



# TO THE LAST MAN!

the great war  
in the west  
a game by  
Tim Taylor



theatre rulebook



## 10.0 BACKGROUND

In the Summer of 1914, Europe stood at the pinnacle of its achievements. European culture and ideals reigned supreme. No one questioned this European supremacy just as no one questioned the finely-balanced Great Powers' peace. There hadn't been a general European war for nearly a century; even the Captains of Industry agreed that war was unthinkable bad for business! Yet major power alliances (some of them secret) were poised to plunge all of Europe into war, awaiting just the right catalyst. Gavrilo Princip's assassination of Austro-Hungarian Archduke Franz Ferdinand in Sarajevo provided that spark.

Since "he who mobilizes first wins," within a month all major European powers were mobilizing their armies according to pre-war railway timetables, which allowed for no margin of error. This rush to mobilize made general European war inevitable in such an Alliance hierarchy.

By 1918, just a few short years later, European supremacy stood in tatters, with even the victors drained and no longer truly world powers. The vitality and creativity of an entire generation was lost on the fields of France and Belgium.

How did it all happen? What was it like to command armies on the western front? Play **TO THE LAST MAN!** and find out!

YOU are in charge!  
 YOU are the imperturbable Joffre.  
 YOU are the sanguine Haig.  
 YOU are the Teutonic strongmen Hindenburg/Ludendorff.  
 YOU control the destiny of your nation.  
 YOU hold the keys to victory!

Can YOU change the bloody outcome of history?



## 11.0 GETTING STARTED

### 11.1 GAME CONTENTS

- 50 cm x 70 cm Map-sheet
- 55 Playing Cards
- 4 Counter-sheets
- 2 Rulebooks
- 2 Player Aids
- 4 six-sided dice

### MILITARY UNITS

**GERMAN EMPIRE:** 11 Armies, 35 Infantry, 15 Stoßtruppen, 4 Cavalry, 6 Artillery, 2 Siege Guns, 4 Biplanes, 1 Tank, 1 Paris Gun, and 5 Fort units.

**FRENCH REPUBLIC:** 10 Armies, 25 Infantry, 3 Cavalry, 3 Artillery, 3 Biplanes, 3 Tanks, and 10 Fort units.

**UNITED KINGDOM:** 5 Armies, 14 UK Infantry, 2 Commonwealth Infantry (Canadian and ANZAC), 3 Cavalry, 6 Artillery, 4 Biplanes, and 4 Tank units.

**KINGDOM OF BELGIUM:** 1 Army, 3 Infantry, and 3 Fort units.

**UNITED STATES:** 5 Armies, 30 Infantry, 1 Cavalry, 3 Artillery, 2 Biplanes, and 3 Tank units.

*NOTE: The number of military units included in this game is a hard limit. That is, if all units of one type are already on the board, no more may be built. Game markers such as Retreat and Fortify are not limited in number. If you run out of game markers, simply use substitutes as needed.*

### GAME MARKERS

1 Season marker, 1 Phase marker, 1 VP marker, 16 markers with different faces on each side (Fortify / Out of Supply / Retreat / Rail / Counter-attack / Strategic movement).

## 11.2 SETTING UP THE GAME

### UNITS

Carefully punch out and separate the playing pieces from the counter-sheets, grouping them by nation.

### CARDS

Shuffle the card deck and place it within easy reach of both players. The German player draws a number of cards per scenario instructions followed by the Entente player. Players should keep their cards hidden from their opponent. During play, players may even wish to keep the number of cards remaining in their hand hidden from their opponent as part of the "fog of war" effect.

### MAP

Unfold the map and place it between the players with the German player at the eastern (or southern) edge and the Entente player at the western (or northern) edge. The Map depicts a section of northwestern Europe known as the "Western Front" in World War I. The map is divided into Areas - each Area is named as an aid to setting-up scenarios. An Area's color indicates the country which controls that area at the start of the game



(SUMMER 1914). The various countries are depicted in different colors — Germany is green, France is blue, Belgium is orange, UK is red, and Luxembourg is brown. Certain Areas contain additional symbols. Blue half-filled circles are Entente Supply Sources and Green half-filled circles are German Supply Sources. Numbers in hexagons indicate how many Victory Points that Area is worth if it is German-Friendly. Factory symbols represent industrial regions (used only with the Industry optional rule).

The dark dotted-line running from north to south is the historical frontline; it has no effect on play, except as an aid to scenario set-up. In the northeast corner is the Eastern Front Transit Box, an abstraction representing Germany's other main front with Russia. The *Strait of Dover* waterway and the *Netherlands* Area are both unplayable. Only UK units may be in the *England* Area.

## ARMY TEMPLATES

The German player places his Army Templates within easy reach and the Entente player does likewise. Not all Army Templates are available at the start of the game. Some arrive as reinforcements later. When playing with Advanced rule 13.1 Hidden Armies, each player hides his armies under a box lid.

## 11.3 OBJECT OF THE GAME

**TO THE LAST MAN!** covers all the World War I Western Front in a series of up to 23 seasonal turns, running from SUMMER 1914 to WINTER 1919-1920. During their turn, players play cards to move armies, fight battles, and try to deplete their opponent's hand of cards (which might lead to a breakthrough, possibly even surrender). Players can end the game at any time if they both agree to stop fighting. This is unlikely however, since one player will probably want to keep striving for a better victory. Victory mostly depends on control of Victory Point Areas.

# 12.0 PLAYING THE GAME

If you haven't done so already, please read the Core Rulebook before you begin playing the game.

## 12.1 CHOOSE A SCENARIO

Players agree which scenario they will play. Place units in named areas or on the appropriate Army Templates, according to the scenario's instructions.

**IMPORTANT:** *Play the 1915 scenario first if you're new to the game.*

The Campaign Game starts with the SUMMER 1914 season, while other scenarios continue the war at later times. The other scenarios are:

- SPRING 1915 (initial stalemate)
- SPRING 1916 (battles of Verdun and the Somme)
- SPRING 1917 (General Nivelle's ill-fated offensive)
- SPRING 1918 (Kaiserschlacht battles)
- SPRING 1919 (hypothetical scenario)

**NOTE:** *When playing one of the later war scenarios, it is helpful to check the Game Events Chart to see what has already happened in the game.*

In addition to the scenarios listed above, 12 additional variant Campaign Game set ups are also provided. These variants describe official war plans from previous years. See 14.4.2 Variant Official Military Plans for more details.

## 12.2 SCENARIO SET UP

Players set up their units according to the scenario chosen placing them as indicated. Please see the Scenario section.

**NOTE:** *Players set up units before examining their cards.*

**FREE SET UP GAMES:** When players choose to play free set up games (i.e. scenarios without set up restrictions) players are free to place their units in any of their Army Templates as well as any Friendly or Disputed Area.

**IMPORTANT:** *In the "free set up" version of the Campaign Game, the German player is not forced to invade Belgium or Luxembourg. For more details see section 14.4.1 The "Free Set Up Game."*

## 12.3 PLAYERS' INITIAL HANDS

Each player makes sure they have the proper number of cards as specified by the scenario. Then they both look at their initial hand—the cards with which they'll begin play.

At the start of the scenario chosen, each player's initial hand is of vital importance. Players may agree to use one of the following methods to ensure that they don't start out the game burdened with a lousy hand!

### 12.3.1 INITIAL HAND DISCARD

Before play begins, when first examining his cards, if a player deems his hand to be utter trash, he may request a totally new hand. The player discards his entire hand and draws new cards. However, the player must accept this second hand, regardless of its quality. Be warned.

### 12.3.2 HAND BUILDING

Players may want to construct their own hand, allowing for more individual input and control. If so, follow these steps:

**Step 1:** Draw fifteen (15) cards randomly from the deck and set them aside. This leaves 40 cards.

**Step 2:** Separate these remaining 40 cards into two half decks of 20 cards each.

**Step 3:** Each player chooses one of the resulting piles of 20 cards and examines it. Then they choose any cards they want to use, up to half of their initial hand of cards (rounded down). For instance, in the Campaign Game the German player would choose 7 cards (of his initial 15), while the Entente player chooses 4 (of 8 at start cards).

**Step 4:** The remaining cards from both piles, as well as the 15 cards set aside earlier, are reshuffled together into a new draw pile. Players then randomly receive the balance of their initial hands from this deck.

## 13.0 ADVANCED RULES

The Core Rules provide only the basic game experience. As soon as you feel ready for more depth of play, use these Advanced Game rules — they enhance the fun as well as increase simulation value. Although recommended, be aware, these Advanced rules also add some complexity.

### 13.1 HIDDEN ARMY TEMPLATES

**Highly recommended!** Only when using hidden Army Strengths does this game really come into its own. This rule adds a lot of realism, but at a small cost to playability. Essentially, only Armies and other individual units are openly placed on the map. Army Templates are hidden.

**FOG OF WAR:** When using this rule, the contents of your opponent's Armies are unknown to you until the moment of combat. Players can see enemy Armies and other individual units on the mapboard, but they cannot view the contents of their opponent's Armies. Only when resolving Battles do the players get to view the contents of any Armies they're fighting. The moment of truth.

**IMPORTANT: Keep your Armies hidden, under a box lid. Armies are presented to your enemy only during Combat.**

*NOTE: Place any Fortified markers on the Army Template, not on the Army units on the game board.*

### 13.2 BIDDING FOR THE INITIATIVE

**Recommended.** Beginning with AUTUMN 1914 and every Seasonal Turn thereafter, players *Bid* during the Reinforcement Phase to see who goes first rather than automatically assuming the German player has the First Player Turn. Players secretly note how many Offensive cards they are willing to play that Season. This number is their Bid. Reveal simultaneously. Whoever bids more Offensive cards is the First Player. Germans win ties.

The First Player must actually play at least a number of Offensive cards equal to the Bid during the course of this Seasonal Turn. Failure to do so results in a one (1) Victory Point penalty per occurrence. Keep track of this.

The player who has been outbid does not need to honor his losing bid; he may opt to not play the number of Offensive cards he bid or even Pass altogether.

### 13.3 FORTIFICATIONS

**Recommended.** "Hindenburg Line" style Infantry Fortifications may be built in the WINTER 1916-17 turn and thereafter. A player may Fortify an already Entrenched Army by spending 1 BP. All infantry units (not Stoßtruppen) in a Fortified Army fire **F3** when defending. Like Entrenched units, Armies lose their Fortified status as soon as they move.

### 13.4 EARLY ARMY ARRIVAL

In the basic game, the turn of arrival for Reinforcement Armies is fixed. However, historically a few Armies did appear

earlier than expected in response to an emergency situation (e.g., Foch's 9th Army in early September 1914 and the US 2nd Army in late September 1918).

This advanced rule allows players to potentially receive reinforcement Armies one Season early, but at the risk of having them appear late. At any time during his Player Turn, a player may attempt to bring in one Army one Season early (applies only to Armies). Roll one die:

Die Roll	Die Roll Effects
1 or 2	Army arrives 1 Season early, in current Turn
3 or 4	Reinforcement arrives as scheduled, next Turn
5 or 6	Army arrives 1 Season late, the Turn after next Turn

*NOTE: The player can roll only once for each Army.*

*NOTE: An Army reinforcement arriving early is placed just like a reinforcement - in any Friendly or Disputed Area (except UK armies, which appear in England).*

### 13.5 TERRAIN EFFECTS

There are two types of terrain in *TTLM!* Clear and Rough.

**CLEAR TERRAIN:** requires no modification to the rules.

**ROUGH TERRAIN:** Rough Terrain Areas feature hilly, forested, or other abundant defensive positions. Rough Terrain Areas are designated by having a red triangle near the Area's name. Defending forces in a Rough Terrain Area take one less Hit than is rolled against them. For example, defenders taking 2 Hits would suffer only 1 loss and 1 Hit would inflict no losses at all. There is no affect on the Attacker's losses.

*NOTE: The Rough Terrain Defensive bonus does not apply to Dogfighting Biplanes.*

### 13.6 DISPUTED AREA-SIDE LIMITS

This advanced rule limits how many units may move into or out of a Disputed area. This limit is determined by the type of area-side through which the units move. Through any Clear area-side, a player may move two (2) units into and two (2) units out of a Disputed area. A Rough Terrain area-side (signified by red dotted lines) limits movement to only one (1) unit in and one (1) unit out. This limit affects only movement into or out of a Disputed area. Friendly areas have no restrictions on movement.

### 13.7 DEFENDER SCRAMBLE

Defender's Biplane units which are adjacent to a Battle Area (and not already embattled) may shift such Biplanes into the Battle Area (if Stacking Limits allow). This occurs just before a battle is resolved and can be a nasty surprise.

- If Enemy Biplanes are present, Dogfight ensues.
- Otherwise, all Biplanes which have scrambled must use Defensive Reaction, no Ground Attack allowed.

## 13.8 THE EFT BOX

The Eastern Front Transit box represents Germany's Russian Front. Movement to or from the EFT box is treated in a special way. Units are simply removed from the map and placed in the EFT box. The earliest they may re-enter play is as reinforcements next Season (exception: units specified in the scenario set up must remain in the EFT box until next year). Only five (5) BPs worth of units may be removed from the EFT box per Season.

