The Kaiser's Battle
The German Offensive March 1918

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[1.0] INTRODUCTION

The Kaiser's Battle is a simulation of the German 18th Army's dramatic counter-offensive that almost crushed the British 5th army under General Gough during March 1918 in Picardy.

REMOVING THE RULES FROM THIS ISSUE:
Open the magazine to the center, bend the staples with a penknife or screwdriver; lift out the rules and close staples.

[2.0] GAME EQUIPMENT

[2.1] THE GAME-MAP AND CHARTS

The map is a 22″ × 34″ representation of part of the Picardy area of France during the years of the First World War.

[2.2] THE PLAYING PIECES

The cardboard pieces (counters) represent the actual military units that participated in the campaign. Each counter contains certain information that is vital to the play of the game.

[2.21] Colors

The countermix includes forces of three nationalities: British, French, and German. Each nationality is portrayed by a color unique to that force.

[2.22] Sample Unit

German Stosstruppen Division

FRONT
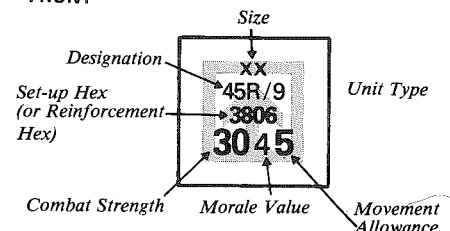
BACK
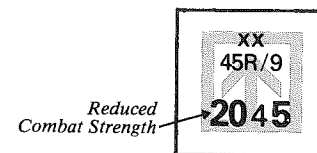
A Note on Unit Designations and Sizes

1. Since all unit designations play an important role in the game, it is necessary that both players be familiar with their format. British infantry battalions are given in the sequence **battalion/division/corps**. All brigades (or regiments) are given in the sequence **brigade (or regiment)/division/corps**. Finally, German divisions are given in the sequence **division/corps**. Regardless of a unit's type, the last number in its designation is always its **corps**.

2. A unit's size plays an important role: I = Company; II = Battalion; III = Regiment; X = Brigade; XX = Division; XXX = Corps. HQ units are considered company-size.

[2.23] Summary of Unit Types

Combat Units

FRONT		BACK
HQ 3xxx 3321 144	Headquarters	
XX 1B/17 4310 3045	Stosstruppen	XX 1B/17 2045
II 9RS61/18 3104 334	Infantry/Service Company	I 113
II a2Cv/3 1727 446	Cavalry	

FRONT   **BACK**

61/3 3317 **133**	Engineer

III X **1033**	Regimental Replacement Unit

Markers

Field Arty Pts	Artillery

	Persistent Gas

	Air Observation

[3.0] GLOSSARY

Combat Resolution Die Roll. The die roll made by *both* Players at the moment an attack is being resolved.

Combat Strength. A quantification of a unit's strength in attack and defense.

Morale Value. A quantification of a unit's skill in defensive combat. The higher the number, the better the unit in question.

Movement Allowance. A quantification of a unit's mobility, expressed in Movement Points.

[4.0] SEQUENCE OF PLAY

CASES:

[4.1] THE GAME-TURN

Each game is played in Game-Turns, each of which consists of two Player-Turns (one German and the other Allied) plus numerous independent Phases and Stages. The player whose Player-Turn is in progress is termed the *Phasing player*.

[4.2] GAME-TURN SEQUENCE OUTLINE

Each Game-Turn must proceed in the order as described below:

A. Weather Stage (Game-Turns 3 and after)

The German Player rolls a single die in order to determine the weather for the remainder of the Game-Turn.

B. Air Operations Stage
(Game-Turns 3 and after)

1. Air Allocation Segment

Both Players secretly assign Air Points to missions (see 12.0).

2. Interception Segment

The effects of Interception are determined.

3. Ground Attack Segment

German and Allied Ground Attacks are resolved (see 12.3).

C. Reinforcement Stage

1. Pre-Determined Reinforcement Segment

The Allied Player deploys scheduled reinforcements on the map (see 15.3).

2. Variable Reinforcement Segment
(Game-Turns 6 and after)

The Allied Player rolls a single die in order to determine the number of service companies made available for use (see 15.2).

D. Artillery Stage

1. Counter-Battery Phase
(Game-Turns 3 and after)

Both Players secretly allocate and resolve Counter-battery fire (see 9.2).

2. Persistent Gas Fire Phase
(Game-Turns 3 and after)

The German Player may allocate some, none, or all of his Artillery Points to Persistent Gas fire against the Allies (see 9.3).

3. German Drumfire Barrage Phase
(Game-Turns 1 and 2)

The German Player resolves Drumfire Barrage attacks (see 9.4).

E. German Player-Turn

1. German Breakdown Phase
(Game-Turns 3 and after)

The German Player may break down his divisions (see 13.1).

2. Movement Phase

a. *First Movement Segment:* German units may move and may enter and leave Enemy Zones of Control.

b. *Second Movement Segment:* Those German units that did not move in the First Movement Segment may now move and *triple* their Movement Allowances. However, they must remain out of Enemy Zones of Control for the duration of the Segment.

3. Combat Phase

German units must attack adjacent Allied units (see 8.0).

F. Allied Player-Turn

1. Movement Phase

a. *First Movement Segment:* As in German Segment, except Allied units may move.

b. *Second Movement Segment:* As in German Segment, except Allied units may move.

2. Combat Phase

Allied units must attack adjacent German units (see 8.0).

G. Terminal Phase

The German Player determines if Persistent Gas markers are removed (see 9.34). Finally, the Game-Turn marker is advanced to indicate the start of a new Game-Turn.

[5.0] MOVEMENT

GENERAL RULE:

During a Movement Phase, the Phasing player may move as many or as few units as he desires. Movement is calculated in terms of Movement Points, which are expended in varying amounts as a unit moves from hex to hex, depending on terrain. As long as a unit's Movement Allowance is not exceeded in a single Movement Segment, it may be moved as many or as few hexes as desired. Unused Movement Points may not be accumulated nor may they be transferred to another unit. Note that each Movement Phase is divided into two Movement Segments; a unit may move in *either* of these Segments, but *never in both* in the same Phase.

PROCEDURE:

During a Movement Segment, the Phasing player may move his units in any order he wishes. Eligible units are moved individually, tracing a path of contiguous hexes through the hexgrid. Once a player begins moving a particular unit, he must complete its movement before he begins moving any other unit.

CASES:

[5.1] MOVEMENT RESTRICTIONS

[5.11] During a Movement Phase, the Phasing player may move all, some, or none of his units. A given unit may move either in the First or the Second Movement Segment, but not in both.

[5.12] A unit may never enter a hex occupied by an enemy unit.

[5.13] A unit must stop immediately upon entering an enemy-controlled hex (see 6.0) and may move no further during that Movement Phase. However, a unit may *leave* an enemy-controlled hex at the beginning of its First Movement Segment by expending *half* its Movement Allowance (round fractions down) in addition to the cost of the terrain entered. Such a maneuver may be performed only if the unit moves directly into a hex that is *not* enemy-controlled: Note that a unit may never enter nor leave an enemy-controlled hex in the Second Movement Segment (see 5.2).

[5.14] Advances or retreats due to combat do not occur in the Movement Phase and do not affect a unit's Movement Allowance.

[5.15] A unit may always move at least one hex per friendly Movement Phase, even if it does not possess enough Movement Points to accomplish this maneuver, as long as it does not move from one enemy Zone of Control to another.

[5.2] THE FIRST AND SECOND MOVEMENT SEGMENTS

[5.21] During the First Movement Segment, each unit controlled by the Phasing player may be moved up to the limit of its Movement Allowance. Each unit may enter and leave Zones of Control normally (see 5.13).

[5.22] During the Second Movement Segment, each unit controlled by the Phasing Player that *did not* move in the First Movement Segment may be moved up to *triple* its Movement Allowance (**Exception:** see 5.23). However, each unit that moves in the Second Movement Segment must remain out of enemy Zones of Control *at all times* during this Segment (including at its start and at its finish).

