

TO THE LAST MAN!

[ADDITION] **14.2.4 ANTWERP EVACUATION** — The Belgian army may move from Antwerp to any Friendly or Disputed coastal Supply Source area. This move may not be combined with any other type of movement.

[ADDITION] **15.2.2 COUNTER-ATTACK** —
NOTE: Remove all your Counter-Attack markers at the end of your opponent's turn.

[ADDITION] 15.4 ARMY OPTIONS — 15.4.1 SUPPRESSING ARMIES

Armies represent only HQ staff, a tiny number of soldiers when compared to other units. It's easy to move so few people. Accordingly, this optional rule allows armies to be more easily relocated during play.

Once per Season players may Suppress one army (which is currently in supply) any time during their own player turn.

To Suppress an army, empty its Army Template contents onto the area where the army is located. Units may join any other armies also present therein. Then remove the army triangle.

IMPORTANT: Temporary overstacking is allowed in this case, but must be rectified as soon as possible.

This army may immediately be relocated to any Friendly or Disputed area, incorporating any units there as desired.

NOTE: Army Suppression and subsequent relocation are not considered to be movement.

Alternatively, this army may be retained off board as a potential reinforcement. Units may be built in this off map army (secretly if using advanced rule 13.1). This army may arrive either as a reinforcement or by play of a "Strategic Reserves" card.

NOTE: Any armies kept off map in this fashion do not count as eliminated for VP purposes.

[ERRATA] While researching *AT ALL COSTS!* I have come upon a few minor inaccuracies in TTLM!

- There should be 2F in Koblenz.
- The fort in Artois should only be 0F.
- There should be 0F in Calais.

These units can be found at the end of this document.

Questions & Answers MOVEMENT

Q: When playing with Hidden Army Templates, what does a player have to reveal about the movement of a unit from one army to another?

A: *Nothing whatsoever.*

Q: I know that Stacking limits must always be observed, even during movement. But let's say I have three friendly armies in an area. Can I move a unit from an adjacent area and add it to one of the armies?

A: *Yes. A unit does not move into an area and then move into an army, it moves directly into the army and so would not violate stacking limits. This also applies to any units moving out of these three armies as long as the unit ends up in another area/army. Note, however, that units moving more than one area (i.e., cavalry, Rail Moves, etc.) may not pass through an area already at its Stacking limit.*

Q: Can an army move into an area that already contains three units if it immediately incorporates one or more individual units (and thus stays within the Stacking limit)?

A: *Yes. Think of this as a higher echelon HQ assuming command over smaller formations.*

Q: Two Friendly armies are in the same or an adjacent area. Can I move an infantry unit out of one army and into the other army all in one player turn?

A: *Yes. If this is done during a Pass option, it would constitute the one unit you're allowed to move.*

Q: An army incorporates an individual unit, then moves to an adjacent area. Can the incorporated unit move with the army?

A: *Yes, as long as the unit has not already moved from another area this player turn.*

Q: An infantry unit moves out of an entrenched army, but remains in the same area. Is the infantry unit still entrenched?

A: *No. Moving always causes a loss of entrenchment status even if the infantry unit moves zero areas. In this case the army retains entrenched status while the infantry loses it.*

Q: An infantry unit is left behind when its (formerly entrenched) parent army moves into an adjacent area. Is the infantry unit still entrenched?

A: *Yes. The infantry unit did not move when the army left it behind and moved out of the area. In this case, the army loses its entrenched status while the infantry unit retains it.*

Q: An empty army moves into an area containing two infantry units, one of which is entrenched. What happens next?

A: *Presumably you want to maximize entrenchment. So first the army moves in and incorporates the entrenched infantry. This entrenches the army (see the final note of section 8.1). Then the army incorporates the other infantry unit, which also becomes entrenched. So the end result is an entrenched army containing two infantry.*

Q: Is it possible to use Strategic Movement between England and the French/Belgian coast? How about any Friendly Supply Source area?

A: *No. UK units may only move from/to England by using Sea Movement (see section 4.6). Of course, like any other Entente unit, UK units may use Strategic Movement from one Friendly Supply Source to another — as long as it's not from/to England.*

Q: Are Armies (empty or otherwise) allowed to use Rail and/or Strategic Movement?

A: *Yes, of course. They're units after all.*

Q: Is movement considered to happen all at once (simultaneously) or one unit at a time (sequentially)?

A: *Sequentially. Units are moved individually, one after another, and earlier moves affect later ones.*

RETREATS

Q: If an individual unit retreats and joins an army, is the whole army considered to have been retreated too?

A: *No, mark only the unit as retreated on the template.*

Q: If an army retreats and incorporates a unit, does that unit now count as retreated?