**VICTORY POINTS BONUS:** Before 1918, every five (5) BPs worth of units the German player has in the EFT box gets him a +1 VP bonus, but only while they remain therein (see 3.0 Winning The Game). Once units leave the EFT box they no longer count toward bonus VPs.

**EFT BOX UNIT LOSSES:** Units in the EFT box are subject to removal. Roll one die for every 5 BPs of units (or fraction thereof) in the EFT Box. Every die roll of "1" eliminates one unit of the German player's choice.

*HISTORY: These lost units should not be thought of as having been eliminated in combat, but rather as being of integral importance to Russian front defenses. They just can't be released for duty on the Western Front.*

*NOTE: Do not use this rule when playing this game linked with AT ALL COSTS! – the Great War in the East.*

## 14.0 HISTORICAL RULES

These rules add a great deal of historical flavor and enhance the simulation value of *TTLM!* When you feel comfortable with the Core Rules, use these rules.

### 14.1 SUMMER 1914 WEATHER

Bad Weather cards cannot be played on Turn 1.

### 14.2 INVASION OF BELGIUM

The invasion of Belgium occurs when a player's forces moves into a neutral Belgium for the first time. In the historical campaign game (SUMMER 1914), the German invasion of Belgium has already automatically occurred.

#### 14.2.1 BELGIAN ALLEGIANCE

Whoever invades Belgium is the Enemy of the Belgians. All Belgian forces become available to the other player.

#### 14.2.2 BELGIAN SURPRISE

During the first Turn of invasion, the Belgians were caught off guard. To reflect this, on the SUMMER 1914 Turn any Belgian forces caught in Battle Areas without UK or French units as back up cannot use *Ersatz* cards to satisfy Combat losses. Any Hits delivered to Belgian units in this case must be paid for by losing the units themselves. Even one French or UK unit in the same Area with Belgian units allows the Entente player to use *Ersatz* cards.

#### 14.2.3 ANTWERP, LIÉGE & NAMUR

Liège and Namur guard important rail lines. While either of the Namur and Liège forts exist, Antwerp is treated as an Entente

Supply Source Area. Place the Antwerp Supply marker in Antwerp, Entente side up. When both Namur and Liège have fallen, Antwerp ceases to be an Entente Supply Source.

*NOTE: TTLM! uses the old spelling of Liège rather than its modern form (Liège).*

#### 14.2.4 ANTWERP EVACUATION

If Antwerp is the sole remaining Belgian fort during a Production phase, the Entente player can voluntarily reduce it by 1 point and generate a Belgian Infantry unit from the force pool (if one is available). A player cannot reduce the Antwerp fort to zero in this way. This Belgian infantry unit enters during the reinforcement phase of the next season. This simulates the evacuation of Antwerp.

#### 14.2.5 BELGIUM IN THE "FREE GAME"

In the "Free Game," Belgian Surprise rules apply only during the Seasonal Turn in which Belgium is invaded.

If France invades Belgium, the German player cannot expend cards in lieu of Belgian losses unless his units are physically present in the same Battle Area. Antwerp is a German Supply Source while Liège or Namur forts exist. Use the German side of the Antwerp Supply marker to show this.

## 14.3 US UNITS

### 14.3.1 US INFANTRY

US divisions were double to triple the size of other nations' divisions in WW I. This wealth of manpower was often used to plug gaps in Entente frontlines.

**UBIQUITY:** US Infantry units may be placed in UK, French, or Belgian Armies as well as their own. US units remain US despite being part of another nation's Army.

**EARLY APPEARANCE:** US troops trained throughout the French countryside, and often were called upon as scratch forces to shore up crumbling lines during the Kaiserschlacht battles of 1918. To reflect this, US Infantry units may appear earlier than their scheduled arrival Season — but at a price. At any time during the Season before a US Army is scheduled to appear, the Entente player may opt to send green US Infantry into combat. For every one (1) US Infantry unit placed on the map one Season early, the player removes two (2) US Infantry units from the upcoming US Army. US Infantry units may be placed at any time in any Friendly or Disputed Area (as if they were reinforcements).

*Example: At any time during Spring 1918, the Entente player may bring US Infantry unit(s) into play from the US 1st Army (a Summer 1918 reinforcement), placing them in any French, UK, or Belgian Armies (or individually). However, the US 1st Army (ordinarily 6I/1A) would then be reduced by double that number of infantry units:*

- **1I US** used in Spring 1918 = US 1st arrives with only **4I**.
- **2I US** used in Spring 1918 = US 1st arrives with only **2I**.
- **3I US** used in Spring 1918 = US 1st arrives with **zero I**.

### 14.3.2 US ENTRY

US armies enter the game as reinforcements beginning with the SUMMER 1918 turn (turn 17) and thereafter, per the Turn Record Track. All scheduled US Armies arrive in Friendly or Disputed Areas (except rebuilt US Armies).



### 14.3.3 US BUILDS

No US units may be built until the Production Phase of SUMMER 1918 and thereafter. All built US units arrive in Friendly or Disputed Areas in France; except rebuilt eliminated US Armies which may only be placed in Supplied Friendly French Areas.

## 14.4 VARIANT SCENARIOS

### 14.4.1 THE “FREE SET UP GAME”

The Free set up Game is for players who don't like to be shackled by historical realities. When setting up a scenario, players may agree to ignore the scenario's Army and unit placement restrictions.

*NOTE: players may only deploy units available in the scenario, and only set up in Friendly or Disputed Areas.*

In the Free Set up Campaign Game (SUMMER 1914), the German player has the option to place as many units in the Eastern Front Transit box as he wishes. However, for every two Infantry units assigned to the EFT box in excess of the base minimum EF force (1 army & 4I), the German player loses one card from his initial west front hand (i.e., the supplies follow the Armies). Conversely, for every two Infantry taken from the base minimum EF force, the German player gains one card at the start of the Campaign.

In SUMMER 1914, the German player also has the option of not invading Belgium and/or Luxembourg. If the German player decides not to invade Belgium, then England remains a Neutral country. England declares war and allies with the French only when a “1” is rolled in the Reinforcement Phase. As soon as that happens, the UK is at war with Germany and the UK 1st Army is placed in England as a reinforcement. Subsequent UK Game Events are bumped up by the number of Seasons already elapsed.

Similarly, the US remains Neutral when Germany does not invade Belgium. Starting with the SPRING 1917, roll one die during the Reinforcement Phase, on a “1” the US declares war. All US reinforcements are bumped the number of Seasonal Turns elapsed since SPRING 1917.

If France invades Belgium, England and the US remain permanently Neutral and Belgium is allied with Germany.

The German player may opt to invade *The Netherlands*. In this case, the German Autumn 1914 reinforcements are reduced by one (1) Infantry unit (i.e., only 2I arrive). This reflects the loss of the German “North” Army, garrisoning *The Netherlands*. Due to the loss of neutral markets, this invasion inflicts an automatic -2 VP penalty - so it had better be worth it! The only on-board effect is that invading *The Netherlands* allows movement from the *Köln* or *Aachen* areas directly to the *Antwerp* area and vice versa. *The Netherlands* remains unplayable. Very few players will want to take advantage of this possibility, but von Schlieffen seriously advocated for invading *The Netherlands* in his 1906 plan!

### 14.4.2 VARIANT OFFICIAL MILITARY PLANS

In August 1914, the Germans attacked using von Moltke the Younger's second revision to von Schlieffen's 1906 plan. The French countered with their own “Plan XVII” — a full-on offensive. In addition to these historical plans, *TTLM!* includes a dozen other official military plans, six German and six French. Players may want to explore other historical possibilities by choosing to use any of these variant set-ups instead of the historical Campaign game.

*NOTE: Any forces in the EFT box at start must remain there throughout 1914. In 1915 and thereafter, up to five (5) BPs worth of units may be transferred from the EFT box per Season, as usual.*

### 14.4.3 RANDOM SET UP CAMPAIGN

Players may want to set up using a randomly-generated variant scenario. This simulates the uncertainty concerning your opponent's plans. Before setting up, each player secretly rolls two dice. The number rolled indicates which variant military plan to use. Set up units accordingly.

Dice Roll	FRENCH PLANS
2	Variant #1: Plan XIV (1898)
3	Variant #2: Plan XV (1903)
4	Variant #3: Plan XV b (1907)
5	Variant #4: Plan XVI (1909)
6	Variant #5: Plan Michel (1911)
7	Historical: Plan XVII (1914)
8	Variant #6: Plan XVI b (1913)
9	Variant #1: Plan XIV (1898)
10	Variant #2: Plan XV (1903)
11	Variant #3: Plan XV b (1907)
12	Variant #4: Plan XVI (1909)

Dice Roll	GERMAN PLANS
2	Variant #1: Moltke the Elder's Plan (1879)
3	Variant #2: Waldersee's Plan (1888)
4	Variant #3: Schlieffen's First Plan (1899)
5	Variant #4: Schlieffen's Second Plan (1906)
6	Variant #5: Moltke the Younger's 1st Plan (1912)
7	Historical: Moltke the Younger's 2nd Plan (1914)
8	Variant #6: Kaiser Wilhelm's Plan (1914)
9	Variant #1: Moltke the Elder's Plan (1879)
10	Variant #2: Waldersee's Plan (1888)
11	Variant #3: Schlieffen's First Plan (1899)
12	Variant #4: Schlieffen's Second Plan (1906)

*NOTE: Alternatively, simply roll one die - the number rolled indicates which variant campaign game to set up.*

## 14.5 HISTORICAL SCENARIOS

To increase historical simulation value, use the following two rules when playing historical (or variant) scenarios.

### 14.5.1 HISTORICAL “AT START” CARDS

For more historical flavor at the start of a scenario, players may request one or two cards indicative of events that occurred in the scenario's initial Seasons. Players may make this request only once per game, before the initial hand is dealt out. Of course, the requested cards count as part of the initial hand dealt; they are **not** received in addition to the cards a player would normally get.

ENTENTE CARDS	Scenario	GERMAN CARDS
German Military Crisis! or Offensive!	1914	Strategic Reserves! or Surprise Attack!
Surprise Attack! or Ersatz 3	1915	Entente Military Crisis! or Poison Gas!
German Military Crisis! or The Big Push	1916	Poison Gas! or Gericht
Surprise Attack! or Offensive	1917	Ersatz 3 or German Military Crisis!
Ersatz 3 or Tout Le Monde À La Bataille!	1918	Advanced Artillery Barrage! or Friedensturm

## 14.5.2 HISTORICAL OFFENSIVES

Even using historical set-ups and cards doesn't tell the whole story, though. There's still the motivations and intentions of the High Command to take into account. These scenarios don't happen in a vacuum; major events have transpired prior to the start of each scenario.

To best simulate this continuity with past events, players must start on the path originally taken by their historical counterparts. In other words, certain offensives on the initial turn of each scenario become mandatory.

Described below are the mandatory offensives players must conduct in their own first Player Turn of the scenario chosen. All subsequent Player Turns have no such conditions or restrictions; players are free to attack or not, after their first player turn of the scenario's first Season.

**IMPORTANT:** Remember these mandatory offensives apply only to the first player turn(s) of the first Seasonal Turn of a scenario. Do not perform these offensives when playing through later scenarios (e.g., while playing the 1914 or Campaign game, players would not have to perform the mandatory offensives of 1915, 1916, etc.)

### HISTORICAL SCENARIO 1st TURN REQUIREMENTS

#### 1914 Scenario

**GERMAN WARPLAN:** *Moltke the Younger's 1914 plan.*

On the German's initial Player Turn, he must play an *Offensive* card (and a *Surprise Attack!* if he holds it). The German player must attack into Belgium and Luxembourg.

**ENTENTE WARPLAN:** *French Plan XVII (1914).*

On the Entente's initial Player Turn, he must play an *Offensive* card and must attack into at least two areas of Germany (if possible). Each Battle must contain at least one French Army. If the Germans invade Belgium, then at least one French army must also move into Belgium, attacking German forces (if possible).

**OFFENSIVE BONUS:** During the entire SUMMER 1914 Seasonal Turn, an attacking French player adds two (2) extra dice of Infantry Firepower at **F1** to the combat roll of the Offensive Player's Fire Phase in all Battles that are within Germany and contain a French army. Extra dice are added to the Battle itself, not to the armies.

*HISTORY:* The Germans attacked Liège and Luxembourg. The French attacked into Lothringen, Mülhausen, and Semois. The goal of Plan XVII was to re-conquer Alsace and Lorraine, provinces lost in the Franco-Prussian War of 1870-71, regardless of the cost. This doctrine, known as "l'offensive à outrance," represented an all-out attack even in the face of prepared defenses. Against machine-guns, such facile tactics were sure to fail. French forces suffered appalling losses in these foolish assaults, armed as they were only with élan, the best 75mm artillery piece fielded by any army in the war, and let us not forget — nice bright blue & red uniforms!