[5.23] Headquarters units may move only in the First Movement Segment — they may never triple their Movement Allowances by moving in the Second Movement Segment.

[5.3] EFFECTS OF TERRAIN ON MOVEMENT

[5.31] The Movement Point costs of all hexes and hexsides are summarized on the Terrain Effects Chart (see 5.32).

[5.32] **Terrain Effects Chart**
(see charts and tables)

[5.4] EFFECTS OF OTHER FRIENDLY UNITS ON MOVEMENT

[5.41] A unit may move through hexes occupied by other friendly units at no additional Movement Point cost. There is no limit to the number of friendly units that may move through a particular hex during a Movement Phase. However, there are limitations with regard to the number of friendly units that may end the Movement Phase in the same hex (see 7.0).

[5.42] Friendly-controlled hexes never interfere with the movement of friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexes immediately surrounding a unit (or stack) constitute that unit's Zone of Control. Zones of Control affect movement, combat, and supply. Hexes upon which units exert Zones of Control are called *controlled hexes.* All units (with the exception of service companies; see 15.2) exert Zones of Control at all times.

CASES:

[6.1] EFFECTIVENESS OF ZONES OF CONTROL

[6.11] Units exert their Zones of Control at all times during the Game-Turn.

[6.12] A unit never pays an additional Movement Point cost to enter an enemy-controlled hex. However, units do pay a penalty to *leave* an enemy-controlled hex (see 5.13).

[6.13] No terrain ever affects Zones of Control. There is no additional effect in having more than one unit exert its Zone of Control into a given hex.

[6.2] ZONES OF CONTROL AND MOVEMENT

[6.21] All units must cease movement immediately upon entering an enemy Zone of Control. Such units may move no further during the Movement Phase.

[6.22] A unit may leave an enemy-controlled hex at the beginning of its Movement Segment, but only if it moves into a hex that is *not* enemy-controlled (see 5.13). A unit that exits an enemy-controlled hex during a Movement Phase may enter another enemy-controlled hex at some later point in that Phase.

[6.23] Units may not immediately move from one enemy-controlled hex to another, except as a result of advance after combat.

[6.24] Friendly units do not negate enemy Zones of Control in the hexes they occupy for the purpose of movement.

[6.3] ZONES OF CONTROL AND COMBAT AND SUPPLY

[6.31] A hex that is controlled or occupied by an enemy unit blocks the tracing of friendly supply through that hex (**Exception:** see 6.32).

[6.32] Friendly units (not friendly Zones of Control) negate enemy Zones of Control in the hexes they occupy for the purpose of tracing supply.

[6.33] Friendly units do not negate enemy Zones of Control in the hexes they occupy for the purpose of tracing a retreat due to an unsuccessful attack (see 8.74).

[7.0] STACKING

GENERAL RULE:

A maximum of 12 friendly Stacking Points may occupy the same hex at the end of a friendly Movement Phase.

CASES:

[7.1] STACKING POINTS

Each unit in the game is worth a certain number of Stacking Points. Each unit's Stacking Point Value is summarized below:

1. Each division is worth 12 Stacking Points.

2. Each brigade or regiment is worth 4 Stacking Points.

3. Each battalion is worth 2 Stacking Points.

4. Each company or headquarters unit is worth 1 Stacking Point.

[7.2] STACKING RESTRICTIONS

[7.21] Stacking restrictions apply only at the end of a friendly Movement Phase. During a Movement Phase, any number of friendly units may enter and pass through a stack. If stacks of units exceed 12 Stacking Points at the *end* of a friendly Movement Phase, the excess must be eliminated by the owning player.

[7.22] There is no Movement Point cost to stack or unstack.

[8.0] COMBAT

GENERAL RULE:

Friendly units which are adjacent to enemy units during the Combat Phase must attack those enemy units. Each unit possesses a Combat Strength which is used when attacking or defending. This strength may not be divided among different combats. The Phasing player is termed the *attacker* and the non-Phasing player is termed the *defender.* Each combat may be affected by terrain, artillery, and/or supply. Combat results include "step" losses and possible advances or retreats.

PROCEDURE:

1. Each player determines the total Combat Strength of all his units participating in the attack or defense.

2. The attacking Player rolls a single die and modifies this die roll if any of the conditions of Case 8.3 are fulfilled. This *modified* die roll is then multiplied by the attacking player's total Combat Strength.

3. The defending Player rolls a single die and modifies this die roll if any of the conditions of Case 8.4 are fulfilled. This *modified* die roll is then multiplied by the defending Player's total Combat Strength.

4. The attacking Player's product (the total determined in Step 2) is divided by the defender's product (the total determined in Step 3), rounding fractions *down.* This quotient is then compared to the defender's Morale Value in order to determine a combat result (see 8.7).

5. After a combat result is determined, it is applied immediately, before any other attacks are resolved. (Separate combats may be resolved in any order the Phasing player desires, so long as all of his necessary combats are resolved at some time during the Combat Phase.)

CASES:

[8.1] WHICH UNITS MAY ATTACK

[8.11] Every non-Phasing unit adjacent to a Phasing unit must be attacked by some Phasing unit during that Combat Phase (**Exception:** see 8.13).

[8.12] All the Phasing player's units ending their Movement Phase adjacent to enemy units must attack some unit during the ensuing Combat Phase (**Exception:** see 8.13). The Phasing player may choose which friendly units will attack each adjacent enemy unit so long as all adjacent, enemy-occupied hexes are attacked.

[8.13] Any units occupying town or trench hexes are not obligated to attack adjacent Enemy units during the friendly Combat Phase. If they choose to attack adjacent enemy units, they are only obligated to attack one adjacent stack, although they may attack more if the Phasing player so desires. Enemy units adjacent to friendly units in these positions are still obligated to attack those

friendly units during the enemy Combat Phase (unless the enemy units also occupy a town or trench hex).

[8.14] No unit may attack more than once per Combat Phase and no unit may be attacked more than once per Combat Phase.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] If a Phasing player's unit is adjacent to more than one enemy unit, it must attack all those adjacent enemy units that are not engaged by some other attacking unit (**Exception:** see 8.13).

[8.22] Units in two or more different hexes may combine their Combat Strength to attack a single, adjacent hex.

[8.23] All units in a given hex must be attacked as a single, combined Combat Strength. The defender may not withhold a unit in a hex that is under attack.

[8.24] When a single hex contains more than one unit, each of those units may attack a different hex at the owning player's discretion.

[8.25] A single attack may involve numerous attacking and defending units. However, for an attack to be resolved as a single combat, all attacking units must be adjacent to all defending units.

[8.26] If several units subject to a single attack are defending in more than one hex, the defending player considers all of his participating units to be occupying the single terrain type most favorable to himself among those hexes occupied by his units.

[8.3] MODIFICATIONS TO THE ATTACKER'S DIE ROLL

The following modifications may be made to the attacker's combat resolution die roll (see 8.0 [2]):

+1: If the weather is *fog* (see 11.0).

+?: Due to the allocation of Artillery Points in Rolling Barrages (see 9.5).

[8.4] MODIFICATIONS TO THE DEFENDER'S COMBAT DIE ROLL

The following modifications may be made to the defender's combat resolution die roll (see 8.0[3]):

+3: If *any* of the attacking units are currently *isolated* (see 14.0).

+2: If *any* of the attacking units are *out of supply* (see 14.0).

+1: If *any* of the attacking units are *out of communications* (see 14.0).

+1 or +2: Due to the allocation of SOS Barrage Artillery Points (see 9.6).

+1: If the attacker is conducting an attack with units of two or more different corps formations (see 16.0).

+?: Depending on the terrain occupied by the defending units (see 5.32).

Note: All of these modifiers are cumulative.

