

# Clash of Giants II:

## First Ypres 1914

V1.1 S McDougall 25<sup>th</sup> October 2010

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### Setup

- Units placed on board in start-up hexes (Allied followed by German)
- Reinforcements with turn of entry placed on turn track
- All A, B and C ACMs put in a cup – D ACMs on turn track
- Allies control all VP hexes at start of game

Notes: (1) Corps designation appears on RH edge of unit  
(2) X = Brigade, XX = Division  
(3) Hex control changes as soon as a *fully* supplied unit enters the hex

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### 1. Mutual Supply Determination Phase

- All units are in supply at game start
  - Check supply status of all units
  - Must be able to trace a supply line to a friendly supply source
    - **Allied sources:** all hexes on south map edge west of 4816  
all hexes on west map edge
    - **German sources:** all hexes on south map edge east of 4809  
all hexes on east map edge
  - **Supply lines**
    - can be any length: first 5 hexes can be traced in any direction(s)  
but remainder must be in direction(s) allowed by retreat  
compass
    - cannot be traced through an enemy ZOC, enemy unit
      - presence of a friendly unit negates the enemy ZOC  
effect in its hex
  - Remove AS and OoS markers from units that are now in supply
  - Units without a marker that cannot trace supply receive AS marker
  - Units with AS markers that cannot trace supply receive OoS marker
  - Units with OoS markers that cannot trace supply remain OoS
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## 2. Mutual Reinforcement/Replacement Phase

- Reinforcements cannot be delayed and always enter in supply
  - **Stacking Limits apply**
    - normally 2 units maximum in any hex
    - 3 units maximum if at least 2 of them belong to the same Corps or all 3 are cavalry from the same country
    - cavalry may not stack with infantry
    - stacked units must be of the same nationality unless temporarily forced to stack by combat retreat (must unstack ASAP afterwards)
  - units are eliminated if unable to enter play
- Replacements used to rebuild a reduced unit to full strength
  - units must be in full supply
  - cavalry replacements replace *eliminated* cavalry units
- AS and OoS units not able to receive replacements
- **Allied place reinforcements 1<sup>st</sup>**
  - place in any friendly supply source hex in appropriate zone
    - Exception: Zone D reinforcements enter on *eastern* map edge
  - units from the same Corps must enter in the same zone
  - reinforcements can use strategic rail movement from south or west map edges (only) this turn
- **German place reinforcements 2<sup>nd</sup>**
  - place in any friendly supply source hex in appropriate zone
    - no German reinforcements can enter Zone D before turn 4
  - units from the same Corps must enter in the same zone
- **Allied assign replacements 1<sup>st</sup>**
  - place available Repl marker on a *supplied* unit
    - 1 French infantry marker can be used *once per turn*
    - 1 Belgian and 2 British infantry markers can be used *once per game*
    - 1 French cavalry marker can be used *once per turn*
      - place an eliminated cavalry division immediately together with its Repl marker
      - must be placed with an existing fully supplied French cavalry unit
    - units in enemy ZOC cannot receive replacements

- **German assign replacements 2<sup>nd</sup>**
    - place available Repl marker on a *supplied* unit
      - 1 German infantry marker can be used *once per turn*
      - 1 German cavalry marker can be used *once per turn*
        - place an eliminated cavalry division immediately together with its Repl marker
        - must be placed with an existing fully supplied German cavalry unit
    - units in enemy ZOC cannot receive replacements
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### 3. Allied Flood Phase

- Allied player can decide to flood the Belgian flood plain
    - must have a supplied Belgian unit in Neuport to initiate this
    - place marker on turn track
    - flood plain becomes Flooded Terrain during this phase in 2 turns time (i.e. terrain remains Clear this turn and next)
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### 4. Allied Strategic Rail Movement Phase

- **Not possible on Turn 1**
  - Up to 4 French/British units can move by rail per turn
    - move from one town/urban hex to another
      - must stop at first town/urban hex it enters
    - may leave/enter enemy ZOC but not pass through it
  - Units moved via rail are marked with Rail marker
  - Stacking Limits apply at end of rail movement
    - normally 2 units maximum in any hex
    - 3 units maximum if at least 2 of them belong to the same Corps or all 3 are cavalry from the same country
    - cavalry may not stack with infantry
    - stacked units must be of the same nationality unless temporarily forced to stack by combat retreat (must unstack ASAP afterwards)
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## 5. Operational Phase

- **Turn 1:** no movement into enemy ZOCs (hence no combat this turn)
- **Note that all cavalry are treated as infantry if a Continuous Front was formed by either side earlier in the game**
- Army Command chits (ACMs) are used to activate units in each zone
  - All A, B and C ACMs put in a cup at game start
    - D ACMs added to the mix on their assigned turn