#### 1915 Scenario

**GERMAN WARPLAN:** *The Second Battle of Ypres.*

In the initial German Player Turn, he must play at least a *Limited Offensive* card and must attack in Belgium.

**ENTENTE WARPLAN:** *Battles of Neuve Chapelle, Festubert, Souchez & the Second Battle of Ypres.*

On the Entente's initial Player Turn, he must play an *Offensive* card and must designate at least one Battle.

*NOTE:* See the Example of Play for more information.

#### 1916 Scenario

**GERMAN WARPLAN:** *The Battle of Verdun.*

In the initial German Player Turn, he must play an *Offensive* card and continue battling in Verdun.

#### 1917 Scenario

**ENTENTE WARPLAN:** *The Nivelle Offensive.*

In the initial Entente Player Turn, he must play an *Offensive* card and must designate Aisne as a Battle.

*HISTORY:* French General Robert Nivelle, the brilliant artilleryist of Verdun, said he knew "the secret" to breaking through German defenses. He attacked in the Aisne area, but only after the Germans had already retreated some 30 miles to the fortified Hindenburg Line. How clever is that?

#### 1918 Scenario

**GERMAN WARPLAN:** *Kaiserschlacht Battles.*

In the initial German Player Turn, he must play an *Offensive* card and must designate at least one Battle.

### VARIANT SCENARIOS 1st TURN REQUIREMENTS

#### Variant French plan #3: plan XVb (1907)

On the Entente's initial Player Turn, if the Germans have invaded Luxembourg, then at least one French army must also move into Luxembourg, attacking German forces (if this is possible).

#### Variant French plan #5: Plan Michel (1911)

On the Entente's initial Player Turn, if the Germans have invaded Belgium, then at least one French army must also move into Belgium, attacking German forces (if possible).

**OFFENSIVE BONUS:** During the entire SUMMER 1914 Seasonal Turn, an attacking French player adds one (1) extra die of Infantry Firepower at **F1** to the combat roll of the Offensive Player's Fire Phase in all Battles that are within Belgium and contain a French army. Each extra die is added to the Battle itself, not to the armies.

### Variant French plan #6: Plan XVII (1913)

On the Entente's initial Player Turn, he must play an *Offensive* card and must attack into at least two areas of Germany (if this is possible). Each battle must contain at least one French Army.

**OFFENSIVE BONUS:** During the entire SUMMER 1914 Seasonal Turn, an attacking French player adds two (2) extra dice of Infantry Firepower at **F1** to the combat roll of the Offensive Player's Fire Phase in all Battles that are within Germany and contain a French army. Extra dice are added to the Battle itself, not to the armies.

### Variant German plan #1: Moltke's 1879 plan

### Variant German plan #2: Waldersee's 1888 plan

On the German's initial Player Turn, he must play an *Offensive* card and must attack into France.

### Variant German plan #3: Schlieffen's 1899 plan

On the German's initial Player Turn, he must play an *Offensive* card and must attack into France, Belgium, and Luxembourg.

### Variant German plan #4: Schlieffen's 1906 plan

### Variant German plan #5: Moltke's 1912 plan

On the German's initial Player Turn, he must play an *Offensive* card and attack into Belgium and Luxembourg.

## 14.6 GERMAN UNIT TRANSFERS

From late 1914 until early 1916, the German General Staff shuffled various units from the western front to the eastern front and then back again. It all more or less balances out in the end, and so this historical movement of forces is omitted from the basic game. Players wanting increased historicity, though, should consult the following chart for withdrawn, removed, and received German units.

### German Unit Transfers from / to the Western Front

<b>Turn 2</b> (Autumn 1914):	withdraw 1 German Cavalry.
<b>Turn 3</b> (Winter 1914-15):	withdraw 1 German Infantry, withdraw 1 German Cavalry, remove 1 Siege Gun unit.*
<b>Turn 4</b> (Spring 1915):	withdraw 2 German Infantry.
<b>Turn 7</b> (Winter 1915-16):	receive 3 German Infantry.
<b>Turn 8</b> (Spring 1916):	receive 1 German Infantry.

\* one of the "German" Siege Gun units is actually on loan from the Austro-Hungarian Empire. They want it back!

Withdrawn units are placed in the Eastern Front Transit Box. All units Received, arrive as reinforcements from the EFT box first (and only then from the German force pool if necessary).

Removed units are placed back in the force pool, ready to be built again later.

**IMPORTANT:** Units placed in the EFT box must remain therein until released in Turns 7 and 8.

**NOTE:** This rule is not used when playing AT ALL COSTS!

## 14.7 HISTORICAL UNIT OPTIONS

These rules enhance the capabilities of certain units, but come into play only infrequently.

### 14.7.1 GERMAN CAVALRY CONVERSION

In SPRING 1915 and any time thereafter, the German player may trade in two (2) Cavalry units for one (1) Infantry unit. The Infantry unit may immediately be placed in either of the areas from where the Cavalry units were removed. This may be done at any time. This conversion may not be reversed. This option is only available to the Germans.

### 14.7.2 FRANCO-BELGIAN COOPERATION

French infantry units may be moved into the Belgian Army, whereupon they immediately become Belgian infantry units (i.e., simply replace the French infantry with Belgian infantry). This process is not reversible.

### 14.7.3 1918 UK MATÉRIEL SUPERIORITY

By 1918, the UK enjoyed the most lavishly supplied heavy artillery formations of any nationality. To reflect this matériel superiority, beginning with the SPRING 1918 turn, all UK Artillery units fire **F2** for their Defensive Fire. *Poison Gas!* cards increase UK Artillery Defensive Fire to **F3**. UK Artillery Offensive Fire remains unaffected.

**NOTE:** British Artillery units' flip-sides show when this optional rule is in effect.

## 15.0 OPTIONAL RULES

Optional rules are just that — optional. You don't need them to have a good time. Use them only if you want to. Beginners should avoid optional rules altogether, until becoming more comfortable with the basic game rules. Although optional rules can add a great deal of historical flavor to the game, as with any spice — season to taste.

## 15.1 COMBAT RESOLUTION OPTIONS

These optional rules modify the game's combat resolution system in one way or another. You should probably only use one of these optional rules at a time.

### 15.1.1 AVERAGED COMBAT RESOLUTION

This game's standard combat system, sometimes derisively known as the "Buckets Of Dice" combat resolution method, is based on a statistical analysis of battlefield casualties throughout the war. On average, results mimic historical casualty rates — the key words here are "on average." So while using the BOD combat resolution method is quite exciting by adding uncertainty to play, it also allows for extreme results to occur. Although highly unlikely, it is possible to roll a series of hits, like rolling ten 1's in a row.



Such dice rolling will end the war very quickly and it's difficult to historically justify. Keep in mind though that this situation is akin to winning the lottery, so it's uncommon to say the least. However extreme results are possible and sometimes do occur.

Combat in *TTLM!* represents the clashing of armies, and so due to the vast forces involved, losses should cluster around the statistical average rather than allow for numerous outliers. The Averaged Combat Resolution smoothes out damage probabilities and truncates the bell curve. However, this combat resolution method requires a bit of calculation to implement.

The Averaged Combat Resolution optional rule cuts down drastically on the number of dice needed to resolve combat. At most only one die is rolled and it's possible that in some battles no dice will be rolled at all! This optional rule must be used in conjunction with the advanced rule 13.1 Hidden Army Templates. When using this optional rule, statistical averages are used to determine the number of hits generated — instead of rolling six dice at **F1**, it's assumed that the results will be a 1, a 2, a 3, a 4, a 5, and a 6. Since only the '1' results in a Hit, it takes six units firing at **F1** to automatically inflict one Hit.

To determine the number of Hits inflicted, multiply the number of units firing by their Firepower number. Add all of these **FP** numbers together. The resulting **FP** number is then divided by 6 to determine the number of Hits.

Which means that it requires:

- 6 units firing at **F1** to inflict a Hit (6 x 1 = 6)
- 3 units firing at **F2** to inflict a Hit (3 x 2 = 6)
- 2 units firing at **F3** to inflict a Hit (2 x 3 = 6)

*Example: Suppose 3 Infantry, 2 Stoßtruppen, a Siege Gun and 2 Artillery are attacking an Area with a Fort:*

3 x Infantry = 3 x <b>F1</b>	=	3FP
2 x Stoßtruppen = 2 x <b>F2</b>	=	4FP
1 x Siege Gun = 1 x <b>F3</b>	=	3FP
2 x Artillery = 2 x <b>F1</b>	=	2FP
<b>3FP + 4FP + 3FP + 2FP</b>	=	<b>12FP in total.</b>

*Divide this number (12FP) by 6 to arrive at the number of hits inflicted. In this case, 2 Hits are delivered.*

**REMAINDER:** Any remainder left over is dealt with by rolling a die to determine whether one (1) extra Hit is inflicted or not. Please reference the chart below:

**If the Remainder is: one (1) additional Hit is inflicted on a die roll of:**

<b>1FP left over (0.166...)</b> .....	<b>1</b>
<b>2FP left over (0.333...)</b> .....	<b>1-2</b>
<b>3FP left over (0.5)</b> .....	<b>1-3</b>
<b>4FP left over (0.666...)</b> .....	<b>1-4</b>
<b>5FP left over (0.833...)</b> .....	<b>1-5</b>

*Example: The French attack with the 5th army (3I/1A) against the defending German 3rd army (2I/1C). The French have a total of 4FP (4 divided by 6 = .666...) and so they will inflict one Hit on a die roll of 1-4. The Germans have a total 3FP (3 divided by 6 = .5) and so they will inflict one Hit on a die roll of 1-3. Notice that using this combat resolution system precludes the possibility of getting more than one Hit in this example.*

### 15.1.2 A D12 COMBAT SYSTEM

Twelve-sided dice are perhaps a bit better suited to simulating combat in *TO THE LAST MAN!* Statistical analysis of battlefield

casualty figures per side yields casualty rates which are surprisingly consistent throughout the war. The approximate combat values for the various units, for the most part, easily map onto a six-sided die based combat resolution system. However, some of these Firepower statistics do not model well onto a d6.

### D12 unit Firepower values:



Attacking Infantry FP = <b>F2</b>	Artillery FP = <b>F2</b>
Defending Infantry FP = <b>F3</b>	Poison Gas! Artillery FP = <b>F4</b>
entrenched Def. Infantry FP = <b>F5</b>	Advanced Artillery Barrage! FP = <b>F6</b>
fortified Def. Infantry FP = <b>F7</b>	Siege Guns FP = <b>[F6]</b>
Commonwealth Inf. FP = <b>F4</b>	
(entrenched/fortified FP as Infantry)	Attacking Tanks FP = <b>F4</b>
Stoßtruppen FP = <b>F4</b> (in all cases)	Defending Tanks FP = <b>F1</b>
Attacking Cavalry FP = <b>[F1]</b>	Biplane FP = <b>F2</b>
Defending Cavalry FP = <b>F2</b>	Defending Fort FP = <b>F4</b>



### 15.1.3 "THE ADVANTAGE"

*HISTORY: Possessing "the Advantage" can reflect many things: material superiority, tactical advantage, great leadership, a fleeting technological edge, abundant supply, hidden reserves, weird twists of fate, and so on. It's always better to have "the Advantage" than not have it. This optional rule is included not only to mitigate outrageous dice-rolling, but also to allow for those moments in WW1 when "defeat was snatched from the jaws of victory."*

Some players can roll wicked dice. These are the guys who will calmly roll five dice at **F1**, get five 1's (i.e., five Hits), and then yell something cute like "Yahtzee™!" If your opponent acts like that, but you still want to roll dice to resolve combat - try this rule instead of optional rule 15.1.1 Averaged Combat Resolution.

A player who holds "the Advantage" may redo one entire Battle immediately after it's finished; basically he can negate the outcome of one Battle and resolve it again. Treat this Battle as having not yet happened and roll dice all over again. This time the results are final. Think of the earlier outcome as illustrating what would have happened if the player had not used his Advantage. After having used it, the player hands "the Advantage" marker to his opponent. The other player now has "the Advantage" but cannot use it until next Season.

The player who begins play with "the Advantage" depends on which scenario you're playing:

Scenario	Player with "the ADVANTAGE"
1914.....	Entente ADVANTAGE
1915.....	Entente ADVANTAGE
1916.....	Entente ADVANTAGE
1917.....	German ADVANTAGE
1918.....	Entente ADVANTAGE
1919.....	Entente ADVANTAGE

*NOTE: This optional rule can be a good way to balance things between players of differing abilities. You might start out the less-skilled player with "the Advantage" regardless of what the above chart says.*

## 15.2 INFANTRY OPTIONS

These optional rules expand Infantry capabilities, but at the expense of increased complexity.

### 15.2.1 ENTRENCHING AT ANY TIME

A player may entrench Infantry unit(s) anytime during his Player Turn rather than waiting for the Production Phase. The newly Entrenched Infantry must remain motionless for the duration of this Season or lose its Entrenched status. Each Entrenchment costs 0.25 BP and is deducted from this turn's as yet unspent Build Points. Keep track of this.