[8.5] "STEPS" OF STRENGTH

Most combat results call for a number of "steps" of strength to be lost by the attacking or defending player. The following summarizes the number of steps possessed by each combat unit:

1. Each division consists of 3 steps of strength. The first (and most powerful) step is represented by the front face of the division counter. The second step (portraying a weaker Combat Strength) is represented by the reverse side of the counter. The third (and last) step is represented by a regimental-sized replacement unit which is placed on the map in the hex vacated by the division-size unit (which is removed from the map). All regimental replacement units consist of a single step of strength only (see 13.2).

2. Each brigade and non-replacement regiment unit consists of 2 steps of strength. The first (and more powerful) is represented by the front face of the counter. The second step (portraying a weaker Combat Strength) is represented by the reverse side of the counter.

3. Each regimental replacement, battalion, company, and headquarters unit consists of a single step of strength only. This step is represented by the front face of the counter. (Some units may be back-printed with other values. These values *are not* a second step of strength. See 15.0.)

[8.6] MORALE VALUE

Each combat unit possesses a *Morale Value,* which is a number ranging from 1 (worst) to 5 (best).

[8.61] If more than one unit is stacked in the same hex, the stack as a whole automatically assumes a Morale Value equal to the highest Morale Value possessed by any of the units within the stack.

[8.62] If several units subject to a single attack are defending in more than one hex, all defending stacks automatically assume a Morale Value equal to the highest Morale Value possessed by any of the defending units.

[8.7] COMBAT RESOLUTION

The result of each attack is determined by dividing the attacker's die roll-Combat Strength product (see 8.0[2]) by the defender's die roll-Combat Strength product (see 8.0[3]). If this quotient is *1 or greater,* it is compared to the defender's Morale Value in order to determine if the attack is *successful* or *unsuccessful.*

[8.71] If the quotient that is created due to the division of the attacker's die roll-Combat Strength product by the defender's die roll-Combat Strength product is *less than 1,* the result is *Attacker Eliminated.* All attacking units are immediately removed from the map and are considered to have lost all of their steps of strength.

[8.72] If the quotient that is created due to the division of the attacker's die roll-Combat Strength product by the defender's die roll-Combat Strength product is *1 or greater but equal to or less than the defender's Morale Value,* the attack is unsuccessful (see 8.74).

[8.73] If the quotient that is created due to the division of the attacker's die roll-Combat Strength product by the defender's die roll-Combat Strength product *is greater than the defender's Morale Value,* the attack is successful (see 8.75).

[8.74] If an attack is unsuccessful, each attacking stack immediately loses one step of strength and is immediately retreated into any adjacent hex that is neither controlled nor occupied by an enemy unit (owning player's choice). If such a retreat is impossible, the attacking stack remains in place and loses a second step of strength. (**Note:** Since stacking restrictions apply only at the end of a Movement Phase, it is permissible to violate stacking restrictions when conducting a retreat.)

[8.75] If an attack is successful, the defending Player immediately loses a number of steps of strength equal to the difference between his stack's Morale Value and the quotient that was created due to the division of the attacker's die roll-Combat Strength product by the defender's die roll-Combat Strength product. If such a loss eliminates the defender entirely, the attacker may conduct an advance after combat (see 8.8). *The defender's units never retreat after combat.*

[8.76] Remember that a stack's composite Morale Value is equal to the highest Morale Value of the units comprising that stack (see 8.6).

Example

A British brigade (Combat Strength [CS] of 10, Morale Value [MV] of 4) and company (CS of 1, MV of 3) in a town are being attacked by a German division (CS of 30). The German Player rolls the die and obtains a 4, which is multiplied by 30 to yield 120. The British Player rolls the die and obtains a 1 (becoming a 2 because of the presence of the town); 2 is multiplied by 11 (the total British Combat Strength) to yield *22.* 120 divided by 22 yields 5 (dropping fractions). The composite British Morale Value is 4, so the attack is successful. The difference between 5 and 4 is 1, so the British Player loses one step and remains in place. This step loss is fulfilled by eliminating the company unit.

[8.8] ADVANCE AND RETREATS AFTER COMBAT

[8.81] If an attack is unsuccessful, surviving attacking units are obligated to retreat one hex after combat (see 8.74).

[8.82] The defending player never advances or retreats after combat.

[8.83] If all defending units have been entirely eliminated as a result of an attack, all of the participating attacking units may advance a variable number of *Movement Points* after combat, paying normal Movement Point costs for each hex entered or hexside crossed. In order to determine the number of Movement Points that each attacking unit may advance, the attacking Player rolls one die (this one die roll applies to *all* of the participating attacking units):

1. German *stosstruppen* may advance a number of Movement Points equal to this die roll.

2. All other German and all Allied units may advance *one-half* (round fractions down) the number of Movement Points shown on this die roll.

[8.84] Advances after combat are conducted as follows:

1. Move each victorious unit individually. The first hex entered must be the hex formerly occupied by the eliminated units. Each unit may continue to advance up to the limit of its Movement Point limitation (see 8.83). **Note:** If the number of Movement Points in the advance is not sufficient to enter the first hex, no advance may take place.

2. German non-*stosstruppen* and all Allied units must halt their advance immediately upon entering an enemy Zone of Control. *Stosstruppen* units may continue to advance *regardless* of the presence of enemy Zones of Control (no special Movement Point costs are paid to enter and exit these Zones of Control).

[8.85] Victorious units are never required to advance. They may halt their advance at any time during the course of the advance.

[8.86] During Game-Turns 1 and 2, special rules are applied to German advances after combat (see 17.0).

[8.87] Units that advance adjacent to enemy units may not participate in another combat for the remainder of the Combat Phase.

[9.0] ARTILLERY

GENERAL RULE:

Each player receives a variable number of Artillery Points during each Game-Turn. These numbers are listed turn by turn on the Game-Turn Track. However an Artillery Point is used, it is considered expended after use and may not be used again for the remainder of the Game-Turn. Each player must keep a record of his Artillery Point expenditure on his respective Artillery Track. Artillery Points may never be accumulated from Game-Turn to Game-Turn.

CASES:

[9.1] TYPES OF ARTILLERY AND ARTILLERY FIRE

[9.11] There are two types of Artillery Points: *field* and *heavy.*

1. Field Artillery Points may be used only against a target hex that is within **10** hexes of a friendly headquarters unit.

2. Heavy Artillery Points may be used against any target hex on the map.

[9.12] There are three types of fire that may be used by field or heavy artillery:

1. Counter-battery fire (see 9.2).

2. Persistent gas fire (see 9.3).

3. Barrage fire (see 9.4, 9.5, and 9.6).

[9.2] COUNTER-BATTERY FIRE

Both players conduct counter-battery fire *simultaneously* during the Counter-Battery Fire Phase of the Artillery Stage of all Game-Turns starting with Game-Turn 3.

[9.21] At the beginning of the Counter-Battery Fire Phase, each player may allocate some, none, or all of his available Artillery Points to counter-battery fire. *However, Artillery Points may only be allocated to this mission in multiples of 10.* For example, if the Allied Player had 18 Field and Heavy Artillery Points available, he could allocate only 10 of these Points to counter-battery fire (or none at all).

[9.22] Artillery Points are allocated to counter-battery fire secretly. It is suggested that each player write the number of Artillery Points allocated to this task on a piece of scratch paper, revealing their allocations simultaneously. The number of Field and Heavy Artillery Points allocated is then immediately deducted from each player's Artillery Track (see 9.8).

[9.23] If a player has allocated Artillery Points to counter-battery fire, he must roll a single die and consult the Counter-battery Fire Table (9.25) in order to determine the effectiveness of this fire. Each Player should simply cross-reference his die roll with the number of allocated Artillery Points and read the result:

-: No effect. The enemy player's Artillery Points are not affected.

