French player.

Note: The player who executes his round is the active player. Only the active player checks his supply at the beginning of his round.

Advance the round marker one space each time a player finishes his round. When both players have reached the "7" space on their track, the month is over.

Exception: a player may discard one of his card during his opponent's turn in three situations:

a) he is forced to discard a card because of an event triggered by his opponent (example: Submarine warfare)

b) he chooses to discard a card in order to trigger an effect (example: the Raynal or Driant cards)

c) he chooses to discard a barrage card to reduce the strength of a double barrage against a single zone.

7. BARRAGE CARDS

7.1 Playing barrage cards

A barrage card may be played in either of two ways:

1. Use any or all of the Action Points of this card (see 9. Use of Action Points).
2. Conduct a barrage (see below).

Double barrage: A player may also play two barrage cards at the same time, to conduct a double barrage on one zone and add their barrage value, or to execute in parallel, one barrage on two zones. It is not possible to play two barrage cards to add their Action Points.

Counter-barrage: If a player decides to use two barrage cards on the same zone, the non-active player may discard one of his barrage cards and subtract its value from the total of the two cards played by the active player.

Note: the decision to counter-barrage has to be

Example: The German player conducts a barrage with a barrage card of 14 on a zone adjacent to a zone controlled by the German. Neither player has air superiority (see 12.3. Air superiority). In the target zone, there are three French units, 2 fresh and one exhausted. There are also 3 fresh German units that have declared an infantry assault and have just entered the zone. This zone is controlled by the French and contains a fort (it is now a contested French zone). The French have a trench pawn. The German player rolls 14 dice and rolls: 2 “1”, 2 “2”, 2 “3”, 2 “4”, 3 “5” and 3 “6”. As the zone is adjacent, this achieves 8 hits (hit on 4-6). Since there were three “6s”, the attacking player may roll three more dice. He chooses this option and rolls 5, 2 and 1, yielding an additional hit for a total of 9. There was a total of 3 “6”s, so the friendly artillery fire inflicts (in the absence of German air superiority to protect the attack from this effect), $3/3 = 1$ hit to the Germans. **Hit resolution:** One of the three German units takes a hit and becomes exhausted. The French have 9 hits to bear. 2 are absorbed by the friendly fortress, 1 by the friendly trench, 6 hits remain for the 3 units. The first two are going to exhaust the two fresh French units. 4 hits now remain to be assigned, and the attacker at this time allocates the 4 hits on 2 exhausted units to destroy them. At the end of the barrage, two fresh German units, one exhausted German unit and one exhausted French unit remain in the zone. The infantry assault must now be resolved.

taken before the artillery barrage resolution. If the counterbarrage value equals or exceeds the total value of the barrage, the later is cancelled. Infantry assaults are resolved anyway.

7.2 Barrage targeting

A barrage consists of:

1/ An artillery barrage on a chosen zone.

OR

2/ An artillery barrage on a chosen zone followed by an infantry assault on the same zone.

The decision to conduct an infantry assault must be made and announced before the artillery barrage resolution and is irrevocable. See below “Infantry assault declaration”.

A single artillery barrage may be conducted against any zone on the map containing enemy units. An infantry assault may only be conducted against an adjacent zone where one to three friendly unit(s) may enter to attack or are within a contested zone where units from both sides are present (see 7.4).

Once the friendly units that have declared the assault are in the attacked zone and all pre-assault moves have been resolved, the artillery barrage is made.

7.3 Artillery barrage resolution

An artillery barrage is the use of the card’s barrage points. Each barrage point is worth a die. This number of dice are rolled to determine the number of hits inflicted by the barrage.

- If the target zone is adjacent to a zone controlled by the player conducting the barrage, each 4, 5 or 6 on a die generates a hit.
- Otherwise, only a 5 or 6 generates a hit.
- Each time a 6 is obtained, the attacker may roll an additional die under the same conditions; these additional rolls are optional but done all at once. If 6s are again rolled, the re-rolls may continue at the player’s option [see 12-3. Air superiority].

HITS ASSIGNMENT:

Once the dice are thrown, one knows the number of hits to be applied to the enemy units (and possibly to the friendly units, see friendly fire below) in the target zone.

Absorption of artillery fire hits:

- A defender friendly fort absorbs two hits.
- A defender friendly trench absorbs one hit.

Note: During an infantry assault, the attacker has the right to rotate the exhausted units (see 7-4. Infantry pre-assault movement) prior to moving the units in the zone.

Once the number of hits to be applied has been adjusted by the presence of a fortress or trench, the hits are distributed as follows:

- Priority: one hit for each fresh unit.
- If there are still hits to be allocated, the balance is freely applied by the attacker to the enemy units that are exhausted. An exhausted unit is destroyed once two hits have been assigned to it.

FRIENDLY ARTILLERY FIRE IN AN ARTILLERY BARRAGE:

In the case of an initial infantry assault (where there were no units from the attacker's side in the zone prior to the barrage) players must count the number of "6"s rolled during the barrage. Divide this number by three and round it down (2 = 0, 4 = 1, 6 = 2). This result is the number of friendly fire hits applied to that side's units that are assaulting the zone. (See 12.3. Air superiority for neutralization of this effect).

In the case of an artillery barrage followed by an Infantry assault: Once the resolution of this artillery barrage has been completed and if there are still units of both sides in the zone, the infantry assault is resolved.

7.4 Infantry assault declaration

An infantry assault is a combat following an artillery barrage on a zone adjacent to a zone controlled by the attacker, who may use 1 to 3 of his units to attack. An infantry assault is impossible without first using a barrage card. Infantry assaults have to be declared before artillery barrage resolution.

UNITS ELIGIBLE FOR AN INFANTRY ASSAULT:

An attacking unit may participate in an assault if:

- It is fresh before the assault.
- And it is already in the zone that will be attacked.
- Or it is in a friendly zone that is adjacent to the zone to be attacked.

Exception: An infantry assault is not possible into an uncontested zone through the Meuse river except through the arrow between zones 61 and 71 and only if zone 59 is friendly to the attacker.

Important Note: It is not possible to perform an infantry assault from a contested zone against an uncontested zone, unless unit(s) from another friendly uncontested zone attack(s) the same zone. (see Playbook page 13)

INFANTRY PRE-ASSAULT MOVEMENTS

The assaulting player has the right to move friendly units in the following cases:

- Assaulting the zone from an adjacent zone: To move up to 3 fresh units into the target zone from friendly (**Note: contested or not**) adjacent zones

(units may come from different zones).

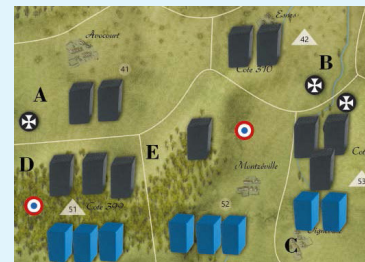
- Rotating exhausted units that are already in the zone: The player may move up to 3 friendly exhausted units out of the target zone toward any friendly adjacent zone(s), and replace them with fresh units that are in friendly adjacent zones. If more than one unit is moved, they may select different friendly adjacent eligible zones.
- Replacing assaulting units: Friendly units in zones adjacent to the zone from where assaulting unit started may replace them on a one-to-one basis. See example below..

The limit of three friendly units per zone is enforced only at the end of all these pre-assault movements.

Example 1. Infantry pre-assault movement:

The German player triggers an assault on E, which is already a contested zone. All of his units are fresh and he wants to attack with 3 units. There is already one in the target zone. The German player has the option to choose 2 units from those

located in A, B and C because these three zones are adjacent and controlled by the Germans. D is not possible



because this zone is controlled by French.