### 15.2.2 COUNTER-ATTACK

*HISTORY: When Infantry forces attack, they move out of their trenches and into an unfamiliar wasteland.*

This rule reflects the vulnerability of advancing Offensive Infantry to an immediate counter-attack. Whenever a Battle is declared, mark any Offensive Infantry units using counter-attack markers. During the immediately following Enemy Player Turn, these same Infantry units (now Defenders) fire **F1** regardless of Entrenched or Fortified status. Their Entrenched or Fortified status is not lost, it's just that the exposed infantry units are vulnerable to an immediate enemy counter-attack.

### 15.2.3 SCRATCH FORCES (KAMPFGRUPPEN)

*HISTORY: During times of emergency, scratch forces could be raised from local reserves and other rear area troops. Rather than feed green troops into veteran formations to replace losses, whole new kampfguppen were created ad hoc. Lacking proper leadership, these temporary infantry formations were not very powerful. However, in times of need they proved invaluable at plugging gaps caused by enemy attacks.*

To reflect this, at any time either player may elect to convert two (2) points worth *Ersatz* card(s) into one infantry unit. That is, any two cards worth *Ersatz 1*, as well as an *Ersatz 2* or *Ersatz 3* card can be turned into one Infantry unit. This Infantry unit is placed immediately in any Friendly or Disputed Area.

### 15.2.4 RUSSIAN FRONT INFANTRY

German Infantry units may be taken from the Eastern Front (at any time) beginning in the SPRING 1915 Seasonal Turn - but at a cost. For every two Infantry units (or fraction thereof) removed from the Eastern Front, the German player permanently loses 1 Victory Point (that is, -1 VP) per occurrence. Immediately place these Infantry units in any Friendly or Disputed Area(s).

*NOTE: Use this rule only when TO THE LAST MAN! is played by itself. Do not play with AT ALL COSTS!*

## 15.3 BP & VP OPTIONS

BP stands for Build Point. VP means Victory Point.

### 15.3.1 INDUSTRIAL AREAS

Certain areas contain a factory symbol representing large-scale industrial facilities. Some of a player's BPs come from these areas. Losing control of an Industrial Area means a loss of one BP during production for as long as the Area remains Enemy-controlled. For each formerly Friendly, but now Enemy-controlled Industrial Area, deduct 1 BP from your Build Point Allowance. Re-conquering an Industrial Area is treated like Capturing an Industrial Area; please see below.

*HISTORICAL NOTE: Both sides have other off-board Industries as well. The BP allowance reflects how many total Builds this front can muster as a whole.*

**CAPTURED INDUSTRIAL AREAS:** When an Enemy Industrial Area is captured (i.e., made Friendly), the Enemy Build Point Allowance decreases by 1 BP immediately. However, the new owner does not automatically get a BP increase. Facilities must be repaired. Workers must be rounded up. These things take time. Every Reinforcement Phase, a player may check for the status of captured Industrial Areas. The player rolls a die - on a die roll of "1" the factory is repaired and now produces a Build Point every Season for its new owner.

*IMPORTANT: 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.*

### 15.3.2 SAVING BUILD POINTS

Players may opt to save BPs rather than spend them all in the Production Phase. Secretly keep track of unspent BPs.

### 15.3.3 THE OTTOMAN EMPIRE

Players may choose to include an off-board box for the Entente representing Ottoman Empire theatres of war. Four (4) UK or French infantry units may be placed in "The Ottoman Empire" box. As long as those four Infantry units remain, the Germans suffer a -1 VP penalty (total).

## 16.0 SPECIAL RULES

### 16.1 TOURNAMENT RULES

Players may want to play a series of games, switching sides and comparing their levels of victory. Each victory is worth Tournament Points (TPs). Whoever has the most TPs after a set number of games wins the tournament.

STALEMATE	both players get 1 TP
Marginal Victory	2 TPs to the victor
Major Victory	3 TPs to the victor
Decisive Victory	5 TPs to the victor

### 16.2 THREE PLAYER GAMES

#### 16.2.1 DIVIDING ENTENTE COMMAND

To include a third player, the Entente command is split into the UK/Belgian commander and the French/US player. Either player may play cards from their joint hand, which affect both players. For instance, should the UK commander want to go on the Offensive, but the French player wants to Pass - that Offensive card is played!

*NOTE: Both Entente players should try to agree. If they can't agree on how to spend their BPs, the German player chooses whose production plan to use!*

The UK/Belgian and French/US players both win or lose together. However, if players must know who is top dog, the player with the most occupied Friendly Belgian or German Areas wins. In case of a tie, the UK player wins.



**ENTENTE BUILD POINTS:** Players may want to separate Entente BPs into individual (i.e., national) BPs. When using this rule, the French can only use French BPs, the UK can only use UK BPs, etc. Any country's BPs may be used to buy cards, but a nation's cards can only be used by that nation. Exception: playing an Offensive card allows the whole Entente to attack. Players may freely trade cards between Entente nations on a 1-for-1 basis.

TURN	ENTENTE BPs				TOTAL BPs
Summer 1914	FR 4	UK 2	-	-	6 BPs
Autumn 1914	FR 4	UK 2	-	-	6 BPs
Winter 1914-15	FR 3	UK 3	-	-	6 BPs
Spring 1915	FR 3	UK 3	-	-	6 BPs
Summer 1915	FR 3	UK 3	-	-	6 BPs
Autumn 1915	FR 3	UK 3	-	-	6 BPs
Winter 1915-16	FR 3	UK 3	-	-	6 BPs
Spring 1916	FR 3	UK 4	-	-	7 BPs
Summer 1916	FR 3	UK 4	-	-	7 BPs
Autumn 1916	FR 3	UK 4	-	-	7 BPs
Winter 1916-17	FR 3	UK 4	US 1	(-2)	6 BPs
Spring 1917	FR 3	UK 4	US 2	(-3)	6 BPs
Summer 1917	FR 3	UK 4	US 2	(-2)	7 BPs
Autumn 1917	FR 2	UK 4	US 3	(-2)	7 BPs
Winter 1917-18	FR 2	UK 4	US 4	(-2)	8 BPs
Spring 1918	FR 2	UK 3	US 5	(-2)	8 BPs
Summer 1918	FR 2	UK 3	US 6	(-2)	9 BPs
Autumn 1918	FR 2	UK 2	US 6	(-1)	9 BPs
Winter 1918-19	FR 2	UK 2	US 6	(-1)	9 BPs
Spring 1919	FR 2	UK 2	US 6	(-1)	9 BPs
Summer 1919	FR 2	UK 2	US 7	(-1)	10 BPs
Autumn 1919	FR 2	UK 2	US 7	(-1)	10 BPs
Winter 1919-20	NA	NA	NA	NA	NA

*NOTE: The negative number in parentheses is the U-Boat loss adjustment.*

## 16.2.2 KRIEGSPIEL

*HISTORY: 'Kriegspiel' refers to the practice of double-blind, refereed war gaming prevalent in 19th century German High Command circles.*

This optional rule requires the assistance of a third person called a referee, as well as two full sets of *TTLM!* The referee must be completely familiar with all of the rules being played. Advanced rule 13.1 Hidden Army Templates must be used, but only Enemy units in Battle Areas are visible to the player on his mapboard. All other Enemy units in Enemy Areas (i.e., behind the lines) are not placed on his mapboard at all — their positions are noted by the referee only on the Enemy's mapboard.

Any Friendly units moving into an Enemy Area occupied by Enemy units initiates an unexpected Battle; but this is revealed by the referee only after completing the Movement Phase (exception: Cavalry must stop upon entering an Area containing Enemy units).

To represent aerial reconnaissance, each player may question the referee about one Enemy Area adjacent to a Friendly or Disputed Area each player turn. If there are any Enemy units in this designated Area the referee informs the player of the presence of the Enemy forces (but reveals nothing about strength or composition of that force). This question is posed at the very beginning of the player's Movement Phase.

This rule adds a great deal of uncertainty to early game maneuvers and really allows Cavalry to perform its historical role of reconnaissance. The addition of a referee adds to the playing time, as well as increasing complexity.

## 16.3 LINKING TTLM! AND AAC!

*TO THE LAST MAN! — the Great War in the West* may be played with *AT ALL COSTS! — the Great War in the East*. *AAC!* is a not-yet-released companion game for *TTLM!*.

### 16.3.1 MILITARY CRISIS! CARDS

You have 3 options for dealing with Military Crisis! cards:

1. Remove the *German Military Crisis!* card. In the combined game, the German player decides whether to move forces between western and eastern fronts.
2. Remove both *German & Entente Military Crisis!* cards.
3. Leave the *German Military Crisis!* card in the deck. In addition, allow the German player to also play this card as a way to immediately transfer Infantry from the *TTLM!* map to the *AAC!* mapboard.

*IMPORTANT: Cards may not be traded between the TTLM! and AAC! games.*

### 16.3.2 GERMAN INFANTRY-TYPE UNITS

Due to their counter-mixes, *TTLM!* and *AAC!* when played together allow the German player to potentially field more Infantry units than is historically plausible. So it's important to limit the total number of Infantry units in the German force pool. German infantry-type units in play in both *TTLM!* and *AAC!* may never exceed a total of 50.

### 16.3.3 BUILD POINT TRANSFERS

The Entente player may not give BPs to the Russian player and vice versa. German Build Point Allowances may not be changed by more than 1 BP shifted between Western and Eastern Fronts per game year.

### 16.3.4 RUSSIAN FRONT WINTERS

Winter weather on the Eastern Front is very harsh, so a player may only move units from the EFT box to the WFT box (and vice versa) once during WINTER Seasonal Turns. This represents the fact that regardless of how many Offensives are played on the western front in WINTER, only one Offensive may be played on the Eastern Front.

### 16.3.5 EASTERN FRONT TRANSIT BOX

Both the Eastern Front Transit box (in *TTLM!*) and the Western Front Transit box (in *AAC!*) are treated as the link between Western and Eastern Fronts. The Transit Boxes on both mapboards represent the part of the German Empire not depicted. Units may move from one game to the other via the EFT and WFT boxes.

Movement to or from a Transit Box is treated in a special way. Units are simply removed from the map and placed in the Transit Box. This means they are en route to the other front. In a subsequent Player Turn, units may be transferred from the Transit Box of one front to the Transit Box of the other (as a Move). From there, they may be placed immediately in any Friendly or Disputed Area if an Offensive card is played or as reinforcements next Season.

*IMPORTANT: Units moved to a Transit Box may not re-enter that same front again that same Season. That is, the German player cannot use the Transit Box as a surrogate Strategic Reserves! card.*

## 17.0 SCENARIOS & VARIANT CAMPAIGNS

# 1914

## “The Guns of August”

Germany attacked France using von Moltke the Younger's second revision of von Schlieffen's second (1906) plan, hoping for victory in six weeks. France relied on an all-out offensive (Plan XVII) to regain the provinces of Alsace and Lorraine, lost in 1871. “Revolving door” attacks developed with the Germans gaining the upper hand in late August, only to lose it in early September. By winter, both sides were worn down in fruitless assaults against well-entrenched enemy positions.

**Game Start: Turn 1 - Summer 1914**

At start	Cards held in hand	Max. Hand
GE	15	8
Entente	8	4

**Victory Level: Stalemate (11)**

Note: at the end of Production both players are bound by their hand size limitations, so any cards in excess are discarded.

# 1915

## “The Death of Innocence”

France's attacks into Alsace, Lorraine, and the Ardennes all ended badly, with great loss of life. Although, the German Schlieffen plan seemed on the verge of success, Moltke's tampering doomed the German attack almost from the beginning. After German armies retreated from the Marne, both sides attempted to outflank each other. This “race to the sea” ended in battle at Ypres until munition shortages and mutual exhaustion set in. In 1915, the Germans hope for a breakthrough in Flanders, with the aid of chlorine gas. Meanwhile, the Entente are planning offensives in Artois & Champagne.

# 1916

## “The Price of Glory”

German poison gas at Ypres did result in a tactical victory, however, without adequate reserves to exploit it, no strategic victory was forthcoming. France & the UK launched some minor attacks, which gained little ground at a terrific cost in casualties. And the trenchlines hardly moved all year.

In 1916, Falkenhayn, German Commander-in-Chief, plans to close in on the fortresses of Verdun from three sides, raining down artillery upon the French defenders and thus “bleed the French Army white.” The Great War's bloodiest battle has just begun.

### Reinforcements

**Autumn 1914:** 3I GE, FR7th ▲(1I), FR8th ▲(1I), FR9th ▲(1I), FR10th ▲(1I), 1I UK  
**Winter 1914-1915:** UK2nd ▲(1I - 1C)

### Seasonal Build Points

Summer 1914 through Winter 1914-1915: 5GE / 6Entente

### Special Rules

Germany may move into and through areas of Belgium and Luxembourg. Both Belgium and the United Kingdom are Entente powers.

No combat enhancing cards (e.g., *Poison Gas!*) may be played until 1915 and later. See Game Events Chart.

The British relied on an all-volunteer military until later in the war. The Entente player is limited

to building only one UK unit each Production Phase.