2,3,4, or 5: The enemy player's current Field *and* Heavy Artillery Point totals are divided by the indicated number (drop fractions). The result is the number of enemy Field and Heavy Artillery Points that remain available for use throughout the remainder of the Game-Turn. For example, if the Allied player had 10 Field and 8 Heavy Artillery Points remaining after his counter-battery fire allocation and the German player obtained a result of 3 against him due to counter-battery fire, the Allied player would end the Phase with 3 Field and 2 Heavy Artillery Points remaining for use during the rest of the Game-Turn.

All: All of the Enemy player's Field and Heavy Artillery Points are unavailable for use throughout the remainder of the Game-Turn.

[9.24] Artillery Points allocated to counter-battery fire are not subject to range restrictions. Either Field and/or Heavy Artillery Points may be freely allocated to this mission — they are identical in this regard.

[9.25] **Counter-Battery Fire Table**
(see charts and tables)

[9.3] PERSISTENT GAS FIRE

Only the German player may conduct Persistent Gas fire. This fire takes place during the Persistent Gas Fire Phase of the Artillery Stage, but may only be employed starting on Game-Turn 3.

[9.31] At the beginning of the Persistent Gas Fire Phase, the German player may allocate some, none, or all of his available Artillery Points to Persistent Gas fire. *However, Artillery Points may only be allocated to this mission in multiples of 15.* Allocations are made openly, and as they are announced, they are immediately deducted from the German Player's Artillery Track.
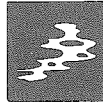
[9.32] For every 15 Points allocated to Persistent Gas fire, the German player may place one Persistent Gas marker on any target hex of his choice (see 9.33).

[9.33] A target hex may be of any terrain type and may be Enemy-occupied. However, it must be *at least 6 hexes away* from the nearest Friendly unit *at the moment* of its placement on the map. In addition, its placement is subject to artillery range restrictions (see 9.11).

[9.34] Once placed on the map, a Persistent Gas marker remains in place until conditions for its removal have been met (see 9.35). Each Persistent Gas marker exerts a *Zone of Effectiveness* that includes all 6 adjacent hexes and the hex occupied by the marker itself. These 7 hexes have the following effects on all combat units:

1. The Movement Point cost of all 7 hexes is *doubled* for all purposes (including advances after combat).

2. Each *stack* that ends its Friendly Movement Phase in one of these 7 hexes immediately loses one step of strength (see 8.5).

Note: There is no additional effect if a given hex is within the Zone of Effectiveness of more than one marker.

[9.35] At the beginning of the Terminal Phase, the German player rolls a single die for each Persistent Gas marker on the map. On a die roll of 1, the marker is immediately removed. On all other die rolls, the marker remains in place. A marker may not be removed from the map under any other circumstances.

[9.36] The number of markers included in the game is an intended limitation (there are 6 provided). If all 6 are currently on the map, no Persistent Gas fire may be performed. However, as each marker is removed from the map, it immediately becomes available for use again.

[9.4] DRUMFIRE BARRAGE

During Game-Turns 1 and 2 only, the German player may perform Drumfire Barrage attacks.

[9.41] At the beginning of the Drumfire Barrage Phase of Game-Turns 1 and 2, the German player may allocate all, some, or none of his available Artillery Points to Drumfire Barrage. Drumfire Barrage is resolved in separate *attacks*. There is no limit to the number of attacks that may be made in this Phase except for the number of Artillery Points currently available. As each attack is declared, the stated number and type of Artillery Points are deduced from the German Artillery Track.

[9.42] A Drumfire Barrage attack may consist of from 1 to 6 Artillery Points. For each declared attack, the German player chooses *any* single enemy-occupied target hex. A target hex may only be attacked by Drumfire Barrage *once per Phase.* The target hex is subject to range restrictions (see 9.11).

[9.43] As each attack is declared, both Players consult the Drumfire Barrage Table (9.48). First, the number of enemy Stacking Points in the target hex is cross-referenced with the number of Artillery Points allocated to the attack, determining the proper column to employ during resolution. The German player then rolls a single die and cross-references this die roll with the aforementioned column. The result is applied immediately (see 9.45).

[9.44] The German player's die roll may be modified by the terrain occupied by the defending stack (see 5.32).

[9.45] Results of Drumfire Barrages are read as follows:

—: No Effect.

#: The indicated number is compared to the Morale Value of the target stack (see 8.6). If the number is equal to or less than this value, the attack is unsuccessful, and nothing further is done. If the number is greater than this value, the target stack immediately loses a number of steps equal to the difference between the number and the stack's Morale Value.

[9.46] Artillery Points allocated to a Drumfire Barrage attack may comprise both Field and Heavy Artillery Points, assuming range requirements are met.

[9.47] A target stack may be within the Zone of Control of a German unit.

[9.48] **Drumfire Barrage Table**
    (see charts and tables)

[9.5] ROLLING BARRAGES

A Player may perform a single Rolling Barrage in support of each attack that is declared during the friendly Combat Phase, assuming he has available Artillery Points and range restrictions have been fulfilled (see 9.11).

[9.51] The maximum number of Artillery Points that may be allocated to a Rolling Barrage is 2 in clear weather Game-Turns and 1 in mist (see 11.0). (**Exception:** See 9.53.) *No Artillery Points may be allocated to a Rolling Barrage during a fog Game-Turn.* (Note that the first two Game-Turns are automatically fog; see 17.4.) As each barrage is declared, the appropriate number and type of Artillery Points are deducted from the owning player's Artillery Track. A Rolling Barrage may consist of both Heavy and Field Artillery Points, assuming both range requirements are met.

[9.52] For each Artillery Point allocated to a Rolling Barrage, the attacking player **adds 1** to his subsequent combat resolution die roll (see 8.0[2]).

[9.53] If the target hex is successfully observed (see 9.7), the maximum number of Artillery Points that may be allocated to a Rolling Barrage is 3 in clear weather and 2 in mist.

[9.6] SOS BARRAGES

A player may perform a single SOS Barrage in support of each friendly stack that is being attacked by the enemy player during the enemy Combat Phase, assuming he has available Artillery Points and also range restrictions have been adhered to (see 9.11).

[9.61] The maximum number of Artillery Points that may be allocated to an SOS Barrage is 4 in clear weather Game-Turns and 2 in mist (see 11.0). *No Artillery Points may be allocated to SOS Barrages during a fog Game-Turn.* As each SOS Barrage is declared, the appropriate number and type of Artillery Points are deducted from the owning player's Artillery Track. An SOS Barrage may consist of both Heavy and Field Artillery Points assuming both range requirements are adhered to.

[9.62] The number of Artillery Points allocated to an SOS Barrage is **divided by 2** (drop fractions). The result is the number that is added to the defender's subsequent combat resolution die roll (see 8.0 [3]).

[9.63] The friendly stack that is supported by an SOS Barrage must be within the range limitation of the non-Phasing player's Artillery Points.

[9.7] OBSERVATION

If a target hex is successfully observed, a Rolling Barrage has the potential to be increased in effectiveness (see 9.53).

[9.71] There are two means of obtaining successful observation on a target hex:

1. Through the use of hilltops (see 9.72), *or,*

2. Through air observation (see 12.2).

[9.72] The means of obtaining successful observation from hilltops is affected by the weather (see 11.0).

1. If the weather is *clear,* observation is successful if, at the moment of combat resolution, the attacking player can trace a line of contiguous hexes, free of enemy units or their Zones of Control, no more than 6 hexes in length from a participating attacking unit to a hilltop hex.

2. If the weather is *mist,* observation is achieved as if it were clear, but the line of hexes from attacking unit to hilltop hex may be no more than 3 hexes in length.

[9.73] Friendly-occupied hexes negate Enemy Zones of Control in the hexes they occupy for the purposes of tracing a path of hexes from an attacking unit to a hilltop hex.

[9.74] Rolling Barrages may never take place during fog Game-Turns. Hence, observation is never possible during these Game-Turns.