Example 2. Replacing assaulting units:

Based on the previous assault, one unit came from A and one from B to join the third attacking unit in E. As one unit left zone A and zone B, adjacent friendly zones can move a single unit in total in zones A and B respectively. D or C can provide a unit in A and B respectively. Note that a non-friendly zone (D) which is adjacent is eligible for replacing assaulting units but not to go to E and participate in the assault itself.

7.5 Infantry assault resolution

An Infantry assault does not involve a die roll, but rather hits are applied based on the number and status of the units in the zone; it is a simultaneous application of hits inflicted by units of both sides in the targeted zone.

The attacker (regardless of the strategic situation) is the one who played the Barrage card.

Note: it is important to understand the nuance between the conditions to enter the target zone (FRIENDLY ADJACENT zone) for assaulting units and rotation of units during assault, versus the condition to replace assaulting units in their starting zone (ADJACENT zone).

THE INFANTRY ASSAULT HITS ARE RESOLVED AS FOLLOWS:

- The attacker inflicts one hit per fresh unit in the zone after the artillery fire is resolved.
- The attacker does not inflict any hit per exhausted unit in the zone after the artillery fire resolution.
- The defender inflicts three hits per fresh unit in the zone after the artillery fire is resolved.
- The defender inflicts one hit per exhausted unit in the zone after the artillery fire is resolved.

The total hits received by the attacker are never reduced (even if he controls trenches or a fortress in the zone).

The total hits received by the defender are reduced by one hit if the defender has friendly trenches in the zone. A fort has no impact (forts are only for barrage protection).

The total hits received by the attacker are increased by one if there is a Height (white triangle) in the zone and this zone is friendly to the defender.

Hits received by each side are applied simultaneously in the same way as for an artillery barrage: fresh units are hit first, and then if there are hit(s) remaining to be allocated, the opponent may freely assign those hits to exhausted units. Two hits are needed to destroy an exhausted unit.

Note: There are cards (such as Flamethrower) that increase the number of hits generated.

Example: The French have one fresh unit and one exhausted unit, there are no trenches or Heights. The Germans have 3 fresh units. No special effects are in play. The French have been attacked. The two French units inflict 4 hits, the three German units inflict 3 hits. The first German hit exhausts the remaining fresh French unit. The two remaining hits are used to eliminate one of the two French units. The first 3 hits inflicted by the French exhausts the three German units. The remaining hit is lost, as two remaining hits would be needed to eliminate one unit.

8. PLAY AN EVENT CARD

A player may play a single Event card to:

- Use any or all of the Action Points of this card [see 9. Use of Action Points]
- Resolve the Event indicated in the box of the card

Some event allows for Action Points to be used at the same time. The Action Point number is indicated in the lower right corner of the box. They may be played before or after the event resolution. See "4. The Cards" for the three different types of Events.



Only the active player may play one Event during his round.

Exception: The following cards: Driant, Jellicoe, Raynal and Unknown Heroes, may be played by the French player in response to German actions during a German round.





9. USE OF ACTION POINTS

When a player uses a Barrage Card or an Event Card for its Action Points, that player may spend the available amount of Action Points to perform the following actions:

- Build a trench,
- Request reinforcements,
- Refresh units,
- Strategic movement and/or
- Tactical movement.

A player who is spending several Action Points may use them for these various tasks in any sequence or frequency he wants, with the only constraint being that strategic movements must occur before tactical movements.

9.1 Build a trench

It costs 1/2 Action Points to build a trench in an uncontested friendly zone. The cost goes up to one Action Point if the trench is built in a contested zone (friendly controlled or not).

It is prohibited to build a trench in an uncontested enemy zone. Place a trench pawn in the chosen zone. There are 20 trench pawns per side. If all are used, you may no longer build new trenches unless you remove a trench pawn from another zone. Each side may not place more than one trench pawn per zone.

Note: an enemy trench is removed at the end of a

round in any uncontested and friendly controlled zone.

9.2 Request reinforcements

For each Action Point spent, the player may place up to three combat units in the 'En route' holding box. The player loses IVP per unit placed in this box (except for the reinforcements of the event card "voie sacrée", see also 13.2).

9.3 Refresh units

For each Action Point spent, the player may return an exhausted unit to its fresh status by rallying (raising) the block if that unit is in a contested zone. For an Action Point, the player may raise up to two exhausted units if they are in uncontested zones. They may be in different zones. Units that are unsupplied may not be refreshed (see 11. Supply).

9.4 Strategic movement

For each Action Point spent, the player may designate ONE uncontested friendly zone or the reserve box. All units in this friendly zone or up to 3 units of the reserve box may be placed in any uncontested friendly zone (at the beginning of the player's round) in which supply may be traced.

Strategic movement should always be done first if a player wants to spend Action Points for tactical movement. Units in the initial zone or the reserve box may finish this strategic move in different zones. A unit using strategic movement may use tactical movement later in the turn.

9.5 Tactical movement

For each Action Point spent, the player may choose up to three combat units anywhere on the map. These units may be in different zones.

Each of these three units may move into an adjacent zone with the following limitation:

- It is prohibited to move from a contested zone to an uncontested enemy-controlled zone.
- It is prohibited to enter an occupied and uncontested enemy zone. (This is only possible during an assault).
- If you move from an uncontested friendly zone to another uncontested zone, you may, as a bonus, move again to another adjacent and uncontested zone. *This option is not available for the French during the month of February, or across the river Meuse at any time.*

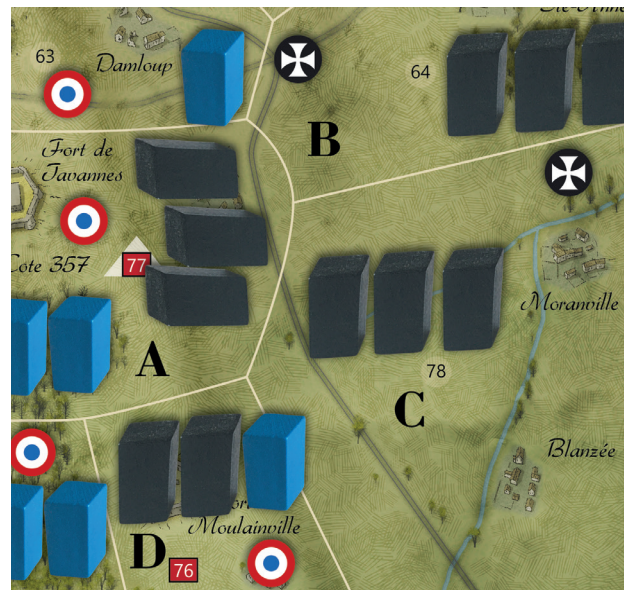
Note: exhausted units move similar to fresh units.

A combat unit may perform only one tactical movement per round.

SPECIAL TACTICAL MOVEMENT (ROTATION OF UNITS):

In place of normal Tactical movement, for each Action Point spent, a player may exchange combat units between one designated zone and all adjacent zones with friendly units. No more than 3 units may exit the designated zone, and no more than 3 may enter the designated zone. This special movement does not count towards the limit of one tactical move per turn.

Note: Unlike rotation during assault, the adjacent zone does not need to be friendly-controlled.



Example of rotation of units in tactical movement:

the German player has three exhausted units in A. He wants to remove them from the front and replace them with fresh units. For an Action Point, he can make a rotation movement of the units between A and B, C or D. He may choose 2 units from B and 1 unit from C, then move them into A, and place the exhausted units in B or C. On the other hand, if the German player instead triggers an assault this round, he could attack A, by doing a rotation move of the units (which is free during an assault but only from B and C as D is not a friendly zone) and then assault, with the three fresh units in A.

Example of Tactical Movement: The German player spends an Action Point to make a tactical move. He selects the three units marked with a yellow triangle. The two units that are in the same zone want to advance towards D. They can make a first move towards E or C (note if E or C already had three friendly units, this would be possible only if these units were not going to finish their movement in this zone and not exceed the zone limit). Since E and C are enemy free zones, both units can continue their movement through these zones into another enemy free zone; this is the case for zone D, which although controlled by the French, is empty of combat units. Note that if C or E had been friendly zones but contested by the French, that is to say with units of both sides in the zone, the two units would have had to finish their movement in C or E. The unit in B cannot go to A or D because you cannot go from a contested zone to an uncontested enemy zone. This is the case for D at the beginning of the movement (we cannot argue that the other two units have already taken control of this zone). The third unit in zone 06 with a yellow triangle may move to A because it does not begin its move in a contested zone.



10. VICTORY POINTS (VPS)

VPs are recorded on the victory point track. At the beginning of the game (except for scenario 2), the marker starts on the 0 box. Each time the German player scores a point, increase the VP marker. Each time the French player scores a point, decrease the VP marker. The German player achieves an automatic victory if the marker reaches the 50 VPs space at the end of any turn. The French may never move the marker below -15 VPs.

VP:S ARE GAINED IN 4 WAYS:

- 1. Reinforcements VPs:** By forcing the enemy player to ask for reinforcements: For each combat unit put in the “En route” box, the player loses 1 VP. This is not applicable for the “Voix Sacrée” card, which provides these “free” reinforcements once.
- 2. Geographic VPs:** By controlling specific zones on the map at the end of each turn.

For the German player: Each black disk indicates how many German VPs are gained for control of this zone. In addition to this, each zone (red rectangle symbol) with a fort provides 1/2 VP for the Germans. Do not retain the fraction in case of an odd number.

For the French player: Each blue disk indicates how many French VPs are gained for control of this zone by the French (see page 12).

Example 1: It is turn 2, round 3. The French player uses 2 Action Points to ask for 6 combat units in the “en route box”. The French player loses (or the German player scores) 6 VPs. On the next round these 6 units will have been moved to the reserve box and will be available to enter on the map.

Example 2: It is turn 4 and the card “Reinforcements from Russia” is a permanent event for the German. The German uses one Action Point to ask for new units. 4 German units are put in the “En route” box and the German player loses 3 VPs.

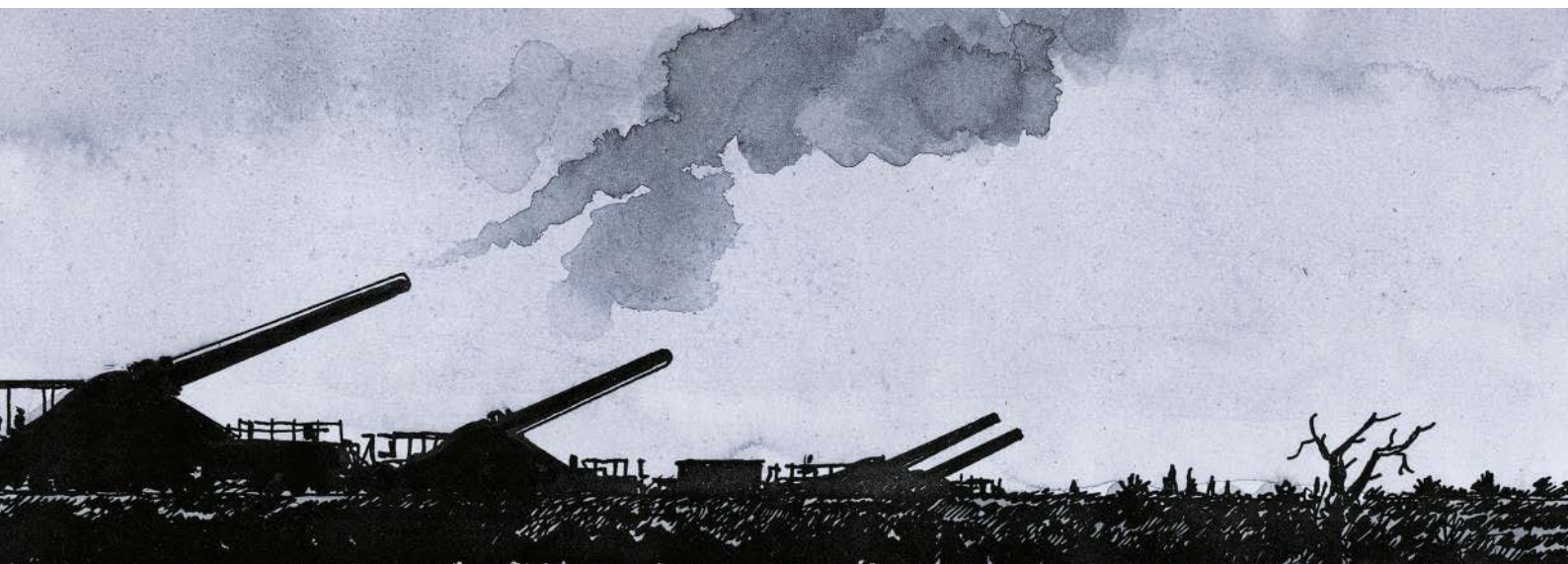
Note: French events indicate how many VPs the French win, hence how many VPs to subtract on the VP track. If the French player loses 15 VPs at the end of the game on the US diplomacy, 15 VPs are added.