Only 1 BP may be spent on Entrenching in Summer '14 Production Phase. No limitations thereafter.

### Options

**Historical cards:** Players may opt to start the scenario with certain cards automatically in their hands. Please see Optional Rules for details.

**Germany:** *Surprise Attack!* or *Strategic Reserves!*

**Entente:** *German Military Crisis!* or *Offensive*

**Semi-historical Set-up:** Armies may set up in any area adjacent to their historical locations, within their own countries. Units may be freely distributed within these armies. **GE:** 28I, 4C, 4A, 2G. **FR:** 19I, 2C, 2A.

**Game Start: Turn 4 - Spring 1915**

At start	Cards held in hand	Max. Hand
GE	7	8
Entente	4	5

### Reinforcements

**Summer 1915:** UK3rd ▲(1I - 1A)

### Seasonal Build Points

Spring 1915 through Autumn 1915: 5GE / 6Entente  
 Winter 1915-1916: 6GE / 6Entente

### Special Rules

Underlined armies & units are *Entrenched*. *Entrenched* Infantry fire **F2**, but only when defending.

The *Poison Gas!* combat enhancing cards may be played in Spring 1915 & thereafter.

The British relied on an all-volunteer military until later in the war. The Entente player is limited to building only one UK unit each Production Phase.

Since 5 BPs are in the Eastern front box, +1 VP.

Canadian infantry replace UK infantry AUTUMN 1915 (Turn 6).

**Victory Level: Stalemate (15)**

### Options

**Historical cards:** Players may opt to start the scenario with certain cards automatically in their hands. Please see Optional Rules for details.

**Game Start: Turn 8 - Spring 1916**

At start	Cards held in hand	Max. Hand
GE	8	8
Entente	5	6

### Reinforcements

**Summer 1916:** UK5th ▲(2I),

### Seasonal Build Points

Spring 1916 through Autumn 1916: 7GE / 7Entente  
 Winter 1916-1917: 6G / 6Entente

### Special Rules

Underlined armies & units are *Entrenched*. *Entrenched* Infantry fire **F2**, but only when defending.

UK Conscriptation enacted. UK no longer limited to buying just one unit per Production Phase.

Biplanes with “1916” on them may be built in the Production Phase of Spring 1916 and thereafter.

**Victory Level: Stalemate (13)**

### Options

**Historical cards:** Players may opt to start the scenario with certain cards automatically in their hands. Please see Optional Rules for details.

**Germany:** *Gericht* or *Poison Gas!*  
**Entente:** *The Big Push* or *German Military Crisis!*

**Semi-historical Set-up:** Units may be freely distributed amongst armies, but armies must be set up in historical locations.

**GE:** 25I, 4A, 1G.



**Free Set-up:** No restrictions on army or unit set up. German units may even start in the Eastern Front box. Only France and Germany are at war; Belgium begins as a Neutral country which either side may invade, but if France invades Belgium, the UK & US remain forever Neutral. If neither player invades Belgium, the UK & US stay Neutral until a "1" is rolled during the Reinforcement Phase (begin rolling for US in Winter 1916-17).

**German Historical Offensive:** von Moltke the Younger's 1914 plan. On the German's initial Player Turn, he must play an Offensive card (and a Surprise Attack! if he holds it). The German player must attack into Belgium and Luxembourg.

**Entente Historical Offensive:** Plan XVII. On the Entente's initial Player Turn, he must play an

German Empire*	Area
1st▲(5I - 2C), 2nd▲(5I - 1A - 1G), 3rd▲(3I - 1A)	Aachen
4th▲(4I)	Eifel
5th▲(4I - 1A - 1C), 4F	Metz
6th▲(4I - 1A - 1C - 1G)	Lothringen
7th▲(2I), 4F	Straßburg
1I, 2F	Mülhausen
2F	Köln
1F	Mainz
- [+0 VP]	Eastern Front Box

Offensive card and must attack into at least two areas of Germany (if possible). Each Battle must contain at least one French Army. If the Germans invade Belgium, then at least one French army must also move into Belgium, attacking German forces (if possible).

FRENCH OFFENSIVE BONUS:  
During the entire SUMMER 1914

Seasonal Turn, an attacking French player adds two (2) extra dice of Infantry Firepower at F1 to the combat roll of the Offensive Player's Fire Phase in all Battles that are within Germany and contain a French army. Extra dice are added to the Battle itself, not to the armies.

Area	Entente*
Belfort	1I FR, 4F
Epinal	FR1st▲(3I - 1A - 1C), 4F
Nancy	FR2nd▲(3I), 1I FR, 5F
Verdun	FR3rd▲(3I), 4F
Champagne	FR4th▲(2I), 1F
Sedan	FR5th▲(3I - 1A - 1C), 1I FR, 0F
Maubeuge	1F
Artois	1F
Langres	1F
Calais	1I FR
Paris	FR6th▲(1I), 6F
Liège	3F
Namur	2F
Antwerp	3F
Brussels	BEL▲(1I)
England	UK1st▲(2I - 1C), 1I UK

\* (Historical Setup - von Moltke the Younger's revised Schlieffen plan - French Plan XVII)

**Germany:** Entente Military Crisis! or Poison Gas!  
**Entente:** Surprise Attack! or Ersatz 3.

**Semi-historical Set-up:** Units may be freely distributed amongst armies, but armies must be set up in historical locations. **GE:** 16I, 4A, 1G. **FR:** 15I, 1C, 2A. **UK:** 4I, 2C. **BEL:** 1I.

**Free Set-up:** No restrictions on army or unit set up. German forces are not required to be placed in the Eastern Front box.

**German Historical Offensive:** The Second Battle of Ypres. In the initial German Player Turn, he must play at least a **Limited Offensive card** and must attack in Belgium.

**Entente Historical Offensive:** Battles of Neuve Chapelle, Festubert, Souchez & the Second Battle of Ypres. On the Entente's initial Player Turn, he must play an **Offensive** card and must designate at least one Battle.

German Empire	Area	Entente
4th▲(3I - 2A)	Flanders	UK2nd▲(2I - 1C), BEL▲(1I)
6th▲(2I - 1A)	Artois	UK1st▲(2I - 1C), FR8th▲(1I)
2nd▲(2I)	Somme	FR10th▲(2I - 1A)
1st▲(1I), 7th▲(2I)	Aisne	FR5th▲(2I), FR6th▲(2I)
3rd▲(2I)	Champagne	FR2nd▲(2I - 1A), FR4th▲(1I), FR9th▲(1I)
5th▲(2I - 1A)	Verdun	FR3rd▲(2I), 2F
1I	Nancy	FR1st▲(1I), 4F
1I	Epinal	4F
2F	Mülhausen	1I FR
1G	Any Friendly or Disputed areas	1 C FR, FR7th▲(-)
2F	Köln	Belfort 4F
1F	Mainz	Langres 1F
4F	Metz	Paris 6F
4F	Straßburg	
3I / 2C = 5 BPs [+1VP]	East. Front Box	

**FR:** 19I, 1C, 3A.  
**UK:** 8I, 2C, 2A.  
**BEL:** 2I.

**Free Set-up:** No restrictions on army or unit set up. German forces may start in the Eastern Front box.

**Fortifying Armies:** Winter 1916-1917 & thereafter, players may **Fortify** an already **Entrenched Army**. **Fortified** Infantry units fire **F3** when defending.

**German Historical Offensive:** The Battle of Verdun. In the initial German Player Turn, he must play an Offensive card and continue battling in Verdun.

German Empire	Area	Entente
4th▲(3I)	Flanders	UK2nd▲(2I), BEL▲(2I)
6th▲(3I)	Artois	UK1st▲(2I - 1A - 1C), FR10th▲(2I)
2nd▲(3I)	Somme	UK3rd▲(2I - 1A - 1C), FR6th▲(2I)
7th▲(3I)	Aisne	FR5th▲(3I)
3rd▲(3I)	Champagne	FR4th▲(3I)
5th▲(5I - 3A - 1G), 1A	Verdun	FR2nd▲(3I - 2A), FR3rd▲(2I - 1A), 1F
1I	Nancy	FR1st▲(2I), 4F
1I	Epinal	1I FR, 4F
2F	Mülhausen	FR7th▲(1I)
1st▲(3I)	Any Friendly or Disputed areas	1 C FR, FR8th▲(-), FR 9th▲(-)
2F	Köln	Belfort 4F
1F	Mainz	Langres 1F
4F	Metz	Paris 6F
4F	Straßburg	England UK4th▲(2I)
1C = 1 BP [+0 VP]	Eastern Front Box	

# 1917

## “Dare Call It Treason”

French General Robert Nivelle, the brilliant artilleryist of Verdun, said he knew “the secret” to breaking through German defenses. He attacked in the Aisne area, but only after the Germans had already retreated some 30 miles to the fortified Hindenburg Line. How clever is that?

A weak United States has just declared war on Germany. But it’ll be at least a year before US troops make any impact on the war.

# 1918

## “To The Last Man”

Nivelle’s disastrous offensive demoralized the French army into waiting for “Yanks and Tanks” to come to the rescue. UK attacks in Flanders and the Somme gained little at a huge cost in lives.

Great numbers of German troops transfer from the Russian Front, building up for the Spring Offensive dubbed “Kaisershlacht” (Kaiser’s battle). This “Now or Never” offensive will hopefully win the war.

# 1919

## “Plan 1919”

The 1919 scenario is an entirely speculative situation. This “What-if?” scenario presupposes a successful German offensive in the Spring & Summer of 1918, during which the Channel ports fall and several Entente Armies are savaged. Thus in 1919 the Germans still have a shot at victory. All that stands in the way are massive US forces.

“Plan 1919” refers to Lieutenant-Colonel J.F.C. Fuller’s combined arms operations planned for Spring 1919.

### Game Start: Turn 12 - Spring 1917

At start	Cards held in hand	Max. Hand
GE	8	8
Entente	6	7

### Reinforcements

None.

### Seasonal Build Points

Spring 1917: 6GE / 6Entente

Summer 1917 through Autumn 1917: 6GE / 7Entente

6GE / 7Entente

Winter 1917-1918: 7GE / 8Entente

### Special Rules

Begin the 1917 scenario with the Entente Player Turn; treat the German’s first Player Turn as a “Pass”.

Underlined armies & units are *Entrenched*. *Entrenched* Infantry fire F2, but only when defending.

The *Advanced Artillery Barrage!* combat enhancing cards may be played in *Spring 1917* & thereafter. Biplanes with “1917” on them

may be built in the Production Phase of *Spring 1917* and thereafter.

German Stoßtruppen may be built in the Production Phase of *Summer 1917* and thereafter.

UK & French Tanks may be built in the Production Phase of *Summer 1917* and thereafter (costs 2 BPs per unit).

ANZAC infantry replace UK infantry SPRING 1917 (Turn 12).

### Victory Level:

**Stalemate (12)**

### Options

**Historical cards:** Players may opt to start the scenario with certain cards automatically in their hands. Please see Optional Rules for details.

### Germany:

*Ersatz 3* or *German Military Crisis!*

### Game Start: Turn 16 - Spring 1918

At start	Cards held in hand	Max. Hand
GE	8	8
Entente	7	8

### Reinforcements

Summer 1918: GE9th ▲(II - IS),

US1st ▲(6I - 1A)

Winter 1918-19: US2nd ▲(6I)

### Seasonal Build Points

Spring 1918: 8GE / 8Entente

Summer 1918: 8GE / 9Entente

Autumn 1918 through

Winter 1918-19: 7GE / 9Entente

### Special Rules

Underlined armies & units are *Entrenched*. *Entrenched* Infantry fire F2, but only when defending.

Biplanes with “1918” on them may be built in the Production

Phase of *Spring 1918* and thereafter.

German Tanks may be built in Production Phase of *Spring 1918* and thereafter (costs 2 BPs per unit).

US units may be built in the Production Phase of *Summer 1918* and thereafter.

US Infantry may appear one Season early, but the arriving Army will be weakened (see 14.3.1).

US Armies may possibly arrive one Season early, at the risk of arriving later (see 13.4).

### Victory Level:

**Stalemate (11)**

### Options

**Historical cards:** Players may opt to start the scenario with certain cards automatically in their hands. Please see Optional Rules

### Game Start: Turn 20 - Spring 1919

At start	Cards held in hand	Max. Hand
GE	8	8
Entente	8	9

### Reinforcements

Summer 1919: US4th ▲(6I)

Autumn 1919: US5th ▲(6I)

### Seasonal Build Points

Spring 1919: 7GE / 9Entente

Summer 1919: 7GE / 10Entente

Autumn 1919: 6GE / 10Entente

### Special Rules

Underlined armies & units are *Entrenched*. *Entrenched* Infantry fire F2, but only when defending.

Biplanes with “1919” on them

may be built in the Production Phase of *Spring 1919* and thereafter.

Remove both *Military Crisis!* cards from play.

US Infantry may appear one Season early, but the arriving Army will be weakened (see 14.3.1).

US Armies may possibly arrive one Season early, at the risk of arriving later (see 13.4).

### Victory Level:

**Stalemate (15)**



**Entente:**

*Surprise Attack!* or *Offensive*.