[9.75] If an attacking unit occupies a hilltop hex, it automatically obtains successful observation on the defending units.

[9.8] ARTILLERY TRACKS

Each player possesses an Artillery Track on which his respective Field and Heavy Artillery Points are kept track of with appropriate Artillery markers. Each time a player performs any type of artillery fire, the number of Field and/or Heavy Artillery Points allocated to the mission should be immediately deducted from the current total. When this total has reached zero, that type of Artillery Point may not be employed again for the remainder of the Game-Turn.

[9.81] The German player receives 50 Field and 30 Heavy Artillery Points during Game-Turns 1 and 2 (see 9.83). He receives 35 Field and 30 Heavy Artillery Points during Game-Turns 3 through 6. He receives 30 Field and 20 Heavy Artillery Points during Game-Turns 7 through 10.

[9.82] The Allied Player does not receive any Artillery Points during Game-Turns 1 and 2. He receives 8 Field and 6 Heavy Artillery Points from Game-Turns 3 through 6. He receives 16 Field and 12 Heavy Artillery Points from Game-Turns 7 through 10.

[9.83] Note that due to the automatic fog on Game-Turns 1 and 2 (see 11.13), the only artillery fire possible in these Game-Turns is German Drumfire Barrage (see 9.4).

[9.84] **Allied Artillery Track**
    (see map)

[9.85] **German Artillery Track**
    (see map)

[10.0] TRENCHES

GENERAL RULE:

There are three types of trench hexes: *redoubts, fieldworks,* and *wire.* Trench hexes are permanent terrain features. Units occupying such hexes have improved defensive capabilities and are not obligated to attack adjacent enemy units during the friendly Combat Phase (see 8.13). Their effects (see 5.32) apply to *both* Players. Trench hexes are omnidirectional. That is, their effects are applied no matter what direction a unit moves into the hex from or from what direction the hex is attacked.

[11.0] WEATHER

GENERAL RULE:

The state of the weather affects observation and air operations.

CASES:

[11.1] WEATHER DETERMINATION

[11.11] At the beginning of every Weather Stage of each Game-Turn starting with Game-Turn 3, the German Player rolls a single die and consults the Weather Table (11.14) in order to determine the state of the weather for the remainder of the Game-Turn.

[11.12] In all PM Game-Turns, **1** is added to the German Player's weather die roll.

[11.13] The weather on Game-Turns 1 and 2 is automatically *fog.*

[11.14] **Weather Table**
(see charts and tables)

[11.2] WEATHER EFFECTS

There are three possible weather states: *clear, mist,* and *fog.* Each of these conditions has a different effect on observation (see 9.72) and air operations (see 12.1). In addition, if fog is in effect, the attacker's combat resolution die roll is also modified (see 8.3[1]).

[12.0] AIR OPERATIONS

GENERAL RULE:

In each Air Operations Stage of all Game-Turns starting with Game-Turn 3, the German player receives 8 Air Points and the Allied player receives 6 Air Points. During the Air Allocation Segment, each player must *secretly* assign each of his Air Points to one of three types of missions: Air Observation, Ground Attack, or Interception. (It is suggested that players write their allocations down on a piece of scrap paper and then reveal them simultaneously.) An individual Air Point may be assigned to a single mission only during the Air Allocation Segment, although the owning player may allocate different Air Points to more than one mission in this Segment if he so desires. Air Points may never be eliminated, although their availability may be affected by the weather for the Game-Turn (see 12.1).

CASES:

[12.1] EFFECTS OF WEATHER

Depending on the state of the weather, the number of Air Points available to each player during the Air Operations Phase is affected in the following ways:

1. If the weather is *clear,* all assigned Air Points are available to both players (8 for the Germans, 6 for the Allies).

2. If the weather is *mist,* one-half of each player's assigned Air Points are available.

3. If the weather is *fog,* no Air Points are available to either player.

[12.2] AIR OBSERVATION

Air Points allocated to Air Observation allow the owning player to successfully observe Enemy target hexes for Rolling Barrages (see 9.7).

[12.21] No more than one-half (round fractions down) of a player's available Air Points may be assigned to Air Observation during the Air Allocation Segment.

[12.22] For each Air Point assigned to Air Observation, the owning player receives an Air Observation marker. At the beginning of the ensuing *friendly* Combat Phase, the owning player may deploy his markers on *any* enemy stacks on the map (no more than one marker per stack). Any enemy stack that has an Air Observation marker on it is automatically *observed* (see 9.7) for the purposes of Rolling Barrage during that Combat Phase. At the end of that Combat Phase, each marker is removed from the stack it had originally been placed on and may not be used again for the remainder of the Game-Turn.

[12.23] Air Points allocated to Air Observation may be reduced by Interception (see 12.4).

[12.3] GROUND ATTACK

Air Points allocated to Ground Attack allow the owning player to conduct attacks on Enemy units in the same manner as Drumfire Barrage (see 9.4). Ground Attacks may be performed throughout the length of the game.

[12.31] For each Air Point assigned to Ground Attack, the owning player may declare a Ground Attack on *any* enemy stack on the map during the Ground Attack Segment (German attacks are resolved first, followed by Allied). A Ground Attack is resolved exactly as a Drumfire Barrage Attack, except Air Points are substituted for Artillery Points when consulting the Drumfire Barrage Table (9.48). Each attack may consist of from 1 to 6 Air Points. A given Air Point may only be assigned to one Ground Attack per Segment.

[12.32] A Ground Attack may be directed against any enemy-occupied hex (**Exception:** see 12.33).

[12.33] Ground Attacks may never be directed against hexes occupied solely by enemy HQ units.

[12.34] Air Points allocated to Ground Attack may be reduced by Interception (see 12.4).

[12.4] INTERCEPTION

Air Points allocated to Interception missions allow a player to reduce Enemy Air Points allocated to Air Observation and Ground Attack missions.

[12.41] When the number of Air Points allocated to Interception missions by both players has been revealed during the Air Allocation Segment, the effects of these allocations must be resolved in the immediately ensuing Interception Segment according to the following procedure:

1. Both players divide their friendly Air Points allocated to Interception missions by *two* (round fractions down).

2. This quotient is the amount by which the enemy player's Air Points allocated to Air Observation and/or Ground Attack missions may be immediately reduced (see 12.42).

[12.42] Reductions of a player's Air Point allocations to Air Observation and/or Ground Attack missions due to Interception *is performed by the enemy player.* The number by which these Air Points may be reduced may be applied exclusively toward Ground Attack, exclusively toward Air Observation, or in any combination the enemy player desires, as long as the *total* reduction of Air Points does not exceed the number calculated in Case 12.41[1].

Example: The German player has 4 Air Points allocated each to Air Observation and Ground Attack. The Allied Player has 6 Air Points allocated to Interception. Thus, the German Air Point totals may be reduced by 3 (6 divided by 2). The Allied Player decides to reduce the German Air Observation Air Point allocation to 1 and leaves the German Ground Attack allocation alone. He could make this 3-point reduction in any other combination he sees fit.

[13.0] GERMAN DIVISIONAL BREAKDOWN

GENERAL RULE:

During the German Breakdown Phase of all Game-Turns starting with Game-Turn 3, the German player may breakdown *any* of his divisions on the map into 3 regimental replacement units, assuming the requirements for breakdown have been met (see 13.1).

CASES:

[13.1] HOW DIVISIONS BREAK DOWN

[13.11] A German division that is to be broken down must begin the German Breakdown Phase outside of enemy Zones of Control. If this requirement is met, the German Player may replace the division counter with 3 regimental replacement units. These 3 regiments must be placed in the hex formerly occupied by the division counter, which is removed from the map.

[13.12] The regimental replacement units that are placed on the map in place of a division may not be moved in the immediately ensuing German Movement Phase.

[13.13] Once a division counter has been broken down, it may not be brought back onto the map through "recombination"; it is permanently removed from the map.

