



Games rules:

Starts: 5. August

End: 15 or 30 November can be defined at start or adjusted depending on how the game goes.

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.*

French infantry units attached to fortified areas (for example Place fortifié de Verdun) are able to be detached to other HQs on Sept 1 or if directly attacked.

French artillery units attached to fortified areas (for example Place fortifié de Verdun, including the Gouverneur de Paris) are able to be detached to other HQs on Sept 23 but only if there is not a German unit ten hexes or fewer away from the fortified area headquarters.

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.

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 optional 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)

The Headquarter has to have activated before the general can use it's cards (i.e. a German Reservekorps has to wait August 10th to use it's cards for example).

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 artillery:

- the super heavy German gun batteries (30,5cm and above) are initially only allowed to fire at hexes with Forts/Modern Forts, Urban hex (not light urban) and citadel cities (Longwy for example) 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.
- Four groups of naval guns become available to the French in October and follow the same rule as above (they also use railroad mouvement limiting their deployment because they

were naval guns converted crudely)

General notes:

- The combat stats logo values are not accurate in the UI, I could not be bothered to spend hours of my life updating them for 209 different SFTypes. Almost all infantry and cavalry is the same with only moral and experience differentiating them. Belgium starts breaking at 40 moral all others at 30 and elite units at 20. For artillery essentially the older the gun the less damage it does.
- Artillery is very devastating, especially in open ground and the heavier gun the better it does in worse terrain. Don't be afraid of avoiding fighting until you are ready with your own artillery concentration. Generally speaking casualties can mount very quickly so not rushing into battle or choosing which ground to hold is very important.
- Field artillery has only 1 range but some artillery pieces (mainly the German 15cm sFH 02/13 and 21 cm Mörser, some of the modern 10,5 and 13cm long guns and the super heavy guns, the French 155L Mle 1877, the 105L Mle 1913 and the 155mm fort turrets, the British BL-60 pounder, BL6-inch and QF 4,7-inch) have 2 hex range, making them very scary and excellent counter battery units. The 42cm batteries are the only ones with 3 range.
- Allies have several supply spawns (the main ones being Paris and Antwerpen) notably big fortified cities and larger ports have a local supply spawn that allows them to hold out despite being cutoff from the rest of the allied lines.

Notes for German player:

- Armeegruppe Gaede and Strantz (Strantz being already on map as commander V AK) as well as Armeearbeitung Falkenhayn are Army level HQs and can be renamed if the player wants to (historically became Armeearbeitung A B and C)
- The super heavy artillery is very good at destroying forts but are vulnerable to counter battery fire if they fire on their own, combine them with regular artillery fire during your attacks so they can't be pinned down by counter batteries.
- Liège is the biggest obstacle in your way initially because it controls the railroad west into Belgium. On 10. August you can use rail to bring up the super heavy artillery, combined with your 15cm and 21cm guns you can then smash forts one by one reducing entrenchment before storming the forts with your infantry.

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, left to the player for simplicity sakes)
- 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 locally on the field by September.
- It costs PP to change HQ for units attached to the GQG, Headquarters only cost 1pp to transfert if they have no units attached so you can avoid high costs by detaching and

reataching units at the cost of readiness. (house rule could forbid this or my preference: Divisional HQ are not allowed to use this trick only corps HQ)

- You have limited railroad capacity and the BEF will be needing the French railroads so be carefull in planing out your rail mouvements initially, especially around August 15-17.