**Semi-historical Set-up:** Units may be freely distributed amongst armies, but armies must be set up in historical locations. **GE:** 22I, 5A, 1G, 2B. **FR:** 15I, 1C, 3A, 1B. **UK:** 9I, 2C, 4A, 1B. **BEL:** 2I.

**Free Set-up:** No restrictions on army or unit set up. German forces may start in the *Eastern Front* box.

**Armies in red** are *Fortified*. Infantry within *Fortified* Armies fire **F3**, but only when defending.

**Entente Historical Offensive:** The Nivelle Offensive. In the initial Entente Player Turn, he must play an Offensive card and must designate Aisne as a Battle.

German Empire	Area	Entente
4th▲(3I - 1A)	Flanders	UK2nd▲(2I - 1A), BEL▲(2I)
6th▲(3I - 1A)	Artois	UK1st▲(2I - 1A - 1C)
2nd▲(3I - 1A - 1B)	Somme	UK3rd▲(2I - 1A - 1C - 1B), UK4th▲(2I - 1A), UK5th▲(1I)
1st▲(1I - 1A), 7th▲(4I - 1A - 1B)	Aisne	FR3rd▲(1I), FR5th▲(3I - 1A - 1B), FR6th▲(3I - 1A)
3rd▲(3I)	Champagne	FR4th▲(2I - 1A)
5th▲(3I)	Verdun	FR2nd▲(3I), 1F
1I	Nancy	4F
1I	Epinal	4F
2F	Mülhausen	FR7th▲(1I)
1G	Any Friendly or Disputed areas	FR8th▲(-), FR9th▲(-), 1C FR

2F	Köln
1F	Mainz
4F	Metz
4F	Straßburg

Belfort	4F
Langres	1F
Paris	6F
Marne	FR1st▲(1I), FR10th▲(1I)

for details.

**Germany:** *Friedensturm* or *Advanced Artillery Barrage!*  
**Entente:** *Tout le monde à la bataille!* or *Ersatz 3*

**Semi-historical Set-up:** Units may be freely distributed amongst armies, but armies must be set up in historical locations. German 17th, 18th & 19th armies may be placed in any Friendly or Disputed area.

**GE:** 20I, 14S, 6A, 1G, 3B.  
**FR:** 12I, 1C, 3A, 2B, 1T.  
**UK:** 9I, 2C, 5A, 2B, 1T.  
**BEL:** 3I.

**Free Set-up:** No restrictions on army or unit set up.

**Armies in red** are *Fortified*. Infantry within *Fortified* Armies fire **F3**, but only when defending.

German Empire	Area	Entente
4th▲(2I - 1S - 1A - 1B)	Flanders	UK2nd▲(3I - 2A), BEL▲(3I)
6th▲(3I - 1A)	Artois	UK1st▲(2I - 2A - 1C - 1B)
2nd▲(2I - 2S - 1A), 17th▲(5S - 1A - 1B), 18th▲(5S - 1A - 1B)	Somme	UK3rd▲(2I - 1A), UK5th▲(2I - 1C - 1B)
1st▲(1I), 7th▲(3I - 1A)	Aisne	FR5th▲(2I - 1C), FR6th▲(2I - 1A)
3rd▲(3I)	Champagne	FR4th▲(2I - 1A)
5th▲(3I)	Verdun	FR2nd▲(2I - 1B), 1F
19th▲(1I - 1S), 1I	Nancy	FR1st▲(1I), 4F
1I	Epinal	FR8th▲(1I) 4F
2F	Mülhausen	FR7th▲(1I)
1G	Any Friendly or Disputed areas	FR10th▲(1I - 1A - 1B - 1T), FR3rd▲(-)

**German Historical Offensive:** Kaiserschlacht Battles. In the initial German Player Turn, he must play an Offensive card and must designate at least one Battle.

2F	Köln
1F	Mainz
4F	Metz
4F	Straßburg

Belfort	4F
Langres	1F
Paris	FR9th▲(-), 6F
Boulogne	UK4th▲(1T)

**Options****Free Set-up:**

No restrictions on army or unit set up.

**GE:** 20I, 12S, 5A, 4B, 1T.  
**US:** 17I, 2A, 1B, 1T.  
**FR:** 11I, 3A, 3B, 2T.  
**UK:** 7I, 1C, 3A, 3B, 2T.

**Armies in red** are *Fortified*. Infantry within *Fortified* Armies fire **F3**, but only when defending.

German Empire	Area	Entente
4th▲(3I - 1S - 1A), 6th▲(3I - 1S - 1B)	Boulogne	UK1st▲(3I - 1A - 1B - 1T), UK3rd▲(3I - 1A - 1B - 1C - 1T)
2nd▲(3I - 1S - 1A), 18th▲(5S - 1A)	Somme	FR10th▲(3I - 1A - 1B - 1T), US1st▲(5I - 1A - 1B - 1T)
1st▲(2I - 1A - 1B), 7th▲(2I - 1S)	Aisne	FR5th▲(1I - 1A - 1B), FR6th▲(2I - 1A - 1T), US2nd▲(6I - 1A)
3rd▲(3I)	Champagne	FR4th▲(2I - 1B)
5th▲(2I)	Verdun	FR2nd▲(1I), 1F
19th▲(1I)	Nancy	4F
9th▲(1I)	Epinal	4F
2F	Mülhausen	FR7th▲(1I)
17th▲(3S - 1A - 1B - 1T), 1G	Any Friendly or Disputed areas	US3rd▲(6I), UK5th▲(1I - 1A - 1B), FR3rd▲(1I - 1C), UK4th▲(-), FR1st▲(-), FR8th▲(-), FR9th▲(-)
none	Eliminated Armies	UK2nd▲, BEL▲

2F	Köln
1F	Mainz
4F	Metz
4F	Straßburg

Belfort	4F
Langres	1F
Paris	6F

# 17.2. Variant German Plans

## Variant German Campaign Game #1: von Moltke the Elder's Plan (1879)

*von Moltke the Elder, Kaiser Wilhelm I's strategist and victor of the Franco-Prussian war of 1870-71, felt that in the event of a two-front war Russia would be an easier target than France. Unlike Napoleon in 1812 or Hitler in 1941, von Moltke the Elder did not want to advance into the depths of Russia. He wanted only to crush*

*the Russian armies on the border and then wait for a Russian surrender, accepted with lenient terms. Once Russia was neutralized, all German forces would fall upon the traditional enemy, France.*



### GERMAN FORCE ALLOCATION

**Western Front:** 5▲ - 23I - 1C - 4A - 2G - pieces in play  
**Eastern Front:** base EF force, plus 2▲ - 5I - 3C [+2 VP]

At start	Cards held in hand	Max. Hand
GE	12	8

## Variant German Campaign Game #2: von Waldersee's Plan (1888)

*von Waldersee, Moltke's successor, alarmed at Russia's growing strength would send nearly half of all German forces to the Eastern front. In tandem with Austro-Hungarian armies, the Germans would cut off Russian Poland, capture Warsaw, then accept surrender with lenient terms.*

*Once Russia was no longer a threat, all German forces would mass for a war-ending offensive against France.*



### GERMAN FORCE ALLOCATION

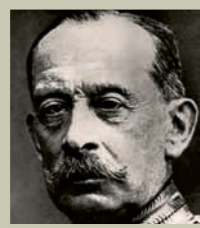
**Western Front:** 5▲ - 18I - 1C - 4A - 2G - pieces in play  
**Eastern Front:** base EF force, plus 2▲ - 10I - 3C [+3 VP]

At start	Cards held in hand	Max. Hand
GE	10	8

## Variant German Campaign Game #3: von Schlieffen's First Plan (1899)

*von Schlieffen reversed earlier plans. Since Russia and France now seemed likely to attack Germany at the same time and since France was the greater danger, German forces should concentrate on defeating France first and only then turn east. He figured*

*that owing to the vast expanse of Russia and her primitive railways, it would be at least 40 days before Russia invaded East Prussia. By that time France would have fallen.*



### GERMAN FORCE ALLOCATION

**Western Front:** 7▲ - 28I - 4C - 4A - 2G - pieces in play  
**Eastern Front:** base EF force [+0 VP]

At start	Cards held in hand	Max. Hand
GE	15	8

Area	German Empire
Metz	GE1st▲(5I - 1A - 1G), GE2nd▲(5I - 1A - 1G), 4F
Lothringen	GE3rd▲(5I - 1A - 1C)
Straßburg	GE4th▲(5I - 1A), 4F
Mülhausen	GE5th▲(3I), 2F
Köln	2F
Mainz	1F

### Special Rules

German forces may never violate the neutrality of either Belgium or Luxembourg. See Campaign Game for dealing with a Neutral UK.

allocated to the Eastern Front, the German player gets a +2 Victory Point bonus.

**Historical Offensive:** On the German's initial Player Turn, he must play an Offensive card and must attack into France.

Since 10 Build Points' worth of additional German forces are

Area	German Empire
Metz	GE1st▲(4I - 1A - 1C), GE2nd▲(4I - 1A - 1G), 4F
Lothringen	GE3rd▲(4I - 1A - 1G)
Straßburg	GE4th▲(4I - 1A), 4F
Mülhausen	GE5th▲(2I), 2F
Köln	2F
Mainz	1F

### Special Rules

German forces may never violate the neutrality of either Belgium or Luxembourg. See Campaign Game for dealing with a Neutral UK.

allocated to the Eastern Front, the German player gets a +3 Victory Point bonus.

**Historical Offensive:** On the German's initial Player Turn, he must play an Offensive card and must attack into France.

Since 15 Build Points' worth of additional German forces are

Area	German Empire
Aachen	GE1st▲(5I - 4C), GE2nd▲(5I - 1A - 1G), GE3rd▲(4I - 1A)
Eifel	GE4th▲(3I), GE5th▲(3I)
Metz	GE6th▲(4I - 1A), 4F
Lothringen	GE7th▲(4I, 1A, 1G)
Straßburg	4F
Köln	2F
Mülhausen	2F
Mainz	1F

### Special Rules

German forces may move into and through areas of Belgium and Luxembourg. Both Belgium and United Kingdom are Entente powers.

units is allocated to the Eastern Front, the German player gets no Victory Point bonus [+0 VP].

**Historical Offensive:** On the German's initial Player Turn, he must play an Offensive card and must attack into France, Belgium, and Luxembourg.

Since only the minimum base EF force of 1 Army & 4 Infantry

## Variant German Campaign Game #4: von Schlieffen's Second Plan (1906)

After Russia's defeat on land and at sea by Japanese forces in 1905, von Schlieffen decided that Russia could safely be ignored.

Accordingly, he denuded the eastern front of all but a token force. The full weight of German might would crush France in six weeks.

### GERMAN FORCE ALLOCATION

**Western Front:** 7▲ - 30I - 4C - 4A - 2G - pieces in play

**Eastern Front:** base EF force, less 2I [-1 VP]

At start	Cards held in hand	Max. Hand
GE	16	8

### Special Rules:

German forces may move into

and through areas of Belgium and Luxembourg. Belgium and United Kingdom are Entente powers.

German troops have invaded The Netherlands. Although The Netherlands Area is still considered unplayable, units may move from the Köln or Aachen areas directly to the Antwerp Area (and vice versa). One of the German Infantry

Area	German Empire		
Köln	GE1st▲(5I - 1A - 1G), 2F		
Aachen	GE2nd▲(5I - 1A - 1G), GE3rd▲(5I - 1C)		
Eifel	GE4th▲(4I - 1C), GE5th▲(4I - 1A - 1C)		
Metz	GE6th▲(4I - 1A - 1C), 4F		
Lothringen	GE7th▲(3I)		
Köln	GE5th▲(3I), 2F		
Straßburg	4F	Mülhausen	2F
		Mainz	1F

reinforcements of Autumn 1914 does not arrive (i.e., only 2I are received). German VPs are permanently reduced by two (-2VPs) due to loss of neutral trade. Since less than the minimum base EF force has been allocated to the Eastern

Front, the German player suffers an additional -1 VP penalty. Thus, there is a cumulative -3 VPs penalty.

**Historical Offensive:** On the German's initial Player Turn, he must play an Offensive card and attack into Belgium and Luxembourg.

## Variant German Campaign Game #5: von Moltke the Younger's First revision to Schlieffen's Plan (1912)

By 1912, Russia was clearly recovering from her defeat in the Russo-Japanese war of 1905. Chief of Staff von Moltke the Younger modified Schlieffen's 1906 plan to increase the commitment to the Eastern Front.



Otherwise, the plans were the same: a great wheeling sweep through Belgium, then on to Paris.

### GERMAN FORCE ALLOCATION

**Western Front:** 7▲ - 26I - 1C - 4A - 2G - pieces in play

**Eastern Front:** base EF force, plus 2I - 3C [+1 VP]

At start	Cards held in hand	Max. Hand
GE	14	8

Area	German Empire		
Aachen	GE1st▲(5I - 1A - 1G), GE2nd▲(5I - 1A - 1G), GE3rd▲(3I)		
Eifel	GE4th▲(4I - 1C)		
Metz	GE5th▲(5I - 1A), 4F		
Lothringen	GE6th▲(2I - 1A)		
Straßburg	GE7th▲(2I), 4F		
Mülhausen	2F	Köln	2F
		Mainz	1F

### Special Rules

German forces may move into and through areas of Belgium and Luxembourg. Belgium and United Kingdom are Entente powers.

Since 5 Build Points' worth of additional German forces are allocated to the Eastern Front, the

German player gets a +1 Victory Point bonus.

**Historical Offensive:** On the German's initial Player Turn, he must play an Offensive card and attack into Belgium and Luxembourg.

## Variant German Campaign Game #6: Kaiser Wilhelm's Plan (1914)

At first, only the Russians and Serbs mobilized against Germany and Austria-Hungary, so Kaiser Wilhelm II sought to limit the scope of hostilities and avoid a general European war. The Kaiser wanted to discard pre-war plans, mobilizing German forces solely against Russia. If the French began mobilizing, German peacetime garrisons would defend the frontier.

When von Moltke the Younger heard that the Kaiser intended to

scrap the railway timetables so necessary

for efficient army mobilization, the Chief of Staff threatened to immediately resign rather than risk his plan. Kaiser Wilhelm acquiesced; German troops invaded Belgium and the UK declared war, too.

This scenario examines what would have happened if the Kaiser had followed his instincts and not the plan.



Area	German Empire		
Metz	GE1st▲(3I - 1A), 4F		
Lothringen	GE2nd▲(4I - 1C)		
Straßburg	GE3rd▲(3I - 1A), 4F		
Mülhausen	GE4th▲(3I), 2F		
Köln	2F	Mainz	1F

### GERMAN FORCE ALLOCATION

**Western Front:** 4▲ - 13I - 1C - 2A - pieces in play

**Eastern Front:** base EF force, plus 3▲ - 15I - 3C - 2A - 2G [+5 VP]

At start	Cards held in hand	Max. Hand
GE	7	8

### Special Rules

German forces may never violate the neutrality of either Belgium or Luxembourg. See Campaign Game for dealing with a Neutral UK.

Since 25 Build Points' worth of additional German forces are allocated to the Eastern Front, the German player gets a +5 Victory Point bonus.



# 17.3. Variant French Plans



Unlike German plans, the official French plans were not named after the general who had devised them. Always wary of a coup, the leaders of the French Third Republic did not want to confer such power and prestige upon any one general. Thus all responsibility was entrusted to the Superior Council of War, a group of both civilians and military personnel supervised by the Ministry of War and a general acting as Vice President.

## Variant French Campaign Game #1: Plan XIV (1898)

This early French plan relies entirely on the defense to thwart a German invasion. Plan XIV assumes that German forces will attack along the same approaches used in 1870. Furthermore, Plan XIV ignores the possibility of German violation of neutral Luxembourg or Belgium, as such barbarism is just not done by the civilized Western nations.



General Saussier, the most influential personality in the General Staff at the time.

At start	Cards held in hand	Max. Hand
FR	8	4

### Special Rules

French forces may not violate the neutrality of either Belgium or Luxembourg.

Area	French Republic
Belfort	FR1st▲(3I), 4F
Epinal	FR2nd▲(3I - 1A), 4F
Nancy	FR3rd▲(3I - 1C), FR4th▲(2I), FR5th▲(3I - 1A), 5F
Verdun	1I FR, 1C FR, 4F
Champagne	1I FR, 1F
Neufchâteau	FR6th▲(3I - 1A - 1C), 1I FR
Maubeuge	1F
Artois	1F
Langres	1F
Paris	6F
Sedan	0F

## Variant French Campaign Game #2: Plan XV (1903)

While still primarily a defensive arrangement, Plan XV allows for a counterattack into Luxembourg, if that country's neutrality is violated by Germany.

The focus of French forces generally shifts northward.



General Brugère

At start	Cards held in hand	Max. Hand
FR	8	4

### Special Rules

French forces may not violate the neutrality of either Belgium or Luxembourg.

Area	French Republic
Belfort	FR1st▲(3I), 4F
Epinal	FR2nd▲(3I - 1A), 4F
Nancy	FR3rd▲(3I - 1A), FR4th▲(2I - 1C), 5F
Verdun	FR5th▲(3I - 1C), 4F
Champagne	FR6th▲(3I), 1F
Maubeuge	1F
Artois	1F
Langres	2I FR, 1F
Paris	6F
Sedan	0F

## Variant French Campaign Game #3: Plan XV b (1907)

Plan XV b is the first to acknowledge that Germany might invade Belgium. However, the French Generals assume that Liège's ring of fortresses will present an impenetrable wall, channelizing German troops southward into the Ardennes.



General Hagron

At start	Cards held in hand	Max. Hand
FR	8	4

**Historical Offensive:** On the Entente's initial Player Turn, if the Germans have invaded Luxembourg, then at least one French army must also move into Luxembourg, attacking German forces (if this is possible).

### Special Rules

French forces may not violate the neutrality of Belgium. Luxembourg may be invaded, if desired.

Area	French Republic
Belfort	FR1st▲(2I), 4F
Epinal	FR2nd▲(2I - 1A), 4F
Nancy	FR3rd▲(3I - 1A), FR4th▲(3I - 1C), 5F
Verdun	FR5th▲(3I), 1I FR, 4F
Sedan	1I FR, 1C FR, 0F
Champagne	FR6th▲(2I), 1F
Maubeuge	1F
Artois	1F
Langres	2I FR, 1F
Paris	6F

## Variant French Campaign Game #4: Plan XVI (1909)

In Plan XVI, large formations are concentrated far from the borders, allowing the French to easily shift their armies toward the Ardennes, if the Germans invade Belgium.



General de Lacroix, VP of the Superior Council of War in 1909.

At start	Cards held in hand	Max. Hand
FR	8	4

### Special Rules:

French forces may not violate the neutrality of Belgium. Luxembourg may be invaded, if desired.

Area	French Republic	
Belfort	1I FR, 4F	
Epinal	FR1st▲(2I - 1A), 4F	
Nancy	FR2nd▲(3I - 1C), 2I FR, 5F	
Verdun	FR3rd▲(2I - 1A), 4F	
Sedan	1I FR, 1C FR, 0F	
Champagne	FR4th▲(3I), 1I FR, 1F	
Châlons	FR5th▲(3I)	
Maubeuge	1F	Langres 1F
Artois	1F	Paris FR6th▲(1I), 6F

## Variant French Campaign Game #5: Plan Michel (1911)

By 1911, the French had grown more certain that Germany would violate Belgian neutrality. General Victor Michel devised a radical redeployment of French forces all along their frontier with Belgium, as well as Germany. If Germany invaded Belgium, several French armies would counterattack them. There was even some talk of invading Belgium pre-emptively, if the situation called for it. General Michel's plan was never officially adopted by the French general staff, thus it has no numerical designation. Michel was dismissed for political reasons and Joffre took his place.



General Michel

At start	Cards held in hand	Max. Hand
FR	8	4

**Historical Offensive:** On the Entente's initial Player Turn, if the Germans have invaded Belgium, then at least one French army must also move into Belgium, attacking German forces (if possible).

**FRENCH OFFENSIVE BONUS:** During the entire SUMMER 1914 Seasonal Turn, an attacking French

Area	French Republic	
Belfort	1I FR, 4F	
Epinal	FR1st▲(2I - 1A), 4F	
Nancy	FR2nd▲(2I), 5F	
Verdun	2I FR, 4F	
Sedan	FR3rd▲(3I - 1A - 1C), 0F	
Châlons	1I FR	
Calais	1I FR	
Maubeuge	FR4th▲(3I), 1F	
Artois	FR5th▲(2I - 1C), 1F	
Paris	FR6th▲(2I), 6F	
Langres	1F	Champagne 1F

player adds one (1) extra die of Infantry Firepower at F1 to the combat roll of the Offensive Player's Fire Phase in all Battles that are within Belgium and contain a French

army. Each extra die is added to the Battle itself, not to the armies.

## Variant French Campaign Game #6: Plan XVI b (1913)

With Plan XVI b, French doctrine became entirely offensive in nature. Although it was assumed that Germany would invade Belgium, Joffre thought that German armies would never venture north of the Meuse for want of troops. Thus, only Fifth army would cover German moves into the Ardennes, while other French armies plunged headlong into the lost provinces of Alsace and Lorraine, intent on reconquest.



General Joffre had authority on Plan XVI b and Plan XVII.

At start	Cards held in hand	Max. Hand
FR	8	4

**Historical Offensive:** On the Entente's initial Player Turn, he must play an Offensive card and must attack into at least two areas of Germany (if this is possible). Each battle must contain at least one French Army.

Area	French Republic		
Belfort	1I FR, 4F		
Epinal	FR1st▲(3I - 1A), 4F		
Nancy	FR2nd▲(3I), FR3rd▲(3I - 1C), 1I FR, 5F		
Verdun	FR4th▲(3I - 1A), 2I FR, 4F		
Sedan	FR5th▲(2I - 1C), 0F		
Champagne	1F		
Paris	FR6th▲(1I), 6F		
Langres	1F	Artois 1F	Maubeuge 1F

**FRENCH OFFENSIVE BONUS:** During the entire SUMMER 1914 Seasonal Turn, an attacking French player adds two (2) extra dice of Infantry Firepower at F1 to the

combat roll of the Offensive Player's Fire Phase in all Battles that are within Germany and contain a French army. Extra dice are added to the Battle itself, not to the armies.

### Special Rules

French forces may not violate the neutrality of Belgium. Luxembourg may be invaded, if desired.



# 18.0 EXAMPLE OF PLAY

This example of game play represents the first Turn of an hypothetical 1915 Historical Scenario. The Entente player is called "Tommy" and the German player is "Fritz."

## GERMAN PLAYER TURN #1

### 1. PLAY AN OFFENSIVE CARD OR PASS

Since Fritz plans attacking in only one area, he plays his Limited Offensive card.



### 2. MOVEMENT ↓



1 The Artillery unit in the 6th Army (Artois) moves to Flanders. This Artillery cannot join the 4th Army since it already contains 2 Artillery units (see 8.3.2), so it is placed as a second and separate unit in Flanders.

2 An Infantry unit from the 6th Army (Artois) moves into Somme and joins the 2nd Army. This move is the beginning of a general shift to the south preparing for the large battles next year.

3 The 1st Army (11) moves off the front lines from Aisne to Maubeuge. By moving into a Friendly area, Fritz sets up the 1st Army to use a Rail Move (see 4.4) next turn. This move prepares for the future offensive Fritz envisions. He wants to transfer Artillery from the north to the Verdun area quickly, and an army can move two Artillery units at once...

4 The Artillery unit in the 5th Army (Verdun) moves to Champagne and joins the 3rd Army. This move reinforces the Champagne area, scene of the last French battle.



### 3. DECLARE BATTLES

Since Fritz played a Limited Offensive, he may only attack one area. Fritz declares Flanders to be the battle area. Next, Fritz plays a Poison Gas combat enhancement card in the Flanders battle. As the attacker, he plays any cards first. Tommy does not play any combat enhancement cards.



### 4. COMBAT. \* BATTLE #1 - FLANDERS ↓



1 Fritz and Tommy present their forces within the Flanders battle area.

\* **Offensive Player's Artillery Fire Phase.** Fritz has three Artillery units in the battle, so he is going to roll three dice. Since he has played a Poison Gas card, his Artillery firepower is F2 for this battle instead of F1. This means that each roll of a 1 or 2 on the dice will inflict a hit on Tommy's forces.

Fritz rolls a 1, a 3, and a 5. This indicates Tommy's forces have taken 1 hit.



2 Tommy chooses to discard a card to pay for the loss. He could choose an Offensive, but they are too valuable to waste as an Ersatz 1. He could discard his Ersatz 3 card to cover the 1 hit loss, but that is also terribly wasteful. Tommy's best choice is to ditch the Surprise Attack card.

Tommy can see he is quite over-matched in Flanders. He can muster 21 firing at F2 (entrenched defender) and 1C firing at F1. Meanwhile, Fritz will pummel him with 3I at F1 and 3A at F2 (Poison Gas lasts the whole battle).

3 \* **Defensive Player's Fire Phase.** Instead of firing, Tommy retreats both the UK 2nd and Belgian armies to the Calais area. By retreating, these armies lose their entrenched status.

NOTE: If they had retreated into another battle area that had not yet been resolved, these armies would not count for firepower or losses. If that battle area were subsequently denuded of friendly units, these armies would be eliminated. They cannot retreat twice in the same player turn.

\* **Offensive Player's Fire Phase.** Fritz need not even roll his attack dice since there are no enemy units to hit.

4 **Retreat Phase.** In the Flanders battle area, Fritz "retreats" 1 Infantry and 1 Artillery unit from the 4th Army, along with the independent Artillery unit. These three units retreat into Artois, where they join the (previously weak) 6th Army.

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.



**ENTENTE PLAYER TURN #1****1. PLAY AN OFFENSIVE CARD OR PASS**

Tommy plays an Offensive card.

He plans on attacking in two areas.

**2. MOVEMENT** ↓

1 The UK 2nd and Belgian Armies move from the Friendly Calais area into the Enemy Flanders area, thereby creating a Disputed area and a Battle area as well.

NOTE: Only units moving from Friendly areas can enter Enemy areas.

NOTE: Since Flanders is once again disputed and no longer German-friendly, Fritz loses 1 VP.

2 An Infantry unit from the French 6th Army (Aisne) moves into the Somme area and joins the French 10th Army. This Infantry immediately becomes entrenched.

3 The French 10th Army in Somme moves to Artois.

NOTE: Artois is now at maximum stacking limits.

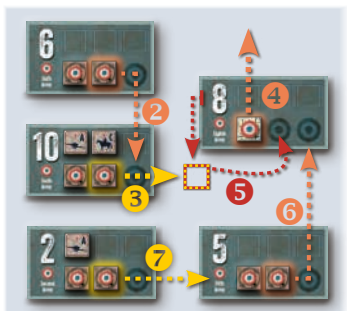
NOTE: The Infantry that was moved into the 10th earlier must remain behind in Somme; it cannot be moved twice. The Infantry left behind is still entrenched, though.

4 The Infantry unit in the French 8th Army (Artois) moves to Flanders, leaving the 8th Army empty.

5 The empty 8th Army moves out of Artois and into the Somme area, picking up the entrenched Infantry unit there. The 8th Army becomes entrenched.

6 An Infantry unit from the French 5th Army (Aisne) moves into the Somme area, joins the French 8th Army and immediately becomes entrenched.

7 An Infantry unit from the French 2nd Army (Champagne) moves into the Aisne area, joins the French 5th Army and immediately becomes entrenched.

**3. DECLARE BATTLES**

Tommy declares that he will battle in Artois and Flanders. He can resolve these declared battles in any order he chooses.

NOTE: The attack in Flanders is mandatory since Tommy just this player turn has moved into that Enemy Area, creating a new Disputed Area.

**4. COMBAT** ↓**\* BATTLE #1 - ARTOIS**

Tommy and Fritz present their army templates from the Artois battle area.

\* **Offensive Player's Artillery Fire Phase.** Tommy has one Artillery unit in this battle, so he rolls one die. Tommy rolls a 6 and Fritz takes no losses.

\* **Defensive Player's Fire Phase.** Fritz rolls two dice for his Infantry (F2) and two for his Artillery (F1).

Fritz rolls a 2 & a 2 for his Infantry and a 1 & a 5 for his Artillery, inflicting 3 hits!

Tommy pays for the 3 hits by discarding his Ersatz 3 card.

\* **Offensive Player's Fire Phase.** Tommy rolls four dice for his Infantry (F1) and one die for his Artillery (F1), for a total of five dice at F1. Tommy rolls the dice and gets these results: 1, 1, 2, 3, 3. This inflicts 2 hits. Fritz pays for the two hit loss by discarding his Ersatz 2 card.

\* **Retreat Phase.** 1 In the Artois battle area, Tommy retreats 1 Infantry from the FR10th Army into the Somme area, where it joins the FR8th Army. Fritz does not want to retreat any of his units.

NOTE: Since Fritz has forces in Artois, Tommy must reveal that he is retreating an Infantry unit out of the FR10th Army and into Somme.

NOTE: After this battle is finished, both players hide their army templates once again.

**\* BATTLE #2 - FLANDERS**

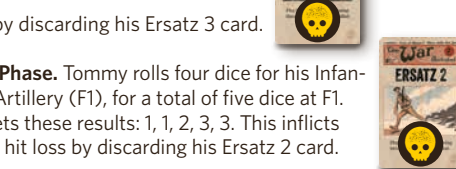
\* **Offensive Player's Artillery Fire Phase.** Since Tommy has no artillery in this battle, they skip this.

\* **Defensive Player's Fire Phase.** Fritz rolls two dice for his Infantry (F2) and one for his Artillery (F1). Fritz rolls a 6 & a 6 for his Infantry and a 5 for his Artillery, inflicting no hits!

\* **Offensive Player's Fire Phase.** Tommy rolls three dice for his multi-national Infantry (F1). Tommy rolls a 1 for the UK, a 4 for the Belgians, and a 4 for the French (inflicts 1 hit). Fritz pays for the 1 hit loss by discarding his useless Advanced Artillery Barrage card.

\* **Retreat Phase.** Neither player elects to retreat any units.

Then Fritz decides to Pass followed quickly by Tommy. By Passing after Fritz has just Passed, Tommy is ending the back-and-forth Player Turn Phases of Spring 1915. Play proceeds to the next Phase, Production, where both players spend Build Points on units and cards for use next Season.



## 19.0 DESIGNER'S NOTES

My first concern was to make the game fun - a fast-paced blast meant to be played again and again. I wanted the sort of game where you say, "Let's switch sides and play again!" A close second was my desire to model the Grand-strategic experiences of World War 1. The common assumption is that all WW1 generals were idiots and so all decisions they made were foolish. In fact, generals on all sides were doing the best they could in very unfamiliar circumstances. In the game you don't know what your opponent's hand is like, so you don't know your exact situation. One more offensive really might bankrupt your opponent's hand and lead to breakthrough - or it might inflict losses you can't afford in a grueling battle of attrition. You'll never know unless you try, but should you try at all? This models the psychological processes that lead to the generals' decisions. **TO THE LAST MAN!** has been in design and development for more than 20 years. I went back to the drawing board many times in pursuit of the proper balance between these two concerns of mine.

### ADVICE FOR NEW PLAYERS

Beginning players will have a natural tendency to run through their hands right away. The first time you're sitting there with no *Offensive* cards and a powerful need to move, you'll come to appreciate the wisdom of husbanding your cards, saving them for a rainy day. For example, consider a German player's attack in SPRING 1918. Suppose he decides to play lots of cards on current battles: *Offensive*, *Surprise Attack*, *Poison Gas*, and *Advanced Artillery Barrage* - that's four cards (out of a possible eight in his hand) used up on just one Player Turn. Add in the fact that some *Ersatz* cards will likely also be played and you're looking at a German player with only a couple of cards left in his hand after his turn. Those had better be some amazing battles! It is much better to wait for an auspicious moment to play a card, rather than just blow out your hand right away.

Always keep a spare *Offensive* card in your hand - this is insurance. The only time you might want to play your last *Offensive* is when your opponent's hand is empty. However, sometimes just bluffing that you have an *Offensive* card is enough to achieve your aims. Finally, remember to use *Retreating* to its full advantage. As the attacker you can gather your forces for a Battle and then, by retreating one or more units, add support to an adjacent Area afterwards. As the defender, you can retreat instead of suffering a withering attack or even leave one unit behind as a delaying tactic.

## 20.0 DESIGN FAQs

### Q: How many casualties does a Hit represent?

Each Hit inflicted represents approximately 50,000 killed, missing, captured, and permanently incapacitated. This varies by nationality as well as how far the war has progressed. How the Hit is paid for also determines the number of casualties, e.g., playing an *Ersatz 3* card represents far fewer casualties than losing 3 infantry units.

### Q: Cavalry can attack forts?

Only if there are no enemy infantry units present. Cavalry would not literally storm the battlements of a fort, but rather cut its communications and isolate it. Fear, uncertainty and crumbling morale would do the rest.

### Q: Why are there no individual unit designations?

Since this is primarily an army-level game, "corps-aggregate" units are the main currency of the game. This method also syncs with the number of cards. In addition, this structure easily allows for the diminution of combat potential as war-weary divisions weaken steadily throughout the war. Rather than having many counters represent the same corps formation at different periods, an infantry piece is an infantry piece throughout the game. For example, the BEF starts the game as the toughest set of units (1 corps or 2 divisions = an Infantry unit). However, by 1917 it takes 2 corps (4 to 6 divisions) to equal an Infantry unit. This methodology accentuates the US forces in 1918, so you can see why the Germans gave up.

### Q: Why is there no Naval sub-system in TTLM!?

Focus. This is a grand strategic *land* battle game. The focus needs to remain on the land battles in order to preserve the game's clean design. However, there are a great many reasons to skip naval actions in a WW1 game. Here are just a few:

- On the 26th of August 1914, the German cruiser *SMS Magdeburg* ran aground on an island in the Baltic. Shortly thereafter, the Russians captured German naval codebooks and ciphers that they then passed on to London. So the British Admiralty knew German Naval secrets right from the start of the war, ensuring their success.
- Due to the composition of both sides' naval forces (i.e., over-reliance on large capital ships at the expense of smaller, more versatile vessels), historically speaking the naval campaign is a fore-gone conclusion. The Entente blockade's success is assured for psychological as well as the above reasons. None of the admirals were willing to risk their expensive national fleets on a crapshoot. Remember that the battle of Jutland

was, for the most part, an accident! Allowing players to send their capital ships out into a "War At Sea" style watery demolition derby would make for a fantasy game.

### Q: No invasions? What about Gallipoli?

The reason that Entente forces cannot descend upon the occupied coast of France and Belgium is that the German High Seas Fleet would have intervened. Although in the early months of the war some British commanders imagined a landing on Germany's Baltic coast (!) the truth is that supply could not be guaranteed through enemy-infested waters. Any invasion, such as Haig's dalliance with a Flanders landing, would have been conducted in conjunction with inland forces (i.e., into a Disputed Area, which is allowed).

### Q: Why is US entry automatic?

Unless Germany does not invade Belgium, the UK and US declare war as in history. It was unrestricted U-boat warfare as well as the foolish hubris of the Zimmermann telegram that set the US on the road to war. Neither of these events is in either player's purview. This was also done for play balance purposes.

### Q: Why are there so many US forces, more than in any other WW1 game?

Research. US forces represent what the US might have fielded in 1919. General Pershing envisioned a 5 million man force divided into five armies to be ready by mid-1919. Additionally, US Armies are so tough with such plentiful infantry for two reasons. First, US divisions were two to three times the size of everyone else's divisions, basically corps-sized. Second, US soldiers were fresh and unbloodied - they hadn't suffered years of unspeakable horror and hardship, and so were willing to take risks. The artillery unit that comes in with the US 1st Army represents coastal artillery pieces cannibalized from forts on both US coasts and shipped to France. Interestingly, coastal artillery companies manned these guns, since they were most familiar with their operation.

### Q: Players can agree to quit fighting at any time?

A: I wanted to illustrate why the warring parties couldn't stop the madness and simply end the war under peace terms called "*status quo ante bellum*" - as things were before hostilities broke out. Historically the combatants could have sought peace at any time. In practice, only the side that felt in a good position attempted peace feelers. The player believing himself to be in a temporarily poor position will likely decline the peace offer, hoping for a better victory.



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## TO THE LAST WORD...

Dear August,

Do you mind if I tell how I met you? It must seem odd, since you were killed in combat in 1915, somewhere on the East Front. Still, I met you all the same, three years ago when I started working on the graphic design of a WWI game.

I wanted to pay tribute to the many victims of the Great War, but how? I soon realized a poet could offer some help, but which one? Apollinaire? Sassoon? Wilfred Owen? I started reading a lot of WWI poets, famous and obscure. That's when I found you, August Stramm.

My German is pretty basic, but good enough to perceive how your poems translate the chaos, the raw essence of war. Richard Sivé, of Histogame, helped me to understand more and then Alistair Noon, a British poet living in Berlin, gave me access to the poems he translated\*

### Schlachtfeld

Schollenmürbe schläfert ein das  
Eisen  
Blute filzen Sickerflecke  
Roste krumen  
Fleische schleimen  
Saugen brünstet um Zerfallen.  
Mordesmorde  
Blinzen  
Kinderblicke

### Battlefield

Yielding clod lulls iron off to sleep  
bloods clot the patches where  
they oozed  
rusts crumble  
fleshes slime  
sucking lusts around decay.  
Murder on murder  
blinks  
in childish eyes.

This is how a German poet got the last word in a game designed by an American, illustrated by a Belgian, published by a French team, with the help of a British artist. Can you believe that? Our nations live now in peace and friendship, but I must tell you there are still wars on this planet. And injustice. And suffering.

Does it make sense to play "wargames" in such a world? Well, as long as we play in good company and enjoy it with "child's eyes," then yes, definitely. The day we stop playing, writing poems, or listening to the distant voices of artists, I'm afraid our fate won't be any different than yours.

Respectfully,  
Christophe

\* <http://www.myspace.com/alistairnoon/blog/346745358>

## 22. ACKNOWLEDGEMENTS

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In particular, my thanks go out to:

Rusty Ballinger, Randall Hilbert, Derrick Jackson, Christine Pfeiffer, Thomas Pouchin, Joe Spangler, Cal Stengel, Andrew Tullsen, as well as all this game's enthusiastic supporters on boardgamegeek.com.

I'd also like to extend a very special merci mille fois to Christophe Sancy and Arnauld Della Siega without whose help this project would never have been possible.

Dedication: For Andrea, who lived and died during the creation of this game.

Tim Taylor, 2013





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