[13.14] The German Player may break down as many of his eligible division units per Game-Turn as he desires (**Exception:** see 13.23).

[13.2] REGIMENTAL REPLACEMENT UNITS

[13.21] German regimental replacement units are used for two purposes.

1. For divisional breakdown (see 13.1), and,

2. As the third step of strength in German divisions that have taken combat losses (see 8.5).

[13.22] Unlike normal German regiment units (i.e., those with historical designations), all regimental replacement units consist of a single step of strength only.

[13.23] The number of regimental replacement units that are provided in the game is an intended limitation. If no regimental replacement units are available for use, then no German divisions may break down (and German divisions that are reduced to this state are eliminated instead). However, as soon as a regimental replacement unit is eliminated from play, it becomes available for use again by the German player.

[13.24] Regimental replacement units that are created from *stosstruppen* divisions (either through breakdown or combat loss) are *not* considered *stosstruppen.*

[14.0] SUPPLY

GENERAL RULE:

At the instant a unit is performing an attack, it must determine its supply state. There are four possible states of supply that a unit may be in at

this time: *in supply, out of communications, out of supply,* or *isolated.* Supply is never determined for defending units. It has no effect in the game other than on attacking units.

CASES

[14.1] HOW TO DETERMINE SUPPLY

[14.11] Supply is determined for attacking units only at the moment their attacks are about to be resolved (**Exception:** see 20.12). At this time, all attacking units must attempt to trace a *supply line* (see 14.12) to a Friendly HQ unit.

[14.12] A supply line is defined as a path of contiguous hexes traceable from an attacking unit's hex (exclusive) to the hex occupied by any friendly HQ unit (inclusive). None of these hexes may be enemy-occupied or enemy-controlled (unless they are occupied by friendly units). Terrain never affects the tracing of supply lines.

[14.13] Supply states are determined as follows:

1. If an attacking unit is able to trace a supply line in 6 hexes or less, it is *in supply.*

2. If an attacking unit is able to trace a supply line in 7, 8, 9, 10, 11 or 12 hexes it is *out of communication.*

3. If an attacking unit is only able to trace a supply line that is over 12 hexes, it is *out of supply.*

4. If an attacking unit is completely unable to trace a supply line, it is *isolated.*

[14.2] SUPPLY EFFECTS

[14.21] An attacking unit that is in supply is not detrimentally effected.

[14.22] If an attacking unit is out of communication, the defending player adds 1 to his combat resolution die roll. If an attacker is out of supply, the defending player adds 2 to his combat resolution die roll. If an attacker is isolated, the defending player adds 3 to his combat resolution die roll.

[14.23] It is only necessary for a *single* attacking unit to be out of communication, out of supply, or isolated in a given attack in order for the defending player to receive the die roll modifications that are listed in 14.22.

[14.24] If, in a given attack, one unit is out of communication and one or more other attacking units are out of supply or isolated, only the supply state most *disadvantageous* to the attacker applies.

[15.0] REINFORCEMENTS

GENERAL RULE:

The Allied Player receives both *pre-determined* and *variable* reinforcements during the Reinforcement Stage. The German Player never receives reinforcements.

CASES:

[15.1] PRE-DETERMINED REINFORCEMENTS

[15.11] During the Pre-Determined Reinforcement Segment, the Allied Player places his scheduled reinforcements directly in their indicated entry hex on the map. Pre-determined reinforcements are made available according to the instructions of the Allied Reinforcement Schedule (15.3).

[15.12] All pre-determined reinforcements are placed in their indicated entry hex, stacked if necessary (see 15.15). In the ensuing Allied Movement Phase, these units are free to move normally (they are not obligated to count their entry hex's Movement Point cost).

[15.13] Pre-determined reinforcements may not be placed in an enemy-occupied or enemy-controlled hex. If scheduled reinforcements are

prevented from placement on the map by this restriction, they may be placed on *any* mapedge hex within 3 hexes (or more, if necessary) of the original entry hex without delay. Pre-determined reinforcements may never be delayed.

[15.14] The movement of pre-determined reinforcements on Game-Turn 2 does not count against the Allied player's movement limitations (see 17.13).

[15.15] Stacking restrictions may be violated in an entry hex on the Game-Turn in which reinforcements are placed on the map.

[15.16] Reinforcements may never be attacked by Drumfire Barrage or Ground Attack in the Game-Turn in which they have been placed on the map in their indicated entry hex.

[15.2] VARIABLE REINFORCEMENTS

[15.21] During the Variable Reinforcement Segment of all Game-Turns starting with Game-Turn 6, the Allied player rolls a single die in order to determine the number of *service companies* that are created for his use. The number shown on this die roll is the number of service companies that may be immediately deployed by the Allied player (see 15.23 and 15.24).

[15.22] Each time an Allied *infantry battalion* is eliminated from play, it is removed from the map, flipped over to its reverse side, and placed aside for the time being. This reverse counter-side will portray a *service company* unit, which may be placed back on the map according to the procedure described in Case 15.21. All service companies are identical — it makes no difference which ones are chosen by the Allied player for use during the Variable Reinforcement Segment.

[15.23] After a number of service companies are made available during the Variable Reinforcement Segment, they must be immediately deployed on the map by the Allied player. Each service company may be placed on top of any Allied HQ unit that is currently on the map, even if this HQ is currently in an enemy Zone of Control. If there are no Allied HQ's on the map, no service companies may be deployed.

[15.24] Service companies function as normal company-size units, except they do not exert Zones of Control.

[15.25] The number of service companies that are available for use is strictly limited to those infantry battalions that have been eliminated from play. If no more service companies are available for use at the moment they are rolled for, then none may be created. However, as each service company on the map is eliminated from play, it immediately becomes available to be used again by the Allied player.

[15.3] ALLIED REINFORCEMENT SCHEDULE

Pre-determined reinforcements are listed by Game-Turn of entry, designation, and (in parentheses) entry hex.

Game-Turn 2: 8LN/58/3(A), 149/50/19(C), 150/50/19(C), 19 Corps HQ(C).

Game-Turn 3: 25/9/5(B), 26/9/5(B), 27/9/5(B), 5 Corps HQ(B).

Game-Turn 4: 23/8/19(C), 24/8/19(C), 25/8/19(C), 17/24/19(D), 72/24/19(D), 73/24/19(D), 1/1Cv/19(D), 2/1Cv/19(D), 9/1Cv/19(D).

Game-Turn 6: 28/10/5(B), 29/10/5(B), 30/10/5(B).

Game-Turn 7: 184/62/5(B), 185/62/5(B), 186/62/5(B), 64/22/5(B), 65/22/5(B), 66/22/5(B).

[16.0] CORPS ATTACHMENTS

GENERAL RULE:

All units belong to a specific *corps* (the last number in a unit's designation). If any attack is conducted by units that belong to two or more corps formations, the defending player adds 1 to his combat resolution die roll (see 8.4).

[17.0] SPECIAL RULES, GAME-TURNS 1 AND 2

GENERAL RULE:

Several special rules apply to one or both Players during Game-Turns 1 and/or 2.

CASES:

[17.1] MOVEMENT RESTRICTIONS

[17.11] On Game-Turn 1, only German units that occupy trench hexes may move.

[17.12] On Game-Turn 2, all German units that were permitted to move on Game-Turn 1 may move. In addition, the German player rolls a single die, the number shown on the die roll indicating the number of German units that were not permitted to move on Game-Turn 1 that *are* allowed to move during Game-Turn 2.

[17.13] At the beginning of the Allied Movement Phase of Game-Turn 1, the Allied player rolls a single die twice. The number shown on the first die roll is the number of 18th Corps units that may be moved during this Movement Phase. The number shown on the second die roll is the number of 3rd Corps units that may be moved during this Movement Phase. At the beginning of the Allied Movement Phase of Game-Turn 2, the Allied player again rolls a single die twice. The number shown on the first die roll *plus 1* is the number of 18th Corps units that may be moved during this Movement Phase. The number shown on the second die roll *plus 1* is the number of 3rd Corps units that may be moved during this Movement Phase.

[17.14] Allied reinforcements that enter the map during Game-Turn 2 may be moved normally and do not count against the Allied player's movement restrictions listed in Case 17.13.

[17.15] All German and Allied units may move normally starting with Game-Turn 3.

[17.2] GERMAN ARTILLERY

[17.21] The German player may not perform Persistent Gas fire (see 9.3) on Game-Turns 1 or 2.

[17.22] The German player may perform Drumfire Barrage attacks on Game-Turns 1 and 2 (only). See Case 9.4.

[17.3] ADVANCES AFTER COMBAT

During Game-Turns 1 and 2, German *stosstruppen* units may advance a number of Movement Points equal to *a die roll multiplied by 2.* In addition, German non-*stosstruppen* units may advance a number of Movement Points equal to an *unmodified* die roll (see 8.83).

[17.4] WEATHER

The weather on Game-Turns 1 and 2 is automatically fog. As a result, no air operations occur, and Rolling and SOS Barrages may not take place. In addition, the attacker's combat resolution die roll is affected (see 8.3).

[17.5] SUPPLY

All German units are automatically *in supply* during Game-Turns 1 and 2.

[17.6] GERMAN DIVISIONAL BREAKDOWN

German divisions may not break down during Game-Turns 1 and 2.

[18.0] SETTING UP THE GAME

GENERAL RULE:

After players have chosen sides, they must deploy their forces on the map according to the instructions of the following Cases. 'In addition, both players' Artillery markers should be placed in the proper boxes on their respective Artillery Tracks (see 9.8).

CASES:

[18.1] GERMAN SET-UP

4203: 3xxx; **4204:** 9xxx; **4308:** 17xxx; **4614:** 4Rxxx; **4623:** Gaylxxx; **3902:** 88/3; **4101:** 113/3; **3903:** 28/3; **4102:** 6/3; **4103:** 206/3; **4104:** 5/3; **4202:** 23/3; **3804:** 50/9; **3806:** 45R/9; **4105:** 231/9; **4106:** 5G/9; **4205:** 1G/9; **3908:** 238/17; **4109:** 36/17; **4310:** 1B/17; **4207:** 9/17; **4408:** 10/17; **4407:** 10R/17; **4508:** 7R/17; **4610:** 51R/17; **4411:** 34/4R; **4412:** 37/4R; **4414:** 103/4R; **4611:** 33/4R; **4616:** 15/13/Gyl; **4618:** 60/13/Gyl; **4520:** 82/13/Gyl; **4525:** 218/47/Gyl; **4426:** 219/47/Gyl; **4328:** 220/47/Gyl; **4523:** 223/Gyl.

[18.2] ALLIED SET-UP

3801: 5GH/61/18; **3802:** 40B/61/18; **2902:** 4BK/61/18; **3304:** 478/18, 479/18, 6WA/61/18, 5GL/61/18; **3104:** 7WA/61/18, 9RS/61/18, 5DC/61/18, 476/18; **3803:** 8WO/61/18, **3202:** 8AR/61/18; **0820:** 59/20/18; **0720:** 61/20/18; **2016:** 60/20/18; **3321:** 3xxx; **2708:** 18xxx; **3707:** 2WL/30/18; **3009:** 2GR/30/18; **2911:** 17MN/30/18, 11SL/30/18, 200/18, 201/18, 202/18; **2405:** 89/30/18; **3107:** 2BD/30/18; **2605:** 2SF/30/18; **3705:** 16MN/30/18; **1303:** 6/3Cv/18, 7/3Cv/18, Cd/3Cv/18; **3612:** 1IR/36/18; **3213:** 2IR/36/18, 9IR/36/18, 9IN/36/18; **4009:** 15IR/36/18; **4210:** 12IR/36/18; **3713:** 11F/36/18; **3311:** 1IN/36/18; **3808:** 2IN/36/18; **3811:** 16IR/36/18; **2016:** 150/18; **2516:** 83/18; **1615:** 84/18; **3013:** 121/18; **2801:** 103/18; **2402:** 129/18; **4312:** 8KR/14/3; **3914:** 7RB/14/3; **4115:** 8RB/14/3, 11KN/14/3; **3618:** 50B/14/3, 79/3; **4313:** 9KR/14/3; **3321:** 5/2Cv/3, 9RB/14/3; **4315:** 6SM/14/3; **3820:** 9SR/14/3; **4216:** 7KR/14/3; **4118:** 10ES/18/3; **4317:** 8BK/18/3; **4319:** 7WK/18/3; **2626:** 54/18/3, 14E/3; **4122:** 7QU/18/3; **4322:** 7BF/18/3; **3424:** 8SY/18/3; **4120:** 8SX/18/3; **4324:** 2LN/58/3; **3827:** 182/3, 503/3, 3LN/58/3; **4226:** 4LN/58/3, 4SK/58/3; **1727:** 3/2Cv/3, 4/2Cv/3; **3317:** 61/3, 62/3, 89/3; **3623:** 80/3, 92/3; **2223:** 21E/3.

[19.0] ABBREVIATIONS

The following abbreviations are used on the counters:

AR: Argyll and Sutherland Highlanders; **B:** Bavarian; **BD:** Bedfordshire; **BF:** Buffs; **BK:** Berkshire; **Cd:** Canadian; **Cv:** Cavalry; **DC:** Duke of Cornwall's Light Infantry; **E:** Entrenching Battalion; **ES:** Essex; **G:** Guard; **GH:** Gordon Highlanders; **GL:** Gloucestershire; **GR:** Green Howards; **Gyl:** Gruppe Gayl; **IF:** Irish Fusiliers; **IN:** Inniskilling Fusiliers; **IR:** Irish Rifles; **KN:** King's (Liverpool); **KR:** King's Royal Rifle Corps; **LN:** London; **MN:** Manchester; **OB:** Oxford and Buckinghamshire Light Infantry; **QU:** Queen's; **R:** Reserve; **RB:** Rifle Brigade; **RS:** Royal Scots; **SF:** Scots Fusiliers; **SK:** Suffolk; **SL:** South Lancashire; **SM:** Somerset Light Infantry; **SR:** Scottish Rifles; **SY:** East Surrey; **SX:** Sussex; **WA:** Warickshire; **WK:** West Kent; **WL:** Wiltshire; **WO:** Worcestershire.

[20.0] VICTORY CONDITIONS

GENERAL RULE:

The game ends at the completion of Game-Turn 10. At this time, the German Player must determine his Victory Point total, comparing it to the Victory conditions listed in Case 20.3 in order to determine a victor.

CASES:

[20.1] HOW THE GERMAN PLAYER ACCUMULATES AND LOSES VICTORY POINTS

[20.11] At the end of the game, the German player receives 1 Victory Point for each town hex *west* of the German Victory Point line that he either occupies or was the last to pass through. (**Note:** It may be convenient for the Players to note the town names controlled by the German Player on a piece of scrap paper during the course of the game.)

[20.12] At the end of the game, the German player receives 3 Victory Points for each of his units that have *exited the map* (see 20.2). In order for the German Player to be eligible to receive these Points, the exiting unit must not be isolated (see 14.13[4]) at the moment it leaves the map.

[20.13] At the end of the game, the German player loses 1 Victory Point from his total for each Allied unit that occupies a *fieldwork, redoubt,* or *wire* hex.

[20.14] At the end of the game, the German player loses 1 Victory Point for each of his divisions that have been removed from the map due to combat loss and replaced with a regimental replacement unit (see 13.2).

[20.2] EXITING THE MAP

Only German units may exit the map. Exiting the map is considered normal movement, but may only be performed from a *western* mapedge hex. In order to exit the map, a unit must expend a number of Movement Points equal to the type of terrain the unit is exiting the map from. Once exited, a unit may never return to the map.

