



Games rules:

Starts: 5. August

End: 30 November

Unit activation:

Reinforcement are on the map unlocking at the dates marked along them. (Germany on east side, French and British on the south and west side of map; no active British unit at the start).

Mobile units attached to fortified HQs can only move within the space of the fortified area associated unless forced to retreat through combat or the unlock dates marked on the map. (i.e. units attached to Festung Metz, the Gouverneur militaire de Paris or Place fortifié de Verdun need to stay within their fort belts, just use common sense here). *Once unlocked by the date they need to be assigned to a non Fortified HQ before leaving the fortified area.*

Brigades that have mixed active, reserve etc unit unlock according to the HQ status. (I.e an active infantry brigade attached a reserve division activates on the reserve date). This does not apply to independent units (i.e. a landwehr brigade attached to a German active army only activates on the Landwehr activation) *Use common sense for fringe cases.*

The Belgian Garde civique and Bürgerwacht units only activate if a German controlled hex is 10 Hexes away.

Belgian armored trains in Antwerp activate on Sept 15.

British armoured trains in Antwerp activate on Oct 1.

Railroad:

No Rail movement until Aug 10. (The mobilisation time table is still in full effect and the entire train system is mobilised for it.)

No French and British Rail movement into Belgium territory until Sept 1.

Belgian armored trains in Antwerp activate on Sept 15.

British armoured trains in Antwerp activate on Oct 1.

Open cities:

Historically Bruxelles and Lille were designated open cities. Thus the allied player(s) can not enter them (includes the Lille forts) unless German troops have already occupied them once. (could be an optionnal rule if you're looking for a more what if scenario)

Generals:

- Belgian units do not have generals to swap.
- British HQs only have one swap. Allenby becoming Cavalry Corps commander and De Lisle taking over 1st Cavalry Division after October 5. (I decided to just leave James Grierson out, a bit unfair to him but alas)
- Germany can swap OHL leader Moltke to Falkenhayn on Sept 14. As well as Max von

Hausen to Karl von Einem on Sept 12. Armeegruppe Strantz starts without a general (historically Hermann von Strantz of V. Army Corps), the player can replace Strantz with one of the few replacements in the list.

- The French have a full roster of replacement as part of their gameplay and can change their generals however they want. **You can start changing generals after August 10. Except Joffre.** (*avoid touching the commanders of fortified regions* also since they have the staffing requirement to command these HQs, the exception being the “Gouverneur militaire de Paris” that can be switched to Joseph Gallieni as a general)

General cards:

The entrenchment card is always at 100% chance but is ONLY available after October 15. (exception being the fortified regions that have a 20% entrench card that is free to use from the start)

Allenby switching from a division to a corps command means he is only permitted to use “Rally Unit” and “Ready Unit” after the switch and loses the right to use the other cards at that point.

French system: Since the French player is allowed and should switch generals around they all have access to divisional and corps+ cards. Like Allenby above they can only use “Rally unit”, “Ready unit” and “Personnel reshuffle” if they are at Corps command or higher and then loose the use of the other cards.

German transfert east: (could be an optionnal rule if you're looking for a more what if scenario) Historically several units were sent east. Following unit need to be moved into the “Transfert east” box on the east side of the map by these dates:

- XI Armee Korps (HQ and 22. Infanterie Division and 38. Infanterie Division) => Aug 26
- Garde Reserve Korps (HQ and 3. Garde Division and 1. Reserve Garde Division) => Aug 26
- 8. Kavallerie Division => Aug 30
- HKK3 HQ unit => Sept 9
- 5. Kavallerie Division => Oct 27
- 4. Kavallerie Division and 6. Kavallerie Division => Nov 4
- HKK1 HQ unit => Nov 6
- 2. Kavallerie Division => Nov 12

Super heavy German artillery:

- the super heavy German gun batteries (30,5cm and above) are initially only allowed to fire at hexes with Forts/Modern Forts or a Urban hex (not light urban) normally; allowing for the planned rapid German attacks against the French and Belgian forts.
- **After October 1** they are allowed to fire regularly at all targets **IF** they have not moved for 2 turns (they can fire on turn 3) to simulate the difficulty of logistics of such guns.

General notes:

- Artillery is very devastating. Don't be afraid of avoiding fighting until you are ready with your own artillery concentration.
- Field artillery has only 1 range but modern artillery pieces (of which Germany has the most) have 2 hex range than regular artillery, making them very scary and excellent counter battery units.

Notes for German player:

- Armeegruppe Gaede and Strantz (Strantz being already on map as commander V AK) as well as Armeecabteilung Falkenhayn are Army level HQs and can be renamed if the player wants to (historically became Armeecabteilung A B and C)

Notes for Allied player(s):

- Groupe de divisions de réserve HQs are Corps level HQs and can be renamed to Army Corps in the XXX+ range if the player wants to.
- Groupe d'Amade is a Corps level HQ and can be renamed to Army Corps in the XXX+ range if the player wants to.
- Armée d'Alsace is a Army level HQ and could be renamed into 7. Armée (historically dissolved on August 28th)
- The French start with a lot of older and incompetent generals, but a lot of promising brigade commanders, political appointees and grizzled veterans ready to take over. Use your political points wisely. **You can start changing generals after August 10.**
- The French start out weaker due to the form of their mobilisation, keeping Reserve and Territorial divisions in the back for longer as well as a lack of heavy artillery. As the game progresses you unlock more and more of it and through concentration you should be able to put superior numbers on the field by September.