A: *No. Place a retreat marker on the army and rotate the non-retreated unit on its army template to show that it hasn't retreated.*

Q: Suppose three French armies are attacked by a German army containing 5 Stoßtruppen. After all French defensive fire, the German attack scores 3 hits which means all 3 armies must retreat after combat. Now, the only areas into which the French can retreat each contain 1 unit already. So does the French player have to eliminate one of his armies because he must retreat to only one area and cannot overstack?

A: *Excellent question. By a strict reading of the rules, an army should be eliminated since there is no provision for overstacking in **TO THE LAST MAN!** However, involuntary overstacking is actually allowed in **AT ALL COSTS!** (stacking limits depend on supply status in **AAC!**). So in the case of armies retreated after combat, a player must remedy any overstacking situation created as soon as possible.*

Q: In the example of play there's this note: "Since Tommy no longer has any forces in the Flanders battle area, Fritz may retreat units out of Flanders and into Artois without revealing which (if any) units have done so." Where's the rule for hidden retreats located?

A: *Without having any units in the area at the moment Fritz retreats, Tommy cannot see what happens per case 13.1 Hidden Army Templates.*

PRODUCTION

Q: What must I tell my opponent about my builds?

A: *The number of cards you bought, the number of units you built (but not their type), and which units you entrenched (but not which armies you Fortified).*

Q: Can I intentionally buy more cards than I can hold?

A: *Sure, but you must discard down to your maximum hand size at the end of Production, wasting BPs.*

Q: Can the German player build units directly into the EFT box during Production?

A: *Yes.*

Q: Can you build an army before the Seasonal Turn on which it is scheduled to arrive?

A: *No. Only eliminated armies may be rebuilt.*

Q: Which player executes the Production phase first?

A: *Ideally, this should be done simultaneously. If the players decide that they want to build units/cards sequentially, then the player who won initiative this Season would produce first. When not using 13.2 Bidding For Initiative, the German produces first.*

Q: Phase IV of the sequence of play says to "Repeat Player Turns II and III, one after the other, until both sides Pass consecutively." So, if both players Pass on their first player turn, and thus never reach phase IV, may they proceed to the Production Phase? Or must both players pass during phase IV in order to proceed to the Production Phase?

A: *As soon as both players Pass consecutively, play proceeds to the Production Phase.*

COMBAT

Q: There seems to be a contradiction between the Bad Weather card and the rules. Which is correct?

A: *Both, although admittedly neither is worded particularly well. Bad Weather cards can be played at two different times in your opponent's turn, during phases 1 or 3. You can play Bad Weather right after an Offensive card has been played and thus reduce the effectiveness of the Offensive as well as preventing play of Poison Gas cards and grounding Biplanes. Or you can play a Bad Weather card at the end of the Declare Battles phase in order to negate any Poison*

Gas cards and ground Biplanes (but this does not affect the Offensive card). In other words, think of the "OR" in the line reading "Defender negates Poison Gas" as being "AND/OR."

Q: Limited Offensive cards read, "initiate one battle and conduct Combat in one battle." So can I initiate a battle and then also declare a battle in another area?

A: *No. Playing a Limited Offensive card allows you to conduct Combat in one battle. If you initiate a battle, combat is mandatory so that is your one battle.*

BELGIUM

Q: When using Historical rule 14.2 Invasion of Belgium in conjunction with Sea or Strategic Movement, it is possible to reinforce Antwerp with the BEF in August 1914. Isn't that ahistorical?

A: *Not at all. Sir John French initially proposed exactly such a deployment, but the idea was dropped because supply could not be guaranteed. Rule 14.2.3 Antwerp, Liège & Namur reflects this situation. As soon as Liège and Namur have fallen, Antwerp ceases to be an Entente Supply Source. If surrounded, an out-of-supply Antwerp becomes a death-trap for the BEF since it cannot be evacuated and loses a unit each Supply Phase until rescued or eliminated.*

Q: Historical rule 14.7.2 Franco-Belgian Cooperation allows a French infantry unit to move into a Belgian army and become a Belgian unit. Can a French infantry be produced directly in a Belgian army, thereby becoming Belgian?

A: *No. The French infantry must actually move into the Belgian Army. Of course, a Belgian infantry could be built in the Belgian army, which has the same result as what you propose...*

SCENARIOS

Q: In German variant #4, there are two lines labeled Köln containing different 5th Armies. Which is right?

A: *The top-most Köln line where the 5th Army contains 5I-1A-1G is the correct one. Delete the second Köln.*

Q: In variant German plans #1, #2, and #6 Belgium may not be invaded and remains Neutral. These variants mention that rules for a Neutral UK can be found in the Campaign Game rules. Where are the Campaign Game rules located?