[20.3] HOW TO WIN THE GAME

German Decisive Victory: The German Player has accumulated more than 55 Points.

German Substantive Victory: The German player has accumulated between 46 and 55 Points (inclusive).

German Marginal Victory: The German player has accumulated between 36 and 45 Points (inclusive).

Allied Marginal Victory: The German player has accumulated between 26 and 35 Points (inclusive).

Allied Substantive Victory: The German player has accumulated between 16 and 25 Points (inclusive).

Allied Decisive Victory: The German player has accumulated fewer than 16 Points.

DESIGN CREDITS for The Kaiser's Battle

[5.32] TERRAIN EFFECTS CHART

Terrain	MP Cost	Modification
Clear	1	0
Woods	2	0
Hilltop	2	+1
Town	1	+1
Swamp	3	0
Redoubt	2	+2
Fieldwork	2	+1
Wire	2	0
River	+2	+1*
Excavation	+1	+1*

Modification: modification to defender's combat resolution die roll or drumfire barrage die roll.

*: Awarded only if defender is attacked solely across river or excavation hexsides (never awarded in Drumfire Barrage attack). Note that the German Victory Point line has no effect on movement or combat.

[9.25] COUNTER-BATTERY FIRE TABLE

Artillery Points Allocated

DIE ROLL	10	20	30	40	50	60
1	3	4	5	All	All	All
2	2	3	4	5	All	All
3	–	2	3	4	5	All
4	–	–	2	3	4	5
5	–	–	–	2	3	4
6	–	–	–	–	2	3

[9.48] DRUMFIRE BARRAGE TABLE

Stacking Points	Artillery Points			
7-12	1	2-3	4-5	6
1-6	2-3	4-5	6	–
DIE	Results			
1	4	5	6	7
2	3	4	5	6
3	2	3	4	5
4	–	2	3	4
5	–	–	2	3
6	–	–	–	2
7	–	–	–	–
8	–	–	–	–

[11.14] WEATHER TABLE

DIE	Result	DIE	Result
1	Fog	5	Mist
2	Fog	6	Clear
3	Mist	7	Clear
4	Mist		

Modifiers: Add 1 to the die roll during all PM Game-Turns.

The Kaiser's Battle Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type in game: 1. Quantity of Sections (all types) in game: 1.

BRITISH

HQ 3xxx 3321 1 4 4	HQ 18xxx 2708 1 4 4	HQ 19xxx C2 1 4 4	5GH61/18 3801 3 3 4	40BI61/18 3802 3 3 4	4BK61/18 2902 3 3 4	6WA61/18 3304 3 3 4	7WA61/18 3104 3 3 4	8WO61/18 3803 3 3 4	9RS61/18 3104 3 3 4
8AR61/18 3202 3 3 4	5GL61/18 3304 3 3 4	5DC61/18 3104 2 3 4	5920/18 0820 10 4 4	6120/18 0720 10 4 4	6020/18 2016 10 4 4	2WL30/18 3707 3 3 4	2GR30/18 3009 3 3 4	17MN30/18 2911 3 3 4	8930/18 2405 10 4 4
2BD30/18 3107 3 3 4	2SF30/18 2605 3 3 4	16MN30/18 3705 3 3 4	11SL30/18 2911 2 3 4	63Cv/18 1303 4 4 6	73Cv/18 1303 4 4 6	Cd3Cv/18 1303 4 4 6	1IR36/18 3612 3 3 4	2IR36/18 3213 3 3 4	15IR36/18 4009 3 3 4
12IR36/18 4210 3 3 4	11FR36/18 3713 3 3 4	9IR36/18 3213 3 3 4	1IN36/18 3311 3 3 4	2IN36/18 3808 3 3 4	9IN36/18 3213 2 3 4	16IR36/18 3811 1 3 3	478/18 3304 1 3 3	479/18 3304 1 3 3	476/18 3104 1 3 3
200/18 2911 1 3 3	201/18 2911 1 3 3	202/18 2911 1 3 3	150/18 2016 1 3 3	83/18 2516 1 3 3	84/18 1615 1 3 3	121/18 3013 1 3 3	103/18 2801 1 3 3	129/18 2402 1 3 3	8KR14/3 4312 3 3 4
7RB14/3 3914 3 3 4	8RB14/3 4115 3 3 4	50B14/3 3618 3 3 4	9KR14/3 4313 3 3 4	9RB14/3 3321 3 3 4	6SM14/3 4315 3 3 4	9SR14/3 3820 3 3 4	7KR14/3 4216 2 3 4	11KN14/3 4115 3 3 4	10ES18/3 4118 3 3 4
8BK18/3 4317 3 3 4	7WK18/3 4319 3 3 4	5418/3 2626 10 4 4	7QU18/3 4122 3 3 4	7BF18/3 4322 3 3 4	8SY18/3 3424 3 3 4	8SX18/3 4120 2 3 4	2LN58/3 4324 3 3 4	3LN58/3 3827 3 3 4	4LN58/3 4226 3 3 4
32Cv/3 1727 4 4 6	42Cv/3 1727 4 4 6	52Cv/3 3321 4 4 6	61/3 3317 1 3 3	62/3 3317 1 3 3	89/3 3317 1 3 3	79/3 3618 1 3 3	80/3 3623 1 3 3	92/3 3623 1 3 3	21E/3 2223 2 2 3
4SK58/3 4226 1 3 3	14E/3 2626 2 2 3	182/3 3827 1 3 3	503/3 3827 1 3 3	8LN58/3 A2 3 3 4	14950/19 C2 10 4 4	15050/19 C2 10 4 4	1724/19 D4 6 3 4	7224/19 D4 6 3 4	7324/19 D4 6 3 4
11Cv/19 D4 4 4 6	21Cv/19 D4 4 4 6	91Cv/19 D4 4 4 6	238/19 C4 10 5 4	248/19 C4 10 5 4	258/19 C4 10 5 4	Field Arty Pts	Heavy Arty Pts		

GERMAN

HQ Gaylxxx 4623 1 4 4	HQ 3xxx 4203 1 4 4	HQ 9xxx 4204 1 4 4	HQ 17xxx 4308 1 4 4	HQ 4Rxxx 4614 1 4 4	88/3 3902 30 4 5	113/3 4101 30 4 5	28/3 3903 30 4 5	6/3 4102 30 4 5	206/3 4103 30 3 4
5/3 4104 30 4 5	23/3 4202 30 3 4	50/9 3804 30 4 5	45R/9 3806 30 4 5	231/9 4105 30 3 4	5G/9 4106 30 5 5	1G/9 4205 30 4 4	238/17 3908 30 4 5	36/17 4109 30 4 5	1B/17 4310 30 4 5
9/17 4207 30 4 5	10/17 4408 30 4 5	10R/17 4407 30 3 4	7R/17 4508 30 3 4	51R/17 4610 30 3 4	34/4R 4411 30 4 5	37/4R 4412 30 4 5	103/4R 4414 30 4 5	33/4R 4611 30 3 4	223/Gyl 4523 30 3 4
1513/Gyl 4616 10 3 3	6013/Gyl 4618 10 3 3	8213/Gyl 4520 10 3 3	21847/Gyl 4525 10 3 3	21947/Gyl 4426 10 3 3	22047/Gyl 4328 10 3 3	Field Arty Pts ×1	Field Arty Pts ×10	Heavy Arty Pts ×1	Heavy Arty Pts ×10

Game-Turn

FRENCH

HQ 5xxx B3 1 4 4	259/5 B3 10 4 4								
269/5 B3 10 4 4	279/5 B3 10 4 4	2810/5 B6 10 4 4	2910/5 B6 10 4 4	3010/5 B6 10 4 4					
18462/5 B7 10 4 4	18562/5 B7 10 4 4	18662/5 B7 10 4 4	6422/5 B7 10 4 4	6522/5 B7 10 4 4	6622/5 B7 10 4 4				

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