In addition to the color circles indicated on the map, the play of specific event cards like “Kaiser’s Visit” or “President’s Visit” may place additional VP markers on the map. These markers are bi-color disks (blue for France/black for Germany) indicating that both sides may score additional VPs for the control of the zone where this marker is placed (see 13.1)

On the last turn of every scenario, double the VP value for Geographic VPs.

- 3. Events VPs:** By playing “scoring” cards, specific event cards provide VPs when the event is played. It may be a fixed amount (such as the “Propaganda” card) or a variable amount, depending on a dice roll on a specific table (see Players’ Aids).
- 4. US entry VPs:** (not applicable for scenario 1) At the end of the game, depending on the US entry level marker, the German player adds 15, 5, 0 or subtracts 5 VPs on the VP track (see 12.4. US entry).

Note: the player aid indicates how many points the French player gains for French Events.



Example: Use of the “Somme Offensive” card. It is turn 4 and both “Haig” and “Joffre” cards are in play as permanent events. The “Somme offensive” cards’ requirements are met. The French player decides to play this card and trigger the event. He first uses the available Action Point. Then he rolls two dice on the “Somme Offensive” table. He rolls an 8. The German player loses 7 VPs. The “Somme offensive” is put in the discard pile. Because this card is not a onetime event AND it is playable on turn 5, the French player may play it again later in the game.

11. SUPPLY

At the beginning of each player’s round, the supply status of the active player’s units is checked.

Friendly units in a zone are considered to be supplied if they are adjacent to a friendly zone, which itself is adjacent to a string of friendly zones leading to a friendly map edge zone (South for French, North for German).

French units are always in supply in zones on the South edge. German units are always in supply in zones on the North edge.

UNSUPPLIED EFFECTS:

If friendly units are found not to be in supply in a

Example: German units in 6 are not in supply at the start of a round, even if there are no French units in 7.



zone, put an “unsupplied L1” marker next to these units. The marker has no effect on enemy units.

Friendly units starting a round in a zone with an unsupplied marker may not move out of the zone (even through pre-assault movement) or attack.

At the start of the player’s next round, if the units are still unsupplied, flip the unsupplied marker to “unsupplied L2”. All affected units still fresh are immediately exhausted.



At the start of the following player’s round (two rounds after the placement of L1 marker), if there is still no supply, all units in a zone already marked with an “unsupplied 2” are destroyed. They are considered eliminated for morale purposes.

When the last Unsupplied friendly unit is eliminated, the zone is considered uncontested and enemy-controlled. Note that friendly-controlled zones which are empty may be automatically controlled through a lack of supply.

As soon as unsupplied units are resupplied at the beginning of a round, remove the L1 or L2 marker. These units may move/attack normally this round.

12. ON BOARD TRACKS

12.1 “En Route” and “Reserve” boxes

When a side asks for reinforcements, they are placed in the “En route” box and this side loses one VP per unit placed in the box. (see 13.2. For exception).

At the end of the round, these units are transferred to the Reserve box. Starting from the next round, the owner of these units may have them enter the map by using strategic movement (1 Action Point per 3 units), or tactical movement/infantry assault on any zone of the friendly map edge (North/German, South/French).



12.2 Morale of the front

Each side has a morale level track from 0 to 10. At the beginning of the game in all the scenarios, the level is 10 for both sides. Whenever a unit of a side is eliminated, the morale level decreases by 1 for that side.

Some cards (Hospitals, Joffre) have an impact on the French morale level. The morale of the troops increases by 1 for each new friendly unit entering the map from the Reserve box. The morale level may never exceed 10, nor be less than 0.

If the morale level is 3 or less, exhausted units of this side may not be returned to their fresh status and Infantry Assaults are not possible. If the morale level is 0, no artillery barrage may be done by this side.

12.3 Air superiority

Air superiority is expressed in levels: from +3 German to +3 French. At the beginning of the game, it is at level 0, the neutral level. Each time a player triggers an air superiority event, this side gains one step in his favor.

The level of air superiority has an impact on barrage resolution:

Level 1: No friendly fire during barrage against this side. Also, This side may re-roll each barrage once (you must apply the re-rolled result, even if the new score is worse).

Level 2: Level 1 effects + opponent barrages do not re-roll for “6”s.

Level 3: Level 2 effects + friendly barrages rolls may re-roll for both “5” and “6”s.

Example: The air superiority level is +1 in favor of French. The German player plays an air

superiority card and gains a level in his favor, resulting in the air superiority level moving to 0. If the German player gains another level, the air superiority level would then increase to +1 in favor of the Germans.

12.4 US entry

The French player may play the card “US Diplomacy” to increase the US entry level marker. US entry is played in scenario 2 and 3. Scenario instructions will provide the starting US entry level and dice roll modifier (DRM). Each time the French player triggers the “US Diplomacy” event, he rolls 2 dice. If the modified result is 9 or more, the US entry level increases by one.



Dice rolls are modified as follows (cumulative):

- For each additional card that the French player discards at the time he rolls the dice (one-time effect): +2.
- The German player has played the event “Submarine warfare”: +2.
- The German player has played the event “Total submarine warfare”: +3.

Note: Playing the Submarine warfare cards only for the Action Points does not trigger the event nor the modifier. All dice roll modifiers are cumulative.

Note: in case of double barrage against a zone, the full re-roll must apply to combined barrage strength.



13. SPECIAL RULES

13.1 Victory Point markers

These are put in play by the event cards “President Visit”, “Kaiser’s order” or “Kaiser’s Visit”.

The VP counter is put in an enemy-controlled zone and is shown with the enemy’s color.



If the zone control status changes, invert the VP marker to its new color.

13.2 “Reinforcements to/from Russia” cards

These cards are raising or decreasing the maximum number of new units the German may place in the “En route box”. While one of the events is in play, each reinforcement Action Point has the German player loses 3 VPs automatically. They may not be played as permanent event at the same time. As all

other permanent event, they may be discarded at any time during their owner’s round.

13.3 North/South

German units are always in supply in North edge zones, same for French units in South edge zones. The French player may declare an infantry assault or execute a tactical move from the reserve to any South edge zones. All South edges zones are considered adjacent to the French reserve box. The same applies to the German player for North edges zones.

Example: It is turn 4, “Reinforcements from Russia” is a permanent event. The German player uses one AP to put 4 units in the En route box and loses 3 VPs.

Note: As the counter is initially put in an enemy zone, it should be played in a zone which the active player intends to control as soon as possible.

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