### *Movement*

- German player (odd turns) or Allied player (even turns) randomly draws an ACM
  - appropriate player rolls 1d6 and consults Command Track
    - LH number = Movement Allowance for infantry units
    - RH number = Movement Allowance for cavalry units
  - all units *in the corresponding zone* without a Repl/Done marker are activated for **movement** (once per turn)
    - each unit can move up to its Movement Allowance MA
    - Terrain Modifiers apply (see table)
    - railroad does not negate a Terrain Modifier
    - a unit can always move 1 hex if its MA  $\geq 1$
    - never into enemy occupied hexes
    - never directly from one enemy ZOC into another
    - **must normally stop if an enemy ZOC is entered**
    - mark units that cross into another zone as Done
    - **Turn 1:** no unit can enter Zone D  
(unless forced to via combat retreat but must leave ASAP)
    - **Turns 1-3:** no German unit can enter or attack Zone D  
(unless forced to via combat retreat but must leave ASAP)
  - **French 13<sup>th</sup> division and German 28<sup>th</sup> division**
    - these units (marked “A”) may only operate in Zone A  
(unless forced to leave via combat retreat but must return ASAP)
  - **Belgian units** may only operate in Zone D  
(unless forced to leave via combat retreat but must return ASAP)
    - **Turns 1-5:** Belgian units east of the Belgian Attack Line must use their full Movement Allowance to move and are restricted to directions allowed by Retreat Compass only

- **Note 1:** the presence of a supplied (or AS) friendly unit that has yet to move negates an enemy ZOC in its hex and allows a friendly unit to **withdraw** through it (in directions allowed by Retreat Compass only)
  - this unit cannot end its move next to an enemy unit
- **Note 2:** cavalry can never end its move stacked with infantry
- **Note 3:** OoS units: -1 to Movement Allowance  
no longer exert ZOC

## **Combat**

- Stacking Limits apply throughout combat
  - normally 2 units maximum in any hex
  - 3 units maximum if at least 2 of them belong to the same Corps or all 3 are cavalry from the same country
  - cavalry may not stack with infantry
  - stacked units must be of the same nationality unless temporarily forced to stack by combat retreat (must unstack ASAP afterwards)
- **Turn 1:** no movement into enemy ZOCs (hence no combat this turn)
- Each player can only declare combat **once per turn** (after movement)
  - **all** friendly units can attack adjacent enemy hexes across playable hexsides
    - units with a Repl or Rail marker cannot attack
    - units with combat strength in () cannot attack
    - units with Repl marker that are *attacked* lose the marker and cannot receive a replacement  
(add a Done marker to the affected unit)
    - cavalry cannot attack infantry
- Each attack must be against a single enemy hex but can be made using any combination of friendly units from neighbouring hexes  
(so long as all enemy units adjacent to participating attacking units are attacked at some point during the current combat phase)
  - not all attacking units in a hex need attack the same target
  - cavalry and infantry cannot normally combine in an attack
  - all defending units in the target hex do defend together
  - **units can only attack/be attacked once per combat phase**
- If target hex contains only cavalry and attacking force is all infantry, then defending units may choose to **retreat before combat**
  - 2 hex retreat to same hex only in directions allowed by Retreat Compass
  - attacking force may advance into target hex
- If target hex contains only cavalry and attacking force is all cavalry, then defending units may **retreat before combat**

- 2 hex retreat only in directions allowed by Retreat Compass
- if all cavalry retreat, attacking force may advance **2 hexes**, ignoring enemy ZOCs (first hex must be the original target hex)

- **Combat procedure:**

- **note 1:** rolls never modified above 6 or below 1
  - **note 2:** a natural 6 or natural 1 is never modified
  - **note 3:** OoS units suffer -2 to TER (never below 1)
  - **note 4:** Belgian units east of the Belgian Attack Line can never attack German units
  - **note 5:** cavalry attacked by infantry automatically have TER=1 and attacker loss limit is automatically 1
  - **note 6:** British cavalry *defend* as infantry
  - **note 7:** German New Reserve Corps roll 1d6 to determine TER before their first battle (remains constant until game end)
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- **attacker calculates combat odds and determines DRMs** from Combat Resolution Chart (LH attacker, RH defender)
    - round down combat odds
    - defender may benefit from cumulative defence factors and column shifts due to terrain, rivers, etc
    - Offensive Support Markers can be used to give all infantry attacks a 1 column shift to the right for the current turn (OSMs are turn-limited, remove from play after use)
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- **defender rolls 1d6 for each defending unit**
    - $1d6 + DRM \leq TER$