GREAT WAR BATTLES

SERIES RULES

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REVOLUTION
GAMES

1.0 INTRODUCTION

The Great War Battles is a series of games devoted to simulating battles of the First World War. Battles are covered at the brigade/regiment level using a common set of rules. Games in the series cover a variety of situations ranging from trench warfare to open fighting.

2.0 GAME COMPONENTS

Each game of the Great War Battles series consists of one or more map sheets, a series and an exclusive rules booklet, die-cut counters, and players' aids. A six-sided die is also needed for play.

2.1 The Rules Booklets
The rules booklets (series and exclusive) contain all the rules required for play. Rules are structured to follow the sequence of play. They are numbered with cross references to related rules used throughout the text.

2.2 The Map Sheet
The map sheet shows the battlefield. A hexagon grid has been superimposed to regulate the movement and positions of troops.

2.3 The Counters
The counters represent the fighting forces on each side and markers used to facilitate the flow of the game. Counters are described on the players' aids.

2.4 Players' Aids
The players' aids sheets contain all important charts and tables needed to play the game. Players should keep these at hand for use throughout the course of the game.

3.0 GLOSSARY

3.1 Attack Across the Open
Attacking across the open is the act of attacking from two hexes (one intervening hex between attacking units and defending units) away (see 13.2).

3.2 Battle Marker
A battle marker is placed on each hex attacked during combat or cavalry retreating before combat (see 6.5 and 6.1.2).

3.3 Barrage
Barrage is the preliminary bombardment conducted by artillery on the attack. Barrage combat precedes defensive fire and melee stages of combat (see 6.2).

The barrage strength is the combat strength of artillery units, summed up and used by the attacker in the barrage stage.

3.4 Coordinated Combat
Coordinated combat is the initial organized attack from set starting positions with planned artillery support, typically planned overnight, and launched in the early morning. Coordinated attacks are conducted at the beginning of the player turn, may include an artillery barrage, and may involve units attacking from multiple hexes (see 6.0).

3.5 Defensive Fire
Defensive fire is the response by defending units and artillery against attacking units. Defensive fire follows the attacker's barrage fire stage and precedes the melee stage (see 6.3).

The defensive fire strength is the combat strength of defending units being attacked (plus one supporting artillery), summed up and used in the defensive fire stage.

3.6 Demoralization
Demoralization is a state that can be reached by an army after suffering high losses (see 13.1).

3.7 Deployed Status
Deployed status is the state that allows artillery units to fire (see 7.8). The front side of an artillery unit is it's deployed side. Deployed artillery units may not move or retreat from combat and their movement allowance is shown as zero.

3.8 Disorganisation
A disorganized unit is in a state of disarray, requiring time to reorganize (see 9.0).

3.9 Forced March
Forced march is a form of movement that allows a unit to move rapidly at the cost of cohesion (see 7.5).

3.10 Hasty Combat
Hasty combat is an attack of opportunity following movement, often without clear command control or coordination. Hasty attacks are conducted at the end of the player turn and launched from individual hexes (see 11.0).

3.11 Harassing Fire
Harassing fire is artillery fire conducted on units with a March Order and entrained units (see 7.4, 7.6, 8.0).

3.12 Isolation
Isolation is a state that occurs when units are cut off from higher levels of command and supply (see 12.0).

3.13 Limbered Status
Limbered status is the state that allows artillery units to move. The back side of an artillery unit is the limbered side. Artillery units that are limbered may move and retreat after combat and have a movement allowance. Some artillery units, not all, may also fire over open sights out to a two-hex range. See the counters range and combat strengths. All other artillery is incapable of firing and has a combat strength of zero and no range shown on the counter. (see 7.7).

3.14 Line of Communication
Line of communication (LOC) is a line of continuous hexes from a unit to a friendly board's edge or supply source (see 12.1).

3.15 Line of Sight
Line of sight (LOS) is a direct line from the center of a firing artillery unit's hex to the center of the target hex. Required in certain situations (but not all) of artillery fire (see 8.0, 13.4, 13.5).

3.16 March Order
March Order is a state that allows a unit to move faster by maintaining formation (see 7.4). A unit in March Order is vulnerable to harassing fire (see 8.0).

3.17 Melee
Melee is the act of close fighting involving infantry small arms (see 6.4).

The attack strength is the combat strength of adjacent attacking units (artillery excluded), summed up and used in the melee stage.

The defense strength is the combat strength of defending units in the defending hex (artillery stacks equal one if alone), summed up and used in the melee stage.

3.18 Movement Allowance
Movement allowance is a measure of the distance a unit may move per turn in clear terrain hexes.

3.19 Retreat Point
The retreat point value of a hex is based on the terrain in the defender's hex. When the defender retreats, both sides – attacking and defending – reduce their losses by the largest retreat point value for the defender's hex (see Terrain Effects Chart) or the defender's loss value, whichever is less (see 6.4.2).

3.20 Surrender
Isolated units run the risk of suffering step losses from surrender. (see 12.4).

3.21 Zone of Control
A zone of control (ZOC) consists of the six hexes surrounding an non-artillery unit (see 10.0); artillery units have no ZOC. A ZOC projected by enemy units is an enemy zone of control (EZOC). A friendly unit present in an EZOC contests the EZOC; otherwise, it is uncontested (see 10.1).

4.0 PREPARATION FOR PLAY

Separate the colored forces. Players choose sides then set up their units. Place the game turn marker on the first turn of the Game Turn Record Track. Play begins with the first player turn as described in the exclusive rules.

5.0 SEQUENCE OF PLAY

The Great War Battles series is played in a series of game turns, each generally representing one day. During each game turn, players conduct a series of actions as defined by the sequence of play. The sequence is as follows.

5.1 First Player Turn
The first player is the phasing player and conducts the following events in sequence.

5.1.1 Coordinated Combat Phase: the first player may conduct coordinated combat with his units against opposing units (see 6.0).

5.1.2 Movement Phase: the first player may move his units (see 7.0).

5.1.3 Hasty Combat Phase: the first player may conduct hasty combat with his units against opposing units (see 11.0).

5.1.4 Surrender Phase: the first player checks whether any of his isolated units surrender (see 12.4).

5.2 Second Player Turn
The second player becomes the phasing player and conducts the same sequence of events as described for the first player.

6.0 COORDINATED COMBAT

Coordinated combat represents an organized attack from set starting positions with planned artillery barrages (see 6.2).

During the coordinated combat phase, the phasing player declares and resolves all desired combats. Each combat is resolved before the next combat is declared. Combat is declared at the sole discretion of the phasing player. Combat is not mandatory between adjacent opposing units.

The phasing player's units involved in a combat are called attacking units; the non-phasing player's units are called the defending units.

Units eligible for combat may attack or barrage once per combat phase. Defending units, on the other hand, may be attacked multiple times by different units in a combat phase (coordinated combat and hasty attacks, see 11.0). Retreating units may be attacked again if they are adjacent to units that have not yet attacked.

Note: defending units being attacked multiple times per phase is intentional and a departure from most simulation games. If a hex is attacked multiple times, all attacks against a hex must be completed before moving on to the next. This will avoid possible confusion regarding the use of defensive fire support.

Combat is declared against all the units in one target hex. The attacker cannot divide the defenders in a hex into different attacks nor may an attack target more than one hex.

In certain games in this series, combat is restricted to units of the same division, corps, or army for each side. Consult the exclusive rules for any restrictions.

6.1 Procedure
Combat is broken down into three distinct stages:

- artillery barrage,
- defensive fire,
- melee.

After declaring a combat, each stage is resolved in sequence. First, artillery barrages are conducted between attacking artillery units and defending units. Next, defensive fire is conducted by the defending units along with a single supporting artillery unit against the attacking units. Finally, melee is conducted between attacking and defending units.

Once combat has been declared, each stage must be carried out to completion (with the exception of artillery barrage if the attacker has no artillery). Defensive fire must be conducted by defending units and melee must be resolved regardless of results in previous stages of resolution.

Note: infantry, cavalry, jager, and armored car units use their combat strength for both defensive fire combat and melee combat. Artillery units use their combat strength for barrage or defensive fire and can fire once per phase (either barrage or defensive).

6.1.1 Artillery Defending in a Melee: when attacked, artillery units use their combat strength in defensive fire. Multiple artillery units stacked together may all fire when attacked (such a situation is not considered defensive fire support). Defending artillery units may also call on one other artillery unit for defensive fire support (see 6.3.1).

Artillery units have no melee combat strength; they defend with a collective combat strength of one when not stacked with non-artillery units (i.e., 1 per stack of artillery, not per unit). Each artillery unit lost satisfies one step loss for combat (see 6.4.1).

When stacked with non-artillery units, step losses must be satisfied first by non-artillery units before any artillery losses.

Deployed artillery cannot retreat, while limbered artillery can (see 6.4.2). Any deployed artillery unit that is attacked (whether alone or not) must choose at the moment of declaration of combat whether to go into limbered status, using their limbered fire strength (if any) in defensive fire. The reverse, from limbered to deployed, is not an option.

6.1.2 Defending Cavalry: when attacked, whether in coordinated or hasty combat, a defending cavalry unit may retreat one hex before combat. Any limbered artillery stacked with the defending cavalry may retreat as well. (it could limber at the moment of the declaration of combat) This must be declared prior to any combat resolution. Standard retreat rules apply (see 6.4.2, 10.3).

A battle marker is placed when cavalry retreat before combat (see 6.5).

Cavalry units, and any limbered artillery stacked with them, cannot retreat before combat when attacked solely by cavalry. Attacking units can advance into the vacated hex (see 6.4.5).

Retreat before combat does not apply to units receiving harassing fire (see 8.0). Cavalry in March Order that retreat before combat become disorganized (see 9.0)

6.2 Artillery Barrages

During the artillery barrage stage, the phasing player's artillery may conduct a barrage on the enemy as part of an attack during the coordinated combat phase. There is no barrage fire during the hasty combat phase (see 11.0; exception, see 13.6).

To conduct a barrage against a target, the target hex must be within range of the firing artillery unit. Each artillery unit has a range printed on the counter. The target hex is within range if the number of hexes from the firing artillery (exclusive) to the target hex (inclusive) is equal to or less than the printed range.

An unblocked line of sight is not required for barrage fire (see 13.5).

Artillery barrages are resolved on the Fire Combat Results Table. First, total the fire combat strength of each attacking artillery unit participating in the barrage. Find this number along the top of the table, reducing the number to a value shown if necessary. Then, roll one die and modify this roll by the most defensively advantageous terrain effect in the defender's hex (see Terrain Effects Chart). The result is the die roll modifier used on the ensuing defensive fire resolution (see 6.3).

EXAMPLE: four German regiments (two 5-6s, two 4-6s) declare an attack on two French regiments (two 3-6s) in a village. The German player begins the attack with an artillery barrage from three 77mm batteries (3) and one 105mm battery (4). The total fire combat strength is 13. Consulting the Fire Combat Results Table, this is reduced to 12 since there is no 13 column. The German player rolls a 4, which is increased to 5 because of the village (+1). The result is a 3, which will be added to the French defensive fire.

6.3 Defensive Fire

During the defensive fire stage, defending units may conduct defensive fire. Defensive fire is resolved on the Fire Combat Results Table. First, total the fire combat strength of each defending unit participating in the defensive fire. Find this number along the top of the Table, reducing the number to a value shown if necessary. Then, roll one die and modify this roll by the artillery barrage result from the previous stage (see 6.2) and by the most defensively advantageous terrain effect in the defender's hex (see Terrain Effects Chart under Defensive Fire). The result is the die roll modifier used on the ensuing melee combat resolution (see 6.4).

6.3.1 Defensive Fire Support: defending units may call on defensive fire support from one unsuppressed (see 13.4) artillery unit within range of the defender's hex, adding the artillery combat strength to the fire combat strength of the

defenders. Defensive artillery fire is declared after the attacker's artillery barrage support resolution.

An unblocked line of sight is not required for defensive artillery fire support (see 13.5, 13.6).

An artillery unit can provide defensive support only if it has not been attacked prior to the current combat during this combat phase. An artillery unit can only provide defensive fire support once per combat phase unless a defending unit is attacked multiple times and has not retreated; in which case, the defensive fire support brought in continues to count against each attack.

EXAMPLE (cont.): the French regiments (two 3-6s) have a fire combat strength of 6. A divisional 75mm artillery regiment contributes its defensive fires support (2), giving a total defensive fire combat strength of 8. On the 8 column of the Fire Combat Results Table, a 3 is rolled that is increased to 6 (+3 result from the German artillery barrage). The result is a 2, which will be added to the melee resolution.

6.4 Melee
After barrage and defensive fire are conducted, the melee stage is resolved. Melee is resolved on the Melee Combat Results Table. First compare the total combat strengths of the non-artillery attacking units to the defending units in the target hex; express this as a ratio or odds of attacking combat strength to defending combat strength. Find the odds on the Melee Combat Results Table, lowering, if necessary, to one of the odds shown based on the most defensively advantageous terrain effect in the defender's hex (see Terrain Effects Chart). Once the final odds column is determined then roll a die, modifying the die roll by the defense fire result from the previous stage (see 6.3).

6.4.1 Results: results are in attacking/defending step losses. For each step loss, a non-artillery unit on the affected side is reduced from full strength to reduced strength or from reduced strength to eliminated. When there are no non-artillery units to take a step loss, artillery units will then take a step loss. Artillery units consist of one step and are eliminated when they are required to suffer a loss

EXAMPLE (cont.): the melee odds are 18 to 6, which reduce to 3:1. A 6 is rolled that is increased to 8 (+2 from defensive fire) yielding a 2/1 result – 2 German step losses and 1 French step loss.

6.4.2 Retreat: the defender may reduce his losses by choosing to retreat (attacking units cannot choose to retreat). This is done by moving the unit one hex away from the attacking units and enemy zones of control if possible. Units cannot retreat across an unbridged river/canal.

When the defender retreats, both sides – attacking and defending – reduce their losses by the largest retreat point value for the defender's hex (see Terrain Effects Chart) or the defender's loss value, whichever is less.

Deployed artillery cannot retreat, while limbered can (see 6.1.1).

EXAMPLE (cont.): if the French units were to retreat, the retreat point value of the hex (2 RPs) would exceed the required French loss, so both sides would reduce their losses by the lesser amount, so the Germans would lose one step while the French none.

Units that must retreat into an uncontested EZOC suffer an additional step loss per stack. Friendly units contest an EZOC and allow retreat into such hexes.

6.4.3 Covered Retreat: units can retreat into hexes containing friendly units. If such a retreat would cause an overstacked situation, retreating units may retreat one hex further to one with allowable stacking conditions. If there are no such hexes, the units must choose losses as a means of satisfying the combat result. Units that retreat through friendly units because of this rule become disorganized (see 9.0); units retreated through are unaffected.

Note: a unit may retreat a maximum of two hexes using covered retreat (otherwise must suffer the losses).

6.4.4 Overkill: if a side (attacker or defender) cannot satisfy all the losses inflicted against them, extra losses are considered overkill and are used to reduce the opponent's losses (e.g., if a defender is forced to suffer three losses and can only satisfy two, the attacker's losses are reduced by the overkill of one).

6.4.5 Advance After Combat: if after melee resolution, all defending units have either been eliminated or retreated from the hex, surviving attacking units may advance into the defender's hex. An advance may be conducted through enemy zones of control.

Note: units must have participated in the attack to advance (exception: limbered artillery stacked with the attacking units may also advance – but cannot deploy with the advance).

6.5 Battle Markers
Battle markers are used to indicate the locations of combats. This captures the time involvement of units in battle.

During either combat phase, a battle marker is placed on the defender's hex as a result of the combat; including cavalry retreat before combat. It remains in the hex, regardless of whether the defender remains, retreats or is eliminated. The marker remains in the hex until the end of the phasing player's turn.

Following the initial combat resolution and placement of the marker, any subsequent combats suffer a shift left on melee combat (including subsequent combat in the same phase).

EXAMPLE: An attack on a hex during the coordinated combat

phase results in the placement of a battle marker. If the phasing player decides to attack the hex a second time, whether in the same coordinated combat phase (by a different stack) or following hasty combat phase, the shift left on melee combat would apply.

During the movement phase, movement costs of terrain in and adjacent to the battle marker hex (including all hexsides) are doubled (i.e., a woods hex would increase from 2 MPs to 4 MPs to enter).

A maximum of one Battle marker is placed per hex regardless of the number of combats in a hex during the turn. Markers are not placed as a result of harassing fire or counter-battery fire.

7.0 MOVEMENT

During the movement phase, the phasing player may move any of his units at his discretion.

7.1 Procedure
Units move from hex to adjacent hex expending a number of movement points for each hex entered. The number of movement points expended depends on the highest cost terrain in the hexes entered or, in some cases, for hexsides crossed. All movement costs are stated on the Terrain Effects Chart. A unit may expend a number of movement points up to the unit's movement allowance but not more.

A unit eligible to move may always move at least one hex per turn regardless of movement points and costs if that is the limit of its move and the movement is otherwise permissible.

Units moving along a road or trail (i.e., from one road or trail hex to an adjacent hex connected by the same road or trail) pay the road or trail cost instead of the underlying terrain cost.

7.2 Stacking
At the end of any given phase, a player is limited to a maximum number of units per hex (referred to as the stacking limit). These are specified in the exclusive rules (see 17.0). Units may exceed stacking during movement as long as stacking restrictions are met and the end of the phase.

Units in overstacked situations are eliminated by the owning player until stacking conditions are met. Units may not stack with or move through enemy units.

7.3 River/Canal Crossing
Infantry and cavalry units that begin a movement phase adjacent to a major river or canal and are not disorganized may cross it at an unbridged river/canal hexside to a hex on the opposite side but, in doing so, use their entire movement allowance for that phase. Units may not cross into or from an uncontested enemy zone of control hex, have combat or retreat across a river/canal hexside except at bridges. Units are prohibited from crossing lake or moat hexsides.
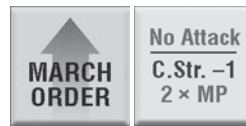
7.4 March Order

At the beginning of the movement phase, the phasing player may place units into March Order. Such units are allowed to move twice their movement allowance. While in March Order, units may not enter a battle marker hex (see 6.5) or move within three hexes of an enemy unit. Units remain in March Order until the next friendly movement phase.

Units entering March Order may not participate in combat – either coordinated or hasty – during their player turn (see 6.0, 11.0). Units may not combine March Order and rail movement (see 7.6). Units beginning the turn disorganized or within three hexes of an enemy unit cannot enter March Order (see 9.0).

If a unit is attacked while disorganized or in March Order, its combat strength is reduced by one for both defensive fire and melee. A unit attacked while in March Order becomes disorganized after the attack.

To use March Order, artillery units must begin the movement phase in limbered status and cannot deploy after March Order movement (see 7.7).

7.5 Forced March
During the movement phase, a unit may conduct forced march. For each unit conducting forced march, move the unit its full movement and then roll a die. The roll result is the number of additional movement points the unit now receives. The unit may use all some or none of these movement points.

Note: a unit should complete its regular movement before rolling and before rolling for other units.

Units conducting forced march may not participate in combat – either coordinated or hasty – during the player turn. Units may not combine forced march and rail movement (see 7.6). Units beginning the turn disorganized or in an EZOC (contested or not) cannot force march (see 9.0). Units cannot enter an EZOC (contested or not) during a forced march.

To use forced march, artillery units must begin the movement phase in limbered status and cannot deploy after forced march movement (see 7.7).

After a forced march, the unit is automatically disorganized.

Forced march can be combined with March Order. The doubling effect of March Order is also applied to the forced march roll.

EXAMPLE: an infantry regiment with a movement allowance of 6 chooses to conduct March Order and forced march. The unit doubles its movement allowance to 12, moves and then rolls a 4 for forced march. This is doubled to 8 due to March Order. In total, the unit will have had 20 MPs that turn (and then become disorganized).

7.6 Rail Movement

In certain games, units may be transported by rail. It costs half the unit's movement allowance to entrain and to detrain. While entrained, the unit can be transported an unlimited distance along the rail as long as the rail line is uncut by roadblocks or destroyed bridges and free of enemy units and zones of control.

A unit involved in rail movement, can conduct two of the following actions in a single movement phase:

- move prior to entraining,
- entrain,
- be transported by rail,
- detrain,
- move after detraining.

Units cannot combine entraining/detraining with March Order or a forced march (see 7.4, 7.5).

While entrained, units are vulnerable to harassing fire (see 8.0). Units disorganized by harassing fire are immediately detrained. Units beginning the turn disorganized or in an EZOC (contested or not) cannot entrain (see 9.0). Units cannot enter an EZOC (contested or not) while entrained.

Players are typically limited to the number of units transported per turn, as indicated by individual rail markers. A rail marker can conduct each of three tasks once per turn:

- entrain,
- rail transport a unit,
- detrain.

Thus, one unit can detrain and then the rail can move, entrain a second unit, and transport it.

Artillery units must be limbered to entrain, and they detrain limbered. Limbering/deploying is independent of the actions described in 7.6. Essentially in a turn, an artillery unit can:

- limber, move, entrain,
- limber, entrain, rail move,
- rail move, detrain, deploy,
- detrain, move, deploy.

7.7 Limbered Artillery

Artillery must be limbered before it can move. A unit can limber and then move during a single movement phase. Likewise, a unit can move and then deploy in a single movement phase. A unit cannot limber, move, and deploy in the same phase.

Limbered and deployed statuses are indicated by the two sides of the artillery unit: the front side is the deployed side and the back the limbered side. (The limbered side is the one with the movement allowance) Simply flip the piece over to reflect the change.

Note: some artillery units have reduced fire combat strengths

and ranges while limbered, indicating an ability to quickly deploy and fire while on the move (see 13.6).
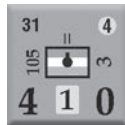
7.8 Deployed Artillery

Deployed status is the state that allows artillery units to fire. The front side of an Artillery unit is it's deployed side. Deployed artillery units may not move or retreat from combat and their movement allowance is shown as zero.

8.0 HARASSING FIRE

During the movement phase, the non-phasing player may fire artillery units within range of units in March Order or entrained as they are moving (see 7.4, 7.6). Artillery may fire individually or in combination. Total the combat strengths of all artillery units involved in the fire and consult the Harassing Fire Results Table to see if the target unit is disorganized. Use any Barrage modifiers for the target hex as listed on the Terrain Effects Chart. If any of the artillery units firing harassing fire at the target do not have an unblocked line of sight to the target unit, +1 is added to the die roll (see 13.5).

Each artillery unit is allowed to fire once per movement phase at each target unit (an artillery unit can fire multiple times but at different units). If a stack of units moves within range, the artillery attacks each unit in the stack equally and each attack is resolved separately. A unit in March Order could be attacked multiple times but only once per phase per firing artillery unit.

Disorganized units must immediately stop movement and exit March Order or detrain (a unit cannot be hit twice). Place a disorganized marker on the affected units (see 9.0). In the event the unit stops movement in an overstacked situation, overstacked marching units are displaced back to the hex they entered from.

Firing harassing fire does not affect an artillery unit's ability to fire during any other phase.

9.0 DISORGANIZATION

Units can become disorganized through a number of events including:

- retreat in over-stacked situations (see 6.4.3),
- harassing fire while in March Order (see 8.0),
- following forced march (see 7.5),
- restructuring (see 13.7).

Multiple disorganizations are possible. Markers are provided for different levels of disorganization from one to five. Each time a unit is disorganized simply relace the current marker with the next higher one. Additional restrictions may apply to specific games.

Disorganized markers are removed during the movement phase. In doing so, units must roll one die, losing that many

movement points to remove one level of disorganization. If the unit has multiple levels of disorganization remove the current marker and replace it with the next lower one. A disorganized 3 goes down to a 2 etc. If the unit has movement points remaining it can roll to remove another level of disorganization. If the die roll is less than or equal to the remaining movement points the unit may remove another level of disorganization.

A units cannot move until all disorganization markers are removed. While disorganized, units cannot:

- fire barrage or defensive fire support (see 6.2, 6.3.1),
- attack (see 6.4, 11.0),
- entrain (see 7.6),
- restructure (see 13.7).

If a unit is attacked while disorganized (regardless of how many levels of disorganization), its combat strength is reduced by one for both defensive fire and melee (to a minimum value of one). This is in addition to any terrain effects.

10.0   ZONE OF CONTROL

The six hexes surrounding non-artillery units constitute a zone of control (ZOC). Artillery units do not have a ZOC. Zones of control do not extend across river/canal hexsides (unless bridged) and lake/moat hexsides.

10.1 Contested Zone of Control
The presence of a friendly unit in an enemy zone of control (EZOC) hex contests the EZOC in that hex (see 10.3, 10.4).

10.2 Movement
A unit must stop its movement when entering an EZOC (contested or uncontested). Units can move directly from one EZOC hex to another only if the latter hex is contested (and this constitutes the limit of its move); otherwise, units cannot move directly from one EZOC hex to another.

10.3 Retreat
Units that must retreat into an uncontested EZOC suffer an additional step loss per retreating stack (see 6.4.2).

10.4 Isolation
Units cannot trace a line of communication through an uncontested EZOC hex (see 12.0).

11.0   HASTY COMBAT

Hasty combat represents an attack of opportunity following an advance, often without clear command control or coordination.

During the hasty combat phase, the phasing player declares and resolves all desired hasty combats. Hasty combat follows the same procedure as coordinated combat (see 6.0), with the following exceptions:

- only units stacked together may conduct a hasty attack,

- if units in more than one hex wish to attack a hex, they must attack separately,
- hasty attacks cannot be supported by artillery barrages (see 6.2; exception, see 13.6).

Reminder: defending units may still call on defensive fire support from an artillery unit (see 6.3.1).

12.0   ISOLATION

In order to fight as an effective force, an army must be in communications with its higher level of command and able to get supply.

12.1 Lines of Communication
Isolation status is determined at the moment of combat and at the beginning of the surrender phase by tracing a line of communication (LOC) – a path from each unit to a friendly board edge or supply source – as described in the exclusive rules. Any unit that cannot trace an LOC is considered isolated. This LOC may not be traced through an uncontested EZOC (see 10.4).

An LOC may cross over an unbridged river/canal, but the LOC extends only to the hex immediately on the other side (adjacent to the bank). Units beyond the adjacent bank hex are considered isolated.

12.2 Effects
The effects of isolation are as follows:

- isolated units or stacks cannot coordinate combat with units in other hexes (see 6.0),
- isolated units cannot receive barrage support in the attack (see 6.2), nor defensive fire support from non-adjacent artillery (see 6.3.1),
- isolated artillery cannot barrage (see 6.2), but may provide defensive support to adjacent units (see 6.3.1),
- an exception to the above: isolated units may receive defensive fire support from non-adjacent artillery (see 6.3.1) and isolated artillery units may fire (see 6.2, 6.3.1) at non-adjacent targets only if the artillery unit is limbered and firing over open sights (see 13.6).

12.3 Isolation Markers
Isolation markers are provided in the counter mix. They are placed at the beginning of the surrender phase, prior to rolling for surrender (see 12.4).

A unit isolated for the first turn has a level one isolated marker placed in the hex   and each turn of isolation after that increases the level by another level. Restoring a non-isolated status removes the isolation marker, regardless of the level. There is no movement cost to remove the marker.

12.4 Surrender
During the surrender phase, the phasing player checks the isolation status of all his units and afterwards, whether any

of his isolated units surrender. Roll one die for each. A roll equal to or less than the number on the marker causes a step loss (as parts of the unit to surrender). Any other roll has no effect.

Note: a unit that becomes isolated rolls for surrender the same phase.

13.0   SPECIAL RULES

13.1 Army Demoralization
In certain games, armies may reach a demoralized state. These conditions are outlined in the exclusive rules. The effects of demoralization are as follows:

  • demoralized units cannot attack in coordinated combat (see 6.0); they are limited to hasty combat (see 11.0),
  • demoralized artillery cannot fire in an artillery barrage (see 6.2) but may fire defensive fire support (see 6.3.1),
  • demoralized units defend normally,
  • demoralized units must retreat as their first loss (unless prevented) and in doing so become disorganized regardless of whether they can or cannot retreat (see 9.0); defenders that do not suffer a loss are unaffected,
  • demoralized artillery must limber for retreat when attacked.

13.2 Attack Across the Open
During the coordinated combat phase only, non-adjacent units can participate in an attack if the units are two hexes away from the defender and there is a vacant hex between the attacking units and the defender. The attacking unit advances into the vacant hex prior to combat and an Attack Across the Open (AAO) marker is placed on it.

Units cannot attack across the open such that the unit is moving directly from one enemy zone of control hex to another to enter the vacant hex (see 10.2).

Units may not AAO and cross a river or canal or moat hexside.

For each unit attacking across the open, a -1 is applied to the defensive fire die roll (see 6.3).

Like a disorganized marker a unit must remove the AAO marker before it can move. Units must roll one die during the movement phase, losing that many movement points to remove the AAO marker.

13.3 Corps/Army Artillery
There are heavy artillery units attached to the various corps or armies, in certain games, Corps/Army artillery is represented by physical units on the map or by off-board units.

Corps/Army artillery units are limited to barrages and counter-battery fire (see 6.2, 13.4). They may not participate in defensive fire or harassing fire (see 6.3, 8.0).

Corps/Army artillery may not barrage a hex unless it is attack-

ing with units from its army. A maximum of one Corps/Army artillery unit may contribute to a barrage or counter-battery fire.

13.3.2 Off-board Corps/Army Artillery: are represented by units that are kept in the offboard artillery box on the map. When a Corps/Army artillery unit fires, it is flipped to its fired side and may not be used again this turn. At the end of the turn all Corps/Army artillery units are flipped back to their available (front) side.

Off -board Corps/Army artillery units have a range of 4 hexes from a non isolated artillery unit of its army.

13.4 Counter-battery Fire
The phasing player's artillery, including off board Corps/Army artillery, can be used for counterbattery fire to suppress the opponent's artillery from defensive fire during the coordinated combat phase. Total the combat strengths of all artillery units involved in the fire and consult the Fire Combat Results Table. Use any barrage fire modifiers for the target hex as listed on the Terrain Effects Chart. If any of the artillery units do not have an unblocked line of sight to the target unit, +1 is added to the die roll (see 13.5).

If the attacker rolls a non-zero result, a number of defending artillery units in the target hex equal to the result are suppressed and cannot be used later in combat phase (defender chooses which are suppressed).

13.5 Line of Sight
In certain situations, artillery units must be able to trace an unblocked line of sight (see 8.0, 13.6) (Corps/Army artillery never need a line of sight). To do so, trace a direct line from the center of the firing artillery unit's hex to the center of the target hex. A straight edge or elastic is a good means of tracing this. If the line of sight goes through a woods or village/city symbol, the line of sight is blocked. If the line of sight goes through high ground, while both firing and target hexes are on not on high ground, the line of sight is considered blocked.

Note: blocking terrain in either the firing or target hex does not block the line of sight. Units do not block lines of sight.

13.6 Open Sights
Some artillery units have the ability to fire while in limbered status, as indicated by a combat strength and reduced range on the limbered side. This is referred to as firing over open sights and requires an unblocked line of sight (see 13.5).

Artillery units firing over open sights may be used in an artillery barrage during hasty combat phase (see 6.2). These are an exception to the conditions outlined in 11.0. Such barrages can only support a hasty attack from one hex; barrage support for multiple hex attacks would require additional artillery.

Deployed artillery may not fire over open sights (as in their

deployed positions, they may not have a clear line of sight).

13.7 Restructuring
At the end of a player's movement phase, the phasing player's units that are stacked or adjacent and are not adjacent to an enemy unit or in or adjacent to a battle hex may combine their steps to create a stronger unit.

Restructured units need not be from the same division but must be from the same army (e.g., French and British units cannot restructure with each other) and the same unit type (infantry or cavalry) and size (e.g., a brigade cannot restructure with a regiment). Regular, reserve, Marine, etc. does not matter as long as the units are the same size.

Units may use restructuring to reassign themselves to another division. The resulting unit cannot gain combat strength by restructuring (i.e., two 2 strength units to get a 5-strength unit).

Units that undergo restructuring become disorganized, requiring a roll next turn to reorganize (see 9.0). Units cannot restructure while disorganized (i.e., any disorganized markers must be removed during the movement phase before restructuring at the end of the phase).

EXAMPLE: two German regiments, each having suffered a step loss could combine their steps so that one unit became full strength, while the other is eliminated.

Coordinated Combat Phase Example
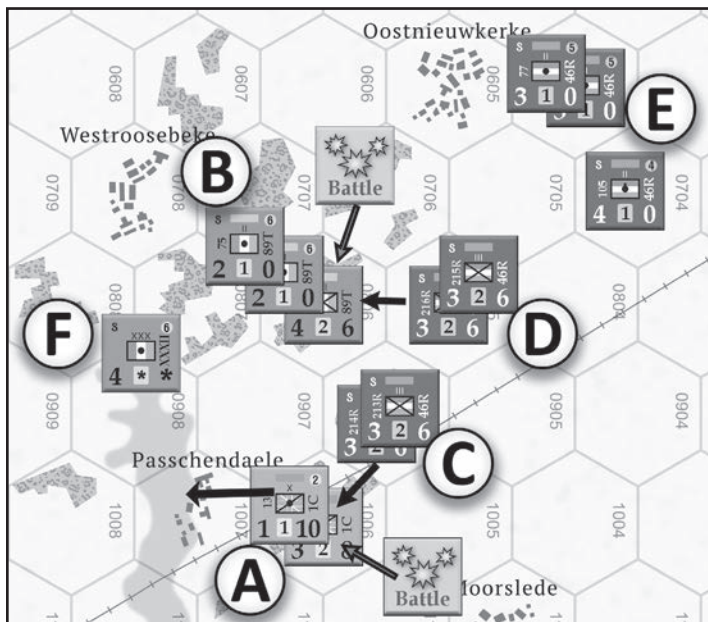
It is the German players Coordinated Combat Phase and the German units in hex **C** declare a combat against the British units in hex **A**. The British units are a cavalry unit and a limbered horse artillery unit and decide to retreat before combat (see 6.1.2) into hex 1007. A Battle Marker is placed in hex 1006 (see 6.5). The German units **C** may advance into the hex

and decide to.

Next, The German units in **D** declare a combat against the French units in **B**. The French player must decide if the artillery will limber or stay deployed. The French artillery stays deployed. The first stage of combat is Barrage; the German Artillery in **E** will barrage the hex **B**. The German player totals the combat strength of the artillery which results in a fire strength of 10. The German player consults the Fire Combat Results Table on chart 1 and looks at the 10 column and applies the +1 die roll modifier for the woods terrain (see Terrain Effects Chart). A die roll of 4 modified to a 5 results in a 3 which is the modifier that will be added to the Defensive Fire die roll in the next stage of combat(see 6.3).

The next stage of combat is Defensive Fire. The French have a total of 12 points of Defensive Fire (8 points in Hex **B** and 4 points from the off-board Corp Artillery **F** (*shown on board for this example*). Reminder: a maximum of one artillery not in the defenders hex (divisional or off-board artillery) may participate in defensive fire support. The French player rolls a 4 and adds 3 for the barrage result from the previous stage to final modified die roll of 7. The result is a 2 which will be added to the melee die roll in the next combat stage. Flip the French off-board Corp artillery to its Fired side.

The next stage of combat is Melee. The Germans in hex **D** have a combat strength of 6 and the French have a combat strength of 4 (Artillery has no melee combat strength when stacked with non-artillery units). The odds are 1.5 to 1 and the die roll is a 2 modified to a 4 because of the Defensive Fire result from the previous combat stage. The result is a 2/1 meaning the Attacker takes 2 steps and the Defender 1. The Defender cannot retreat because of the deployed artillery.

Note: In a different situation, the infantry could choose to retreat instead of taking the step loss if the artillery was limbered and if the Defender retreats the attacker loss would be reduced by 1 (Note: this is a Woods hex (2 Retreat Points) and if the defender had taken two losses, the Defender could have reduced the losses by 2 by retreating and the attacker losses would be reduced by 2).

The Defender chooses not to retreat and takes one step loss by flipping the infantry unit to its stepped side. The Defender may not choose to eliminate one of the artillery units because all other non-artillery units must be eliminated before taking an artillery step loss. The German player can either eliminate one of the infantry units or flip both of the units to fulfill the two step loss. The German player chooses to eliminate one of the units. A Battle Marker is placed in the defenders hex.

Movement Phase Example
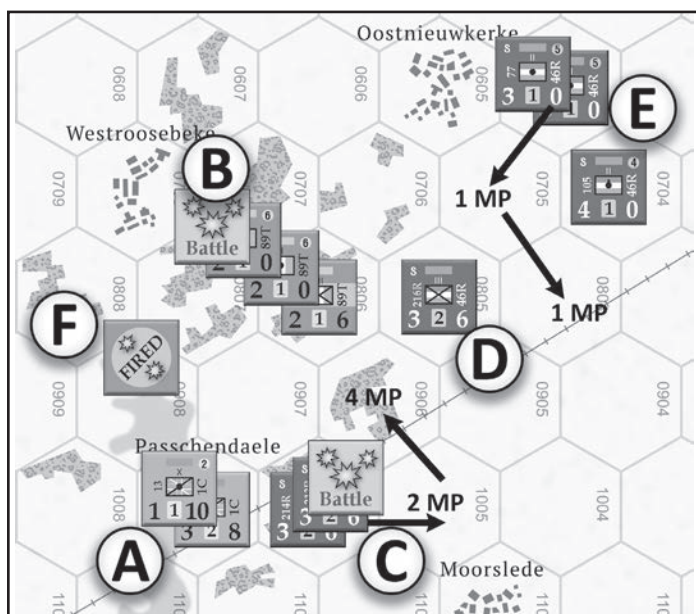
The German artillery **E** in hex 0604 flip to their limbered side and move to hex 0804 for a total of 2 movement points.

The German units **C** move to hex 1005 paying 2 movements points (2 for the clear hex because of the Battle Marker in hex 1006. The Battle marker doubles the cost of terrain in its hex and all adjacent hexes) and 4 movement points for hex 0906.

The German units **C** did not move from 1006 to 0906 because it would be from one EZOC to another EZOC.

Hasty Combat Phase Example
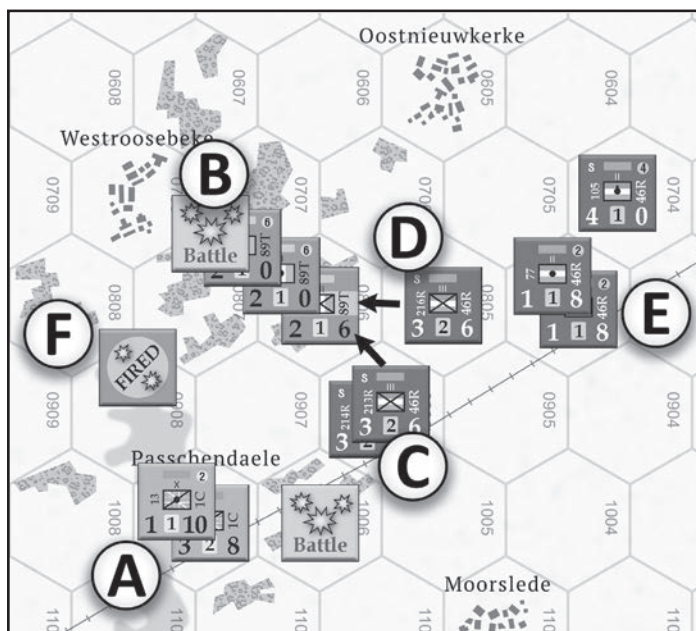
It is now the German Hasty Combat Phase, The German player decides to attack with the German Units **C** and attacks hex **B** (0806). The French player declines to limber the artillery.

Normally in a Hasty Combat there is no barrage stage but the German Artillery in **E** (0804) is firing over Open Sights (see 13.6) and has clear line of sight (see 13.5) and may barrage in this case. The Germans have a fire strength of 2, firing at a Woods hex for a +1 die roll modifier and roll a 6 modified to a 7 which is no result.
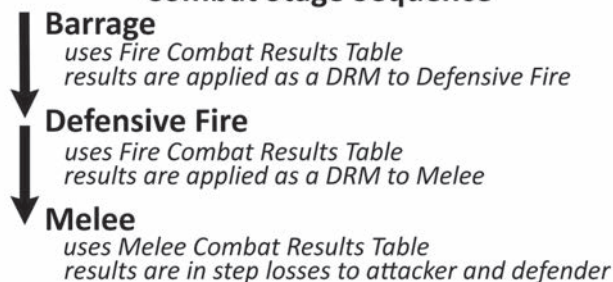
The next stage of combat is Defensive Fire and the French have fire strength of 6 and rolls a 5 on the Fire Combat Results table. The result is +2 modifier to the melee combat die roll.

The next stage of combat is Melee. The Germans have a combat strength of 6 and the French have a combat strength of 2 (the artillery have no melee strength when stacked with a non-artillery unit). The odds are 3 to 1 shifted down to a 2 to 1 because of the Battle Marker (see 6.5). The die roll is a 5 modified to a 7 from the Defensive fire result of the previous stage and results in a 1/1. This means the attacker takes 1 step loss and the defender takes 1 step loss. The French cannot retreat because of the deployed artillery. The French infantry unit is eliminated. One German unit takes a step loss.

The German infantry unit **D** now attacks the remaining French artillery **B**. The French decline to limber the artillery (the French really want to hold the hex). The German artillery in **E** may not barrage because they already fired previously in this phase. The French have a fire strength of 4 for Defensive Fire and roll a 3 which results in a 2 die roll modifier to the Melee combat.

The Germans have a combat strength of 3 and the French have a combat strength of 1 (Artillery has no combat strength in melee when stacked with non-artillery. An artillery only stack has a combat strength of 1). The odds are 3 to 1 reduced to a 2 to 1 because of the Battle Marker. The die roll is a 4 modified to a 6 because of the Defensive Fire from the previous stage and results in a 2/2. The French must take two losses; eliminating both artillery units (if they were limbered, they could have retreated). The German must also take two losses: eliminating the attacking unit. There is no advance after combat because the attacking unit was eliminated.

Combat Stage Sequence

Barrage
uses Fire Combat Results Table
results are applied as a DRM to Defensive Fire

Defensive Fire
uses Fire Combat Results Table
results are applied as a DRM to Melee

Melee
uses Melee Combat Results Table
results are in step losses to attacker and defender

14.0 DESIGNER'S NOTES

In 2014, I designed Ypres 1914 – a regimental/brigade scale game capturing fighting on the Western Front. Loosely based on earlier designs, Ypres 1914 seemed to strike a comfortable balance between simulation and playability, with rules that uniquely captured the tactics of the Great War. It was always in the back on my mind that I should apply this system to other battles and hence the Great War Battles series was started.

Two features of the game system that make it unique are the sequence of play and the combat system. The decision to begin the sequence of play with a combat phase was intended to capture the general flow of the battle of the Great War. Most attacks were planned overnight and started at dawn of the next day. Generally, troops were positioned accordingly, often in plain sight of the enemy. After the initial attack, communications would falter and the original plans would disintegrate. It then fell on the initiative of individual commanders leading smaller units to carry it on, with limited artillery support. The former reflects the coordinated combat and the latter the hasty combat procedure.

The combat procedure is designed to follow the general tactics employed during the time. While artillery was the principle killing force on the battlefield, tactically, its roll was to suppress the defenders, allowing the assaulting troops a chance to close in and engage. If insufficient firepower was used, the defenders would be provided a chance to inflict losses on the assaulting troops as they approached. The three-stage combat system captures this process. On their own, artillery would not produce sufficient casualties in game terms to be represented by a step loss.

The combat strengths of units are, for the most part, rifle counts – one strength point per 800 or 1000 men, depending on the game. Artillery strengths are based on throw-weight per minute (rate of fire times the shell weight). This tends to lessen the impact of the heavy guns but until lengthy bombardments are included in the system, this seemed appropriate. Ranges were set to 85% of maximum range. These details were based on information collected from Wikipedia.

As the game system developed, many ideas fell in place. Attacking across the open helped to enable the attacker to engage the defender, even if he does the unsporting tactic of disengaging from a planned attack. Light artillery firing over open sights while in limbered mode best captures fire-and-movement tactics, which was their intended use.

As the system evolves, I hope to test how well it fits to other battles. I hope that you find the game series interesting and entertaining.

15.0 CREDITS

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Sequence of Play

First Player Turn
The first player is the phasing player and conducts the following events in sequence.

Coordinated Combat Phase: the first player may conduct coordinated combat with his units against opposing units (see 6.0).

Movement Phase: the first player may move his units (see 7.0).

Hasty Combat Phase: the first player may conduct hasty combat with his units against opposing units (see 11.0).

Surrender Phase: the first player checks whether any of his isolated units surrender (see 12.4).

Second Player Turn
The second player becomes the phasing player and conducts the same sequence of events as described for the first player.