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# COMMAND TOKENS

At the start of the game each side takes a number of command tokens (as shown by the values below) for its units on the tabletop. This total may vary according to the scenario you are playing.

- 2 command tokens for the general.
- 3 command tokens per infantry battalion.
- 3 command tokens per cavalry regiment.
- 2 command tokens per gun battery.

Each turn the army generates this fixed number of command tokens. However, if a unit (infantry battalion, cavalry regiment, gun battery) is destroyed, you suffer a penalty of 2 command tokens. This applies even if the unit has reinforcements off table.

For example if your brigade had 19 command tokens and lost an infantry battalion, it would now generate 17 command tokens each turn.

## ORDERS

Orders are issued at the start of a turn, following the determination of initiative. Each side allocates command tokens to their units. There is no requirement to reveal the allocation to the enemy! The number of command tokens given to a unit is only restricted by the number available, but each unit must receive at least one. The general is issued with a number of command tokens according to his Order of Battle (typically 2 or 3). The allocation of command tokens is vitally important as it represents the resources and ability to operate for your troops. This may be done using a piece of paper or a printed Order of Battle (see page 40).

Once command tokens are allocated, play commences as defined in the scenario rules, with one side determined as the one with the initiative - the active player. The active player uses his command tokens to activate a unit and perform an action as described below. The player without the initiative - the reactive player - may react to the active player's actions by declaring they will interrupt the action (see Reacting page 7).

## Example

Mike (with a British force) has a general, four infantry battalions, one cavalry squadron and a battery of guns generating a total of 19 command tokens. All units are on the table. At the start of the turn, Mike takes his command tokens and places the compulsory one on each unit on his Order of Battle. He also chooses to place three on his general. He has ten remaining command tokens. Using his tactical genius, he places them in order to best execute his plan. This is the final overview of his command token placement for the turn:

General - 3  
1st Battalion - 1  
2nd Battalion - 3  
3rd Battalion - 6  
4th Battalion - 2  
Cavalry Squadron - 2  
Guns - 2

Concluding that his 3rd Battalion will be doing the heaviest fighting this turn, Mike has poured a third of his command tokens on these brave fellows. The 2nd Battalion is nearby to weigh in with a bit of support and the command tokens belonging to the general may be used flexibly in case some more is needed.

## INITIATIVE

Following the first turn, initiative is determined at the start of each turn with each side rolling a d6. The highest scorer chooses to start as the active player or pass over the initiative. In the event of a tie, roll again until you have a winner.

## CHANGE OF INITIATIVE

The turn continues until the active player has spent all of his command tokens, passes over the initiative (saving some tokens to react to his opponent later that turn), or the opposing player seizes the initiative (see Seizing the Initiative, page 8).

# MOVING

Units move according to their type as listed below. Units may move and still fire (albeit at a restricted range), but this reduces their mobility. There is also a further type of movement called the Assault Move which is described below. Units may move as close to enemy units as the player wishes, but may not move past them if within a base width, or through them at all.

Type	Move	Move & Fire	Assault Move
Infantry Battalion	8"/20cm	4"/10cm	8"/20cm
Cavalry*	8"/20cm	4"/10cm	16"/40cm
Machine Guns	8"/20cm	No	No
Artillery	4"/10cm	No	No

\*Dismounted cavalry move as infantry.

## ASSAULT MOVE

Infantry battalions and cavalry may take an Assault Move. Infantry are free to choose an Assault Move or use their action to Move their full allowable distance in one go.

Units that choose an Assault Move action may move up to half their Assault Move rate and then hold. Turn their Command Token over to indicate they still have an Assault Move left. The unit may move up to the second half of their move rate later in the turn. At least one Command Token must be spent before the unit takes this second move. Note that this second half of movement does not count as a new action and cannot be reacted against!

For the duration of an Assault Move, an associated machine gun may not fire.

Units that Assault Move may not fire. They must re-activate to engage the enemy. However, mounted cavalry that ends its Assault Move within one base width (2"/5cm) may take advantage of a Cavalry Charge.

## CAVALRY CHARGE

When mounted cavalry complete an Assault Move and end up within one base width (2"/5cm) of an enemy unit they may choose to take a firing action that **MAY NOT** be reacted to by the enemy. The cavalry spends a command token in the normal manner then takes the firing action (see page 14). Following this, the cavalry suffers a morale marker to represent the extra exertion this attack has taken.



*It can be tempting to launch cavalry charges across open fields at enemy infantry battalions. Remember though that your opponent will have two chances to react to your cavalry and horses present an excellent target for waiting machine guns.*

## CAVALRY DISMOUNTING/ REMOUNTING

Cavalry may dismount at the end of a move action. Once dismounted, each cavalry squadron in a regiment is treated as a single base of infantry. To remount, a move action must be declared but the unit must remain still and may not fire.



## SMOKE

Artillery may be used to fire smoke to mask the advance of troops. Choose a friendly unit as the "target" of the smoke. That unit may not make an Assault Move for the rest of the turn.

Two dice to hit are rolled as normal, requiring the base 6+ to hit. If one hit is scored, the "target" benefits from being obscured by smoke (i.e. enemy get -1 to hit). If two hits are scored, line of sight to the target is blocked entirely. Smoke hits may not be stacked from one battery firing to another battery firing. Mounted cavalry may only count as obscured by smoke at best. Use a marker to represent the smoke.

Smoke cannot block line of sight if the enemy is within 12" and simply counts as "obscured by smoke". The smoke dissipates at the end of the turn.



## CAVALRY

Cavalry was often used in heavy fighting in 1914 and also in reconnaissance. On occasions it performed in a breakthrough role but most cavalry operated as mounted infantry, using their mobility to swiftly grab positions or scouting enemy dispositions. The early part was a sober lesson to many cavalymen of the effectiveness of machine guns against horses; the Germans suffered particularly heavy casualties in early battles in Belgium.

A cavalry formation may deploy a number of troops (a troop is about 40 men) as reconnaissance units. The scenario and your Order of Battle will detail the use of your own cavalry in a reconnaissance role. For each of these reconnaissance units, a base of cavalry is deployed. One of these bases is secretly marked and represents the position of the entire regiment. The other bases are just representative of a troop of scouts; in game terms they are dummy markers.

### CAVALRY RECONNAISSANCE

A general may despatch cavalry detachments to reconnoitre enemy dispositions, drive off enemy scouts or secure forward positions.

Up to four recon markers (use individual bases of cavalry) are deployed on the tabletop. If a general has no cavalry at all, he may still deploy two recon markers as a few mounted scouts may always be scraped together.

The recon markers represent just a scouting section of a few men or a larger force. Unless a general has no cavalry (thus only two recon markers), one base may be secretly marked to denote which of these recon markers masks a more powerful force. The owning player does not have to have one of these Masked Forces, perhaps having something else in mind for his cavalry. Once a recon marker is revealed (either as a scouting section or Masked Force), it is removed. If it is a Masked Force, it is replaced by that force. Recon markers may be revealed voluntarily.

# TACTICAL ADVANTAGE CARDS

Cards are used to add an element of the fog and fortune of war and to introduce national elements to the game.

At the beginning of the game shuffle the deck of cards and remove the top two cards; they won't be used in the game.

Then each player is dealt three cards which are kept secret from the opponent. A further three cards are dealt face up.

The side with the best general - judged by the number of command tokens he may be allocated each turn - selects one card, then the opposing player selects one. If the generals' ratings are the same, the defender chooses first. Otherwise roll a die with the highest selecting first.

The remaining card is shuffled back into the deck. Each player may then choose to discard a card from his hand, drawing one from the top of the deck to replace it.

Unless explicitly stated, use of tactical advantages does not count as an action even though it may cost a command token.

The cards in a player's hand may be played once each per game. Once a card's effect is triggered it is discarded. Some cards' effects are not necessarily triggered when they are played and may remain in play until a player chooses to trigger them. Such cards may enable a player to place command tokens on them from turn to turn until a given point in the game.

Cards with one or two abilities, may be played to confer one of the advantages to the unit.

## THE CARDS

### **Entrenched**

Cost: 1 - Play at any time on an infantry or dismounted cavalry unit. The unit counts as In Cover for the purposes of Firing and Casualty Rolls. Counts as an action.

### **Fog of War**

Cost: 0 or 1 - Play at any time. Select an infantry battalion or cavalry regiment that has not yet activated and is more than 12"/30cm from any enemy. Move the unit up to 12"/30cm. If a command token is spent, an enemy infantry battalion or cavalry regiment that has not yet activated and is more than 12"/30cm from your troops may be moved.

### **Intelligence (2 in deck)**

Cost: variable, minimum of 1, maximum of 3 - Play to negate the effect of an enemy Tactical Advantage Card. The cost in command tokens is the same as the enemy paid but can be no less than 1 and no more than 3 command tokens.

### **Last Stand**

Cost: 0 - Play when you have no command tokens left. This card allows you one activation or reaction (but not a Morale Test) which is automatically successful, regardless of any roll that would normally be required.

### **Push on, lads!**

Cost: 1 - Play before rolling for initiative. You win the initiative.

### **Reserves (2 in deck)**

Cost: 0 - Play at any time. One base of infantry is despatched from a neighbouring brigade and added to your reserves. Place the base on any battalion on your Orbat playsheet.

# CREATING AN ORDER OF BATTLE

Use the blank Orders of Battle at the front or back of the book to record your force. Blank orbats may also be downloaded from the 1914 section of the website at:

[www.greatescapegames.co.uk](http://www.greatescapegames.co.uk).

It is interesting to research actual historical forces, like our sample 9th Brigade of II Corps, as some information is readily available online and almost all the rest is in print.

The 9th Infantry Brigade featured below saw lots of action in 1914. After being mobilised for war it landed at Le Havre and engaged in various actions on the Western Front including;

The Battle of Mons and the subsequent retreat, The Battle of Le Cateau, The Battle of the Marne, The Battle of the Aisne, The Battles of La Bassee and Messines 1914, and the First Battle of Ypres.

<b>9th INFANTRY BRIGADE</b>	
Command Tokens: <i>21</i>	Points: <i>350</i>
<b>Brigadier-General F. C. Shaw</b>	
<b>1st Bn The Royal Scots Fusiliers</b> <i>4 Companies of Elite Infantry plus MG</i>	<b>1st Bn The Lincolnshire Regiment</b> <i>4 Companies of Trained Infantry plus MG</i>
<b>4th Bn The Royal Fusiliers (City of London Regiment)</b> <i>4 Companies of Trained Infantry plus MG</i>	<b>1st Bn The Northumberland Fusiliers</b> <i>4 Companies of Trained Infantry plus MG</i>
<b>15th The King's Hussars</b> <i>3 Squadrons of Elite Cavalry plus MG</i>	<b>29th Battery, RFA</b> <i>2 Trained Field Guns</i>
	<b>41st Battery, RFA</b> <i>2 Trained Field Guns</i>
<p>At the start of the game, place any reserves on this Order of Battle. At the start of a turn, place at least one command token on each unit and three command tokens on the general. Distribute your remaining command tokens on the recipient units as required.</p>	

If you are playing a points based game, the total value of the brigade is calculated from the Order of Battle. 300-400 points provides a well manned formation.

Each unit may be recorded as just "Infantry Battalion" or as the named historical formation. It is most useful to record the number of companies/squadrons and the troop quality.

Any bases of reinforcements may be placed in the parent unit's box. Units in reserve are placed on the Orbat.

Additional bases bought as reinforcements may be placed on the Brigade title or a blank box.

# BRITISH INFANTRY BRIGADE

In 1914 the British Army was a small force of highly disciplined and well trained professionals. The British Expeditionary Force (BEF) landed in August, 1914 to support the left wing of the French. By the end of 1914, "The Old Contemptibles" of the BEF had suffered grievous losses from Mons to Ypres.

British generals may be allocated up to 3 command tokens.

British brigades may reroll one failed command/morale test roll per turn whether the player is active or reacting.

A British cavalry regiment counts as an infantry battalion when firing, as long as it has 2 or more bases.

## SELECTING A BRITISH INFANTRY BRIGADE

A brigadier is represented by a single infantry base.

A British Infantry Brigade must consist of at least two battalions and up to four battalions.

Each battalion must consist of 2-4 companies.

Each battalion may add a machine gun.

A maximum of 2 cavalry regiments may be taken.

Each cavalry regiment must consist of 2-3 squadrons.

Each regiment may add a machine gun.

A maximum of 2 gun batteries may be taken.

Each battery consists of 2 guns.

All units are Trained and some may be upgraded to Elite.

Battalions may be upgraded to Elite at a cost of 2 points per company or machine gun.

Cavalry regiments may be upgraded to Elite at a cost of 2 points per squadron or machine gun.

### Compulsory - 48 points

#### Brigadier

#### **Infantry battalion (24 pts) - Trained**

2 bases - may add up to 2 bases & one machine gun at 12 points each

#### **Infantry battalion (24 pts) - Trained**

2 bases - may add up to 2 bases & one machine gun at 12 points each

### Optional

#### **Infantry battalion (24 pts) - Trained**

2 bases - may add up to 2 bases and one machine gun at 12 points each

#### **Infantry battalion (24 pts) - Trained**

2 bases - may add up to 2 bases and one machine gun at 12 points each

#### **Cavalry regiment (24 pts) - Trained**

2 bases - may add up to 1 base and one machine gun at 12 points each

#### **Cavalry regiment (24 pts) - Trained**

2 bases - may add up to 1 base and one machine gun at 12 points each

#### **Field Gun Battery (22 pts) - Trained**

2 bases - up to one battery may be upgraded to heavy guns at +11 pts

#### **Field Gun Battery (22 pts) - Trained**

2 bases

May also select up to 4 additional infantry bases (as Reinforcements - see page 10) - Trained - 12 points each