A: *Oops! The rules for how to handle a Neutral UK are actually in section 14.4.1 The Free Set Up Game. Essentially, if the Germans don't invade Belgium, Britain remains neutral until the Entente player rolls a "1" during the Reinforcement Phase.*

Q: Suppose the Germans don't invade Belgium and the Entente player rolls a "1" for UK entry in Spring 1915 (Turn 4). How are UK-related events handled? The rules say: "Subsequent UK Game Events are bumped up by the number of Seasons already elapsed." What does that mean?

A: *In this case the UK enters the war on Turn 4 instead of Turn 1, a difference of 3 Turns (4-1=3). So all UK events happen 3 Turns later than they would have done historically. So, one UK infantry unit would arrive on Turn 5, the UK 2nd Army would be a Turn 6 reinforcement, and so on.*

Q: When an army appears as a reinforcement, is it necessary to spend a BP to receive it?

A: *No, of course not.*

Q: What happens when a reinforcement army is due to appear, but the designated area where it should arrive is Enemy controlled? Does the army arrive anyway (perhaps even initiating a battle)?

A: *Reinforcement armies do not spring up like mushrooms after a summer shower, nor do they teleport behind enemy lines! They enter as reinforcements (see page 3 of the Core Rulebook). When a reinforcement specifies an area, it is for scenario set-up purposes only.*

Q: Can single units placed into any friendly or disputed area (e.g., the German siege gun or French cavalry in the 1915 scenario) be set up in an army or must they be placed individually in an area?

A: *Either.*

ADVANCED RULES

Q: When using Advanced rule 13.2 Bidding For Initiative, do Limited Offensives and special cards like GERICHT count as "Offensive cards" for purposes of honoring the number that you bid? Furthermore, if a Limited Offensive is considered an Offensive card, does it still count toward the bid number even when Bad Weather turns it into a forced Pass?

A: *Yes and yes.*

Q: Advanced rule 13.5 Terrain Effects says that defenders in a Rough Terrain area take one less hit than is rolled against them. Does this affect both the Artillery Fire and Offensive Fire phases or just the Combat phase as a whole?

A: *Combat as a whole; the Rough Terrain bonus can only be used once per battle, in either fire phase.*

Q: Does 13.6 apply to units when they Retreat?

A: *No, only moving units.*

Q: Advanced Rule 13.6 Disputed Area-side Limits states that only one unit can cross a rough (red-dotted line) border into a Disputed area. Does this mean that in the 1914 historical setup, on the first German player turn, only one German army can move from Aachen to Liège and attack the fort? And if the fort is not destroyed, then during the second German player turn only one additional army can enter Liège from the Aachen area? Is this correct?

A: *Yes. Historically the 2nd army invaded Belgium on the first player turn. Then when Liège did not fall, the 1st army moved in on the next player turn. The Germans never fully recovered from this set back to the Schlieffen plan's timetable.*

Q: How many Friendly units may cross a red-dotted border into an unoccupied Enemy area?

A: *It doesn't matter. As soon as an infantry or cavalry unit enters an unoccupied Enemy area it becomes a Friendly area, and any number of units may move from one Friendly area to another.*

Q: Advanced rule 13.7 Defender Scramble mentions that Biplane units may shift into an adjacent Battle Area if Stacking Limits allow. What does "if stacking limits allow" mean?

A: *If it's three individual units, then you can't scramble. Armies are treated differently. Each army can contain only one Biplane unit (see 8.3.4 Deployment Limitations), so if an army already has a Biplane any adjacent Biplane may not Scramble into it. In practice, this means that a maximum of 3 Biplanes can be in an area.*

Q: Can Biplanes scramble from an army into the adjacent area, or only individual air units?

A: *As long as the Biplane is not (and has not been) embattled this player turn, it may scramble.*

Q: The errata sheet provides an addition to section 13.8 The EFT Box stating that units in the EFT Box may not cause a Decisive German Victory. So what is the purpose of the EFT Box now?

A: *The German player can generate additional VPs if needed by sending units to the EFT Box. However, in order to win a Decisive Victory, that 23rd VP must occur on the TTLM! map (i.e., Germany cannot win decisively in the west by sending troops east).*

OPTION 15.3.1 INDUSTRIAL AREAS

Q: I am confused about the last paragraph of section 15.3.1 Industrial Areas—"The BP for Brussels has already been figured into the German Build Point Allowances, there's no need to modify it. Brussels begins producing 1 BP for the Germans in the 1915 scenario."

So, should the Entente player deduct 1 BP during the Production phase (from 6 to 5) when Germany captures Brussels in 1914?

A: *No. In the historical game, Brussels never counts as an Entente BP since it's never Entente-friendly during a Production phase.*

Q: Again when using optional rule 15.3.1 Industrial Areas, should the German player add 1 BP only after the Brussels Industry has been repaired?

A: *Yes, but only when playing the free set-up game, some of the variant military plans, or the campaign game. The historical BP schedule for Germany assumes that Brussels is repaired in the Spring 1915 Reinforcement phase so at the start of the 1915 scenario Germany gets 4 BPs +1 BP (Brussels) for a total of 5 BPs. In other words, without the Brussels Industry, German BPs are reduced by 1 (e.g. only 4 BPs would be available in Spring 1915).*

Q: How are the Brussels and Lille Industrial Areas treated in the free set-up game or variant 1914 plans when playing with optional rule 15.3.1?

A: *If Entente-friendly, both Brussels and Lille grant the Entente +1 BP each. Of course, if the Industrial Area was previously German-friendly, this +1 BP is received only after the Industry has been repaired. Brussels is already figured in to all German Build Point Allowances starting in Spring 1915, so if Brussels is not German-friendly (or not yet repaired) reduce German BPs by 1.*

MISCELLANEOUS

Q: Is the number of cards you hold kept secret?

A: *No.*

Q: When can the contents of armies be re-arranged?

A: *Within an area, army contents can be altered during the Reinforcement, Movement, and Production phases. When more than one area is involved, armies can change their contents as a result of Movement or Retreating.*

Q: Do you lose VPs only for armies that have been eliminated, or for all armies currently not in play?

A: *Only eliminated armies count as VP losses.*

Q: The French 7th, 8th, 9th, and 10th armies all arrive in Autumn 1914 – that's not at all historical, is it?

A: *Foch's 9th army appeared during the last player turns of Summer 1914, before its scheduled Autumn arrival. This is simulated by Advanced rule 13.4 Early Army Arrival, which allows for early (or late) reinforcement. The French player will likely roll several times before getting an army early. Delayed armies correspond roughly to historical arrivals.*

Q: Why are no privacy screens included in *TTLM*?

A: *I use the box lids set upright on their long side as screens. They work quite nicely, especially when weighted with keys, a bottle opener, etc.*

Q: The Theatre Rulebook mentions many optional and advanced rules. Which should we use?

A: *Different gamers want different levels of detail in their games. One of TTLM's strengths is that the base game engine is robust enough to accommodate any taste. So those who enjoy playing an easy and fun game are happy with the Core Rules, while those desiring greater simulation value can add Historical rules to their hearts' content, and in either case you have a game that continues to function properly.*

Now if you're asking which optional rules I use, that depends on my opponent. When facing a novice, I'd probably use just the Core Rules. However, with experienced opponents I prefer to use all Advanced and Historical Rules, the d12 combat system (15.1.2), the "Advantage" (15.1.3), Counter-attack (15.2.2), Kampfgruppen (15.2.3), and Industrial Areas (15.3.1).

On the following pages you'll find two d12 player aid overlays as well as some new Fort units—print at 100%

TT 01/16

previously revised 7/15

previously revised 12/14

previously revised 09/14

previously revised 05/14

				
Army (▲) 	-	-	1	1
Infantry (I) 	F2	F3	1	1
<i>Entrenched*</i> 	F2	F5	-	-
<i>Fortified*</i> 	F2	F7	-	-
Stoßtruppen (S) 	F4	F4	1	2
Commonwealth 	F4	F4*	1	2
Cavalry (C) 	[F1]	F2	2	1
Artillery (A) 	F2+	F2+	1	1
	F4 F6	F4 F6	(Poison Gas) (Adv. Arty Barrage)	
Siege Guns (G) 	[F6]	-	1	1
Biplanes (B) 	F2	F2	2	1
Tanks (T) 	F4	F1	1	2
Paris Gun 	-	-	1	1
Forts (F) 	-	F4	-	-

				
Army (▲) 	-	-	1	1
Infantry (I) 	F2	F3	1	1
<i>Entrenched*</i> 	F2	F5	-	-
<i>Fortified*</i> 	F2	F7	-	-
Stoßtruppen (S) 	F4	F4	1	2
Commonwealth 	F4	F4*	1	2
Cavalry (C) 	[F1]	F2	2	1
Artillery (A) 	F2+	F2+	1	1
	F4 F6	F4 F6	(Poison Gas) (Adv. Arty Barrage)	
Siege Guns (G) 	[F6]	-	1	1
Biplanes (B) 	F2	F2	2	1
Tanks (T) 	F4	F1	1	2
Paris Gun 	-	-	1	1
Forts (F) 	-	F4	-	-

Revised and new Fort units:

