

# LA DER DES DERS

## THE GREAT WAR 1914-1918

*The War to End All Wars* (*La Der des Ders*) is a strategic level game that recreates all of World War I. One player controls the Entente and the other controls the Central Powers. The game may also be played solo by following the associated rules.

One game turn equals four months of real time. The game may last fourteen turns if the war is not won earlier.

### 1 - PRINCIPLE

On each turn, players receive Resource Points (RP) that they can allocate to different fronts (offensives, technology, reinforcements, naval) in order to orientate their strategy.

### 2 - MATERIEL

*La Der Des Ders* contains: a map in the WW format; a board of 108 counters; two technical trees. Six-sided dice (called d6) and an opaque container are required.

### 3 - GLOSSARY

**Triple Entente, Entente, Allies:** the nations supporting France (Great Britain, Russia, Italy...). They are represented by the colour blue.

**Central Powers:** the nations supporting Germany (Austria-Hungary, Ottoman Empire...). They are represented by the colour green.

**Note :** *When a nation is specifically named, it concerns only this nation.*

**RP: resource point.** Resource points represent both materiel and human resources. They are distributed to players at the beginning of each turn. The player defines his priorities by the way he distributes his RP.

### 3.1 - DICE

Throughout the game, any "natural" result (before modifier) of 1 is a failure. Any "natural" 6 result is a success. Tout résultat « naturel » de 6 est une réussite.

### 3.2 - THE MAP

Each sector contains a white value in RP that corresponds to the number of RP generated by the sector each turn (as long as the country is at war); an attack value shown as a dice symbol that corresponds to the number to get to inflict a loss on the enemy; and a value of Maximum Technology Level shown in a star.

**Example:** *the France sector produces 3 RP*



*for the Entente on each turn.*

*When it attacks, a 4 or more on the die signifies that the attacked sector is hit (modifiers*

*may nevertheless apply according to the developed technologies or the events). Its maximum technology level is 7.*

### 3.3 - THE TRACKS

#### 3.3.1 - Turn track



The marker placed on the turn track indicates the current turn. The marker begins on 1 and is moved one space to the right at the end of the turn. The fourteenth turn is the last one.

#### 3.3.2 - Resources track

This track indicates the number of available RP for each side. The Resource markers have a back side indicating "+10" allowing them to gather up to 20 RP.

### 3.3.3 - Russian Revolution track



This track indicates the Russian people's advance toward Revolution.

The Russian Revolution counter begins the game in the first space. When it reaches the last space, Russia exits the war.

### 3.3.4 - War commitment level track



The War commitment level value (from 0 to 9) indicates the nation's combativeness. A reduced value may be increased thanks to reinforcements.

When this value reaches 0, the nation surrenders.

**The Operational Value** (from 0 to 3), located on



the left of the War commitment level track, indicates the number of RP that can be allocated to the nation during an offensive.

When the War commitment level value diminishes, the Operational value decreases as well.

### 3.3.5 - Victory points track



This track shows which side is winning the war. It is also used for Armistice rolls. (See 7. Surrender and Armistice).

## 3.4 - TECHNOLOGY TREES

Each side has its own tree (see pages 8-9), on which it places the technology markers that the player manages to develop. Each space is linked to a number that corresponds to the developed technology level.

## 3.5 - THE FRONT MARKERS

Each sector has its own marker. When the country is at war, this marker is placed on the War commitment level track showing the current value. When it is not or no longer at war, the marker is placed on the map so that it conceals the RP value of the concerned front.

**Note :** *the fronts represented on the map may*



*contain soldiers from different nations. Thus, the "France" front intrinsically includes the British, without them being represented by a counter.*



*The participation of the nations in the war effort is also translated by the resource points allocated each turn to the countries represented on the map. Therefore, these countries should be considered as "fronts" rather than as "nations".*

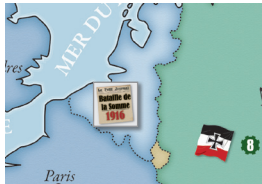
## 3.6- EVENTS MARKERS



These markers are placed in an opaque container on the date indicated on the counter.

Three are drawn at the beginning of each turn and their effects are applied.

**Play tip :** We recommend you place the active events near the zone they affect.



For example, Event 18 (Battle of the Somme) may be positioned as in this image.

Events that have an effect until the end of the game (16 and 26), or until they are canceled out (7 and 16) may be placed in their intended spaces. on the map

## 3.7 - TECHNOLOGY MARKERS



These markers are placed on the Technology track when the technology in question has been developed (see 6.4.1).

## 3.8 - OTHER MARKERS

The Turn, Resources and Russian Revolution markers allows players to keep track of the current turn, each side's quantity of resources and Russia's advance toward revolution.

## 3.9 - « COQUELICOTS » (POPPIES) MARKERS



These markers are only used for solo play games. Refer to the last part of the rules for further instruction.

## 4 - VICTORY

Automatic victory occurs after a successful Armistice die roll.

If there is no automatic victory after 14 turns, the side with more victory points wins. In the case of a tie, the Central Powers win the game. (See 7. Surrender and Armistice).

## 5 - SET UP

Place the counters of each country at war in the space on the Rupture track that corresponds to their initial War commitment level value indicated on the counter.

**Note :** *The United Kingdom counter is used for Egypt (only).*

The markers of the countries that are not at war at the beginning of the game (Italy, Romania, Greece, Bulgaria) are placed on the map on the country's RP value.

Place the Turn marker and each player's Resource markers on 0 on the concerned tracks.

Place the Russian Revolution counter on 0 on the Russian Revolution track.

Place the Events counters for the year 1914 in an opaque container.

## 6 - GAME PLAY

### 6.1 - SEQUENCE OF PLAY

- 1- Determination of the initiative
- 2- Drawing of events
- 3- Collection of resource points
- 4- Player with the initiative spends RP
- 5- Roll on the Naval Table (player with the initiative)

6- Player without the initiative spends RP

7- Roll on the Naval Table (player without the initiative)

### 6.2 - DETERMINATION OF THE INITIATIVE



The Triple Alliance player automatically has the initiative on the first turn. Starting with the second turn, each



player secretly decides how many RP he wants to spend to attempt to obtain the initiative (0 to 3). Use the Siflet (whistle) counters to keep your choice secret until it is time to reveal it.

Each player rolls a die and adds the number of RP spent. In the case of a tie (or if you don't want to use this rule), refer to the turn track (on the bottom left of the current turn) to know which side has the initiative.

Each player loses as many RP as the number of RP engaged to attempt to acquire the initiative. Adjust the marker on the Resources track consequently.

1914 1 PC 2	1915 2 PC 2	1915 3 PC 2	1915 4 EN 1
-------------------	-------------------	-------------------	-------------------

**Example :** *on turn 2 the Entente player chooses to spend 2 RP to win the initiative; the Central Powers player spends 0. Both players roll a die, the Entente gets 4 (+2) and the Central Powers 6 (+0). The players are tied. Consult the turn track which indicates that on turn 2 the Central Powers have the initiative in the case of a tie.*

### 6.3 - EVENTS

At the beginning of each year (turns 2, 5, 8 and 11), add the Events counters relevant to the year that is beginning into an opaque container.

On each turn, draw three "Event" counters at

random in the drawing of events phase and apply the effects.

If the year is printed in blue and the date is past, the event has no effect.

**Example:** *on turn 5, add the random events and the markers for 1916 to the events already in the container. Three Events are drawn and their effects are applied (unless it's event #3 or 4 with the date 1914 printed in blue).*

## 6.4 - COLLECTION OF RP

Each sector that has not surrendered increases the resource level of its side by as many points as are indicated in the sector (the white value). Move the Resources marker on the Resources track accordingly.

**Exception:** each turn, Russia produces twice as many RP as its operational value.

It is possible to hold onto RP from one turn to another but at no moment may a side possess more than 20 RP. Any additional RP are cancelled.

## 6.5 - SPENDING RP

The player may spend his remaining RP to (in this order):

- Attempt to develop technologies.
- Launch offensives.
- Reinforce sectors.
- Ensure the command of the seas.

### 6.5.1 - Technologies

As early as 1914, the player can attempt to develop certain technologies. The attempt may only occur from the year indicated in the space on the Technology tree and only if the preceding level of technology of that category (Attack, Defense, Artillery, Air) has been developed. The levels of technology are indicated on the side of the tree. Each technology may be the object of only one attempt per turn.

The cost is 1 RP for each attempt.

The expenditure of 1 additional RP gives a +1 bonus on the die for this attempt. This **must** be spent **before** the attempt.

The technology is developed if the player gets a result greater than or equal to the value indicated in the space of the Technology to be developed.

When the technology is developed, the player wins the corresponding bonus

**Example:** *in 1917, the Central Powers player, whose technology ATT is at level 2, attempts to move to level 3, developed by getting 6+ on the die. He spends 3 RP, which gives him +2 on the die. He gets 5, enough to develop the level*

**Note :** *there is no limit to the number of RP spent to add a bonus.*

A technology level that is developed gives access to combat bonuses.



- The Attack technology (ATT) gives +1 on the die to the side that develops it when it attacks.



- The Defence technology (DEF) inflicts -1 on the die to the enemy of the side that developed it when it is attacked.

ded.

These bonuses are cumulative.



- The Artillery technology (ART) gives to the side that developed it as many additional dice as the developed level.

These **additional** dice cannot benefit from bonuses or be subjected to penalties by the Attack or Defence technologies.

Non-bonus die rolls are modified as normal.



- The Air technology (AIR) allows the Attacker, if he has an air level greater than his enemy's, to re-roll his artillery dice one time.

**Exception :** moreover, if France has developed level 7, it may, when attacked by Germany, force his opponent to cancel and re-roll the at-

tack and/or artillery dice he wishes one time, unless the Central Powers player has temporarily reached level 8 thanks to event 27, “Le cirque volant” (The Flying Circus).

#### • Maximum Level

All the levels of technology are not available for each sector: the number printed **3** in the sector indicates the maximum level that may be used by this Front, even if the side has developed a higher level.

**Example:** *lthe Entente developed level 4 of the Attack technology. If Russia (whose max. level is 3) attacks Germany, it will only benefit from a +3 bonus. France, with a max. level of 7, may use level 4 technology.*

**Note:** *the Africa sector cannot benefit from any technology.*

#### • Restrictions to technologies

Both sides have restrictions.

- **Defence Technology:** only the Central Powers player may develop level 4..
- **Attack Technology:** only the Entente player may develop level 4.
- **Air Technology:** only the Entente player may develop level 7.

### 6.5.2 - Offensives

The player may spend RP to launch offensives (see details : 6.7).

### 6.5.3 - Reinforcements

A player may spend RP to reinforce his sectors. Each reinforcement increases the War commitment level of the sector by one notch, without exceeding the authorised limit for this sector. (ie the original value on the counter) For any sector, during the same turn, the first reinforcement costs 1 RP, the second reinforcement costs 2 RP, the third 3 RP, etc. **Note:** *German Africa cannot receive reinforcements.*

Consult the rule on the Russian Revolution to learn the effects of the Reinforcements on Russia.

**Example:** *Serbia's War commitment level value is at 1. The player who wants to increase the War commitment level to 3 must spend 3 RP (1 RP to move from 1 to 2 and 2 RP to go from 2 to 3). Serbia may not obtain any more reinforcements since its maximum Rupture value is 3.*

## 6.6 - NAVAL SUPREMACY

Once the player has spent part or all of his Resource Points, he must roll a die on the naval table for his side. Before he rolls the die, the player may choose to spend RP. Each RP spent provides a +1 modifier to the die roll result.

#### Central Powers

<b>Die</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Uboote</b>	0	0	0	0	2	4

The result indicates the number of RP lost by the Entente. If the Entente does not have enough RP left to fulfil this result completely, the Entente player must shift one or more of his sector markers one or more spaces on the War commitment level track until the result is paid for. Each shift allows for the absorption of the loss of 1 RP.

#### Entente

<b>Die</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Blockade</b>	+3	+1	0	0	0	0

The result indicates the number of RP won by the German. These RP that are won are added immediately to the German's Resource track.

**Example:** *the Central Powers spend 2 RP and roll the die on the Central Powers' naval table. The die shows 4, for a final result of 6 (4+2). On a 6, the Central Powers provoke the loss of 4 RP for the Entente. Unfortunately, the Entente forces only have one RP left. The player*



LEVEL

ATTACK +1

DEFENCE -1

ARTILLERY +d6

AIR (Rel)

LEVEL

1

COMBAT GAS  
1915  
4+

MACHINE GUN  
1914  
4+

HEAVY ARTILLERY  
1915  
5+

RECO.  
1915  
5+

1

2

NEW TACTICS  
1916  
5+

TRENCHES  
1915  
5+

ARTILLERY BARRAGE  
1916  
5+

NIEUPORT 11  
1916  
5+

4

3

BRITISH TANKS MARK  
1917  
6+

CASEMATES  
1916  
6+

ROLLING BARRAGE  
1916  
6+

SPAD  
1917  
5+

5

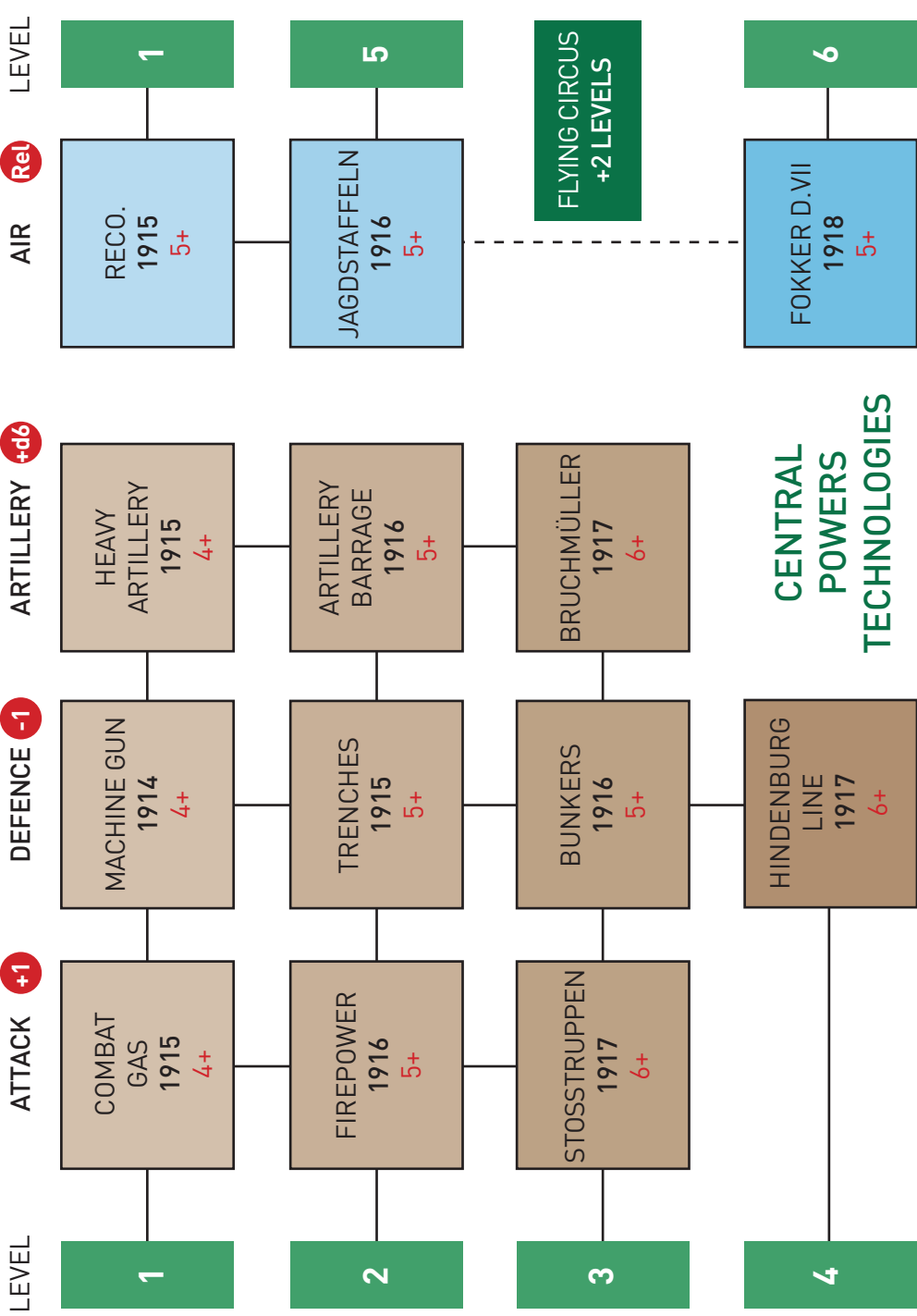
4

FRENCH TANKS  
RENAULT FT  
1918  
6+

THE AIR DIVISION  
1918  
6+

7

# ENTENTE TECHNOLOGIES



**CENTRAL  
POWERS  
TECHNOLOGIES**





then lowers the level to 0, and decides to lower France's current War commitment level one notch and Italy's 2. The Entente has thereby paid its loss of 4 RP.

## 6.7 - OFFENSIVES, PROCEDURE

The same Front may only engage in a single offensive per turn, and always against an adjacent enemy Front. A Front may be attacked by several adjacent enemies but each offensive is resolved separately.

The player rolls as many d6 as there are RP attributed to the Front (the player can choose how many PR he wants to spend up to his operational value). These dice are called the attack dice. A Front that launches an offensive against an adjacent Front may not use more attack d6 than its operational value.

**Example :** *a War commitment level of 5 gives an operational value of 2.*

Note that certain technologies allow for the modification of attack dice or the rolling of additional dice. Each result greater than or equal to the attacking player's attack value (found on the die symbol on the map in the sector controlled by the attacking player) inflicts a hit on the defender.

For each hit he suffers, the defender's War commitment level value is reduced by one space.

**Example :** *France (attack value 4+), whose Technology levels are at 3, spends 2 RP (player's choice) to attack Germany, whose technology levels are all at 2.*

*Two attack dice are rolled (cost of 2 PR) – each of these dice benefits from a +3 bonus (tech level ATT) but also suffers a penalty of 2 (tech level DEF of the defender) – and three artillery dice (techno level ART), with no bonus, are also rolled. Thanks to its AIR technology level greater than Germany's, the Entente may cancel and re-roll all of some of its artillery dice.*

*The player gets: 1, 2, 5, and 6. This corresponds to three hits, and Germany loses that many War commitment level points.*

## 6.8 - END OF THE TURN

When a player has spent all his RP or has decided to keep them for a later turn, it is his opponent's turn to play. If his opponent has already played during the current turn, a new turn begins.

## 7 - CAPITULATION & ARMISTICE

If you manage to lower the War commitment level marker for one sector to the zero space, this country surrenders immediately.

Place the sector marker on the map, so as to conceal the RP value of this sector. This sector will not generate any more RP. It cannot be used to launch an attack and cannot be attacked.

Move your Victory points marker forward according to the VP value of the country that surrendered (see page 16) and take an Armistice roll : if you get a result strictly less than your total VP, you win the game.

## 8 - ENTERING THE WAR

Italy, Romania, Greece, USA (Triple Entente) and Bulgaria (Triple Alliance) do not enter the war until their Event marker is drawn. As long as these countries are not at war, they do not produce RP and cannot attack or defend.

## 9 - RUSSIAN REVOLUTION

When Russia receives Reinforcements, a die is rolled for each Reinforcement received : for each "1", the marker Revolution is moved forward a notch on the Russian Revolution track.

When the Russian Revolution marker reaches the last space on its dedicated track, Russia exits the war at the end of the current turn.

Victory points are only awarded to the Central Powers if Russia surrenders because the mar-

ker has reached the last space on the Russian Revolution track, never following the triggering of the Revolution via the random event.

**Example:** *the Entente player decides to send 3 Reinforcements to Russia (for a cost of 6 RP). He must then roll 3 dice and, for each "1" he gets, he moves the Russian Revolution forward one notch. If this marker reaches the last space on the track, Russia exits the war and the Central Powers gain no VP. Russia will produce no more RP starting from the next turn, and can neither attack nor be attacked.*

## 10 - VICTORY

Automatic victory is triggered after a successful Armistice roll (see 7).

If there is no automatic victory after 14 turns or following the turn during which the Armistice event was drawn, victory goes to the side with more VP. In the case of a tie, the Central Powers win the game. (see VP values page 16).

## 11 - EVENTS

List of the markers to add to the container, according to the year or the conditions (# 41 and 42).

Draw three at the start of each turn.

### • 1914

**1-** Nothing to report... No events.

**2-** Nothing to report... No events.

**3- The Schlieffen Plan.** Germany is required to attack France, freely and immediately, with two dice (+1 on each die).

**4- Race to the sea:** this turn France and Germany benefit from a +1 on the attack die/dice when they attack each other (modifier is not cumulative with that of the Schlieffen Plan).

### • 1915

**5- Shell crisis:** this turn, France suffers -1 on its attack dice.

**6- Gas!:** this turn, Germany benefits from a +1

on the artillery die/dice when it attacks France..

**7- Von Lettow in Africa:** the German player benefits freely from an additional attack die during his next offensives in Africa. He loses this bonus as soon as his operational value falls to 0 (rupture level 0 or 1).

**8- Battle of Gallipoli:** the Entente loses 1d6 RP after collecting RP.

**9- Toward a separate peace?** : this turn, the attacks of Germany and of Austria-Hungary against Russia benefit freely from an additional attack die.

**10- Italy at war !** : Italy enters the war on the side of the Entente.

**11- Bulgaria at war !** : Bulgaria enters the war on the side of the Central Powers.

**12- The Lusitania torpedoed :** no effect. If The Lusitania torpedoed ! and Télégramme Zimmerman (29) events are drawn, place the Lafayette nous voilà! counter on the Resource track on 0 (see 11.1).

**13-** Nothing to report... No events.

### • 1916

**14- Battle of Jutland:** roll 1d6 and apply the effect:

**1:** « Grand Fleet » defeated - The Central Powers win **3RP**.

**2-4:** minor German defeat - No effect

**5:** major German defeat: -1 on the naval table for the Central Powers until the end of the game.

**6:** « Hochsflleet » destroyed: definitive blockade. The Entente does not roll again on the naval table until the end of the game.

**Note:** *a Blocus/PC -1 (Blockade/CP-1) marker is provided to remind you of the effects of the Jutland event. This marker should be placed in the Blockade space on the map.*

**15- Offensive of the Trentin :** this turn, the attack dice of Austria-Hungary against Italy benefit from an additional +1.

**16- W. Wilson intervenes !** : the Central Powers

player does not roll again on the naval table. This event is canceled if the *U-Boot* event is drawn.

**17- Battle of Verdun** : lthe German must launch an offensive in France by using at least **2 RP**.

**18- Battle of the Somme** : lthe Entente must launch an offensive in France by using at least **2RP**.

**19- Broussilov Offensive** : lthe Entente must launch an offensive against Austria-Hungary by using at least 2 RP. Each attack die benefits from +1. Each attack die that fails loses 1 RP for the Entente (or 1 rupture point for Russia).

**20- Romania at war** : Romania joins the war on the side of the Entente.

**21-** Nothing to report... No event.

#### • 1917

**22- Chain of mutinies!** : this turn, the Entente player rolls one fewer attack die during the offensives launched from France. The cost of the offensives remains the same.

**23- Battle of Gaza** : the Entente must attack the Ottoman Empire from Egypt with the maximum number of attack dice possible (respecting the operational value) . All the dice that inflicted a hit are canceled and re-rolled once.

**24- Lawrence of Arabia** : the Ottoman Empire loses 2 points on the Rupture track.

**25- Battle of Caporetto** : this turn, Austria-Hungary's attack dice against Italy benefit from an additional +1.

**26- U-Boot** : lthe Central Powers benefit freely from +1 on the naval table until the end of the war. Place the marker near the table as a reminder.

**27- Le cirque volant (*The Flying Circus*)** : temporarily increase the Air level of the Central Powers by +2 for this and the following turn.

**28- Greece at war** : Greece enters the war on the side of the Entente.

**29- Télégramme Zimmerman** : no effect. If The Lusitania torpillé ! and Télégramme Zimmerman are drawn, place the Lafayette nous

voilà ! on the Resources track on 0. (see 11.1).

**30-** Nothing to report... No events.

#### • 1918

**31- Treaty of Brest-Litovsk** : Russia exits the war immediately. It produces no more RP and can neither attack nor be attacked. Russia's exit from the war does not award any VP.

**32- Friedensturm on the Marne** : the attack dice of the German offensives toward France benefit from an additional +1 this turn.

**33- Commandement unique (*Singular command*)** : until the end of the game, the Entente benefits from a +1 on the attack die/dice in France.

Place the marker in France as a reminder.

**34- The tanks arrive !** : the Entente benefits freely from a +1 to attempt to develop the next level of Attack Technology.

**35- Battle of Megiddo** : this turn, the Entente player benefits freely from an additional attack die for any attack against the Ottoman Empire.

**36- Thessaloniki Expedition** : Discard this marker without effect if Greece is not at war. Otherwise, add freely until the end of the game an attack die for any attack from Greece.

Place the marker in Greece as a reminder.

**37- Spanish flue** : each nation loses one point on the Rupture track.

**38- Peace negotiations** : Place the Event counter 42 Armistice in the opaque container. (see 11.2).

**39-** Nothing to report... No events.

**40- Nothing to report... No events.**

**41- Lafayette nous voilà !** See 11.1.

**42- Armistice !** See 11.2.

## 11.1 - LAFAYETTE NOUS VOILÀ ! (41)

As soon as the event 12 : Lusitania and 29 :

Télégramme Zimmerman are drawn, place the marker "Lafayette nous voilà !" on the Resources track on 0. This counter is moved forward one notch to the right at the beginning of each turn and represents the quantity of additional RP won by the the Entente.

**Note :** *Naturally, the number of RP won corresponds to the number on the space the counter occupies.*

## 11.2 - ARMISTICE ! (42)

As soon as Peace Negotiations (38) is drawn, place the event marker 42 : Armistice ! in the opaque container.

Once drawn, this marker has the following effect :

**42- Armistice ! :** the game is over at the end of the turn. Germany only produces 2 RP instead of 4 during this last turn.

## 12 - SOLO PLAY

*La Der Des Ders* may also be played with one player, using the regular rules with a couple of exceptions, listed below.

### 12.1 - CHOICE OF SIDE

Before the game starts, the player must decide which side he will play.

### 12.2 - COQUELICOT (POPPY) MARKERS

Solo play uses additional counters, called Poppy markers.

Poppy markers give the following informations:

- the type of marker (Technology, Reinforcement, Offensive or Naval)
- the sector it concerns or a potential die roll modifier.
- the colour : the Entente's markers have a blue background, the Central Powers' have a green background.

The marker indicates the actions to take; the

cost is in parentheses. When the cost is not indicated, it means it varies.



**From left to right:**

*Techno Marker (modifier +1, cost 2PR)*

*Reinforcement Marker (France, variable cost)*

*Offensive Marker (against Germany)*

*Offensive Marker (against France)*

*Naval Marker (modifier +2, cost 2PR)*

## 12.3 - INITIATIVE

The turn track indicates which side has the initiative for the current turn.

If the player wants to obtain an initiative that is not attributed to him, he must pay the number of RP indicated in the space of the current turn.



Adjust the marker on the resources track as a result.

**Example :** *on turn 9, the Central Powers player wishes to have the initiative. He spends 2 RP to have it.*

## 12.4 - ACTIONS OF THE NON PLAYER SIDE

At the beginning of the game, the player places the Poppy markers in an opaque container.

The non player side draws as many Poppy markers as it has RP.

### 12.4.1 - Developing technologies

If a Techno marker is drawn, the system must attempt to develop the oldest undeveloped technology (1914, then 1915, then 1916, etc.) and for which there has been no attempt yet this turn.

In the case of a tie between several technologies, use the following priorities : Attack ➡ Defence ➡ Artillery ➡ Air.

A **single** attempt may only be made for the same technology.

Use the modifier indicated on the Poppy marker used for the attempt. Then, reduce the number of RP of the system accordingly.

If it is not possible to attempt to develop any technology, no RP are spent.

**Note:** if several Techno are drawn, use the markers with the greatest modifier first.

**Example:** The year is 1917. The non player side playing Germany has developed technologies ATT [2-1916], DEF [3-1916], ART [3-1917] and AIR [5-1916]. Among the Poppy markers drawn, two concern Technologies. The non player side must attempt to develop the two Technologies with the oldest date. He will attempt to develop level 3 ATT technology then level 5 DEF Technology (technology DEF has priority over technology AIR); the ART technology is the most recent (1917 compared to 1916 for the others).

If the non player side had drawn a Techno +2 marker and a Techno +1 marker, the Techno marker would have been used for the technology ATT (with +2 die roll modifier), for a cost of 3 RP. The Techno +1 marker would have been used for the Techno DEF (with a +1 die roll modifier), for a cost of 2 RP.

#### 12.4.2 - Launching offensives

The Offensive markers launch an offensive against the indicated Front. The Front from which the attack originates is that with the greatest probability of inflicting damage and that has not yet launched an offensive this turn. (A single Front may only launch one offensive per turn).

Attack first the Front with the highest initial War Commitment level (indicated on the sector's counter).

Use the current operational value of the attacking sector to determine the number of attack dice (and therefore the number of RP spent).

If the marker has the Serbian flag, attack in

this order of priority: Serbia then Romania or Greece.

Then, reduce the non player number of RP consequently.



**Example:** the non player side should attack Germany

three times. The first attack is launched from France, the second from Russia. Since there are no other Front adjacent to Germany, there is no third attack.

#### 12.4.3 - Reinforcing sectors

If a Reinforcement marker with the flag of a sector is drawn, the non player side must reinforce the indicated sector, to its maximum level, if possible.



If the marker has the Serbian flag, reinforce these three countries to their maximal level if possible : Serbia, Romania and Greece.

Then reduce the number of RP of the non player side accordingly.

**Note:** if several different sectors must receive reinforcements, priority goes to the sectors with the highest initial War Commitment level (indicated on the sector counter).

#### 12.4.4 - Ensure naval superiority

The Naval markers indicate the modifier to take into account during a roll on the naval table and the number of RP spent. The Naval markers are not cumulative: use only the Naval marker with the best modifier, or do the best you can with the remaining RP. Then, reduce the number of RP of the system accordingly.



**Note:** if the non player side draws two Naval counters, a +1 and another +2, only

apply the marker with the bigger modifier (+2). If the non player side had drawn a marker +2

but it only had one RP remaining, spend this RP and apply a +1 modifier instead.

Markers that are drawn but whose effect could not be applied have no cost in RP.

If no Naval marker has been drawn, after the non player action phase, the non player side still rolls but without modifier.

At the end of the non player's action, return the Poppy markers to the opaque container, ready to be drawn on the following turn. ◆

### 13 - BIBLIOGRAPHIE

ADKIN, M., *The Western Front Companion*, London, Aurum Press, 2013

ELLIS, J., Cox, M., *The World War I Databook*, London, Aurum Press, 2001

CAILLETEAU, F., *Gagner la Grande Guerre*, Paris, Economica, 2008

GOYA, M., *La Chair et l'Acier*, Paris, Tallandier Éditions, 2004

KENNETT, L., *La Première Guerre Aérienne*, Paris, Economica, 2005

ORTHOLAN, H., *La Guerre des Chars 1916-1918*, Paris, Bernard Giovanangeli Éditeur, 2007

ORTHOLAN, H., *La Guerre sous Marine 1914-1918*, Paris, Bernard Giovanangeli Éditeur, 2007

PORTE, R., *Rompre le Front ? Novembre 1914 – Mars 1918*, Éditions Soteca 14/18, 2016

SCHNETZLER, B., *Les Erreurs Stratégiques pendant la Première Guerre Mondiale*, Paris, Economica, 2006

### 14 - PRODUCTION AND VP

These values are given for both kind of games : two players and solo.

SECTOR	Production	VP
France	3	6
Italie	2	2
Russie	?	3
AOF	2	1
Egypte	2	1

Serbie	1	1
Roumanie	1	1
Grèce	0	1
Allemagne	4	6
Autriche-Hongrie	2	3
Ottoman	2	2
Bulgarie	1	2
Afrique allemande	1	2

**A game by** Arnauld Della Siega

**Graphics** : studio VaeVictis

**Tests** : This game would not have seen the light of day without the following Poilus and Alpini : François

Giffone, Manuel Mignot, Marco Campari

**Proofreading** : Jean-Baptiste Mouillet,  
François Giffone

This game belongs to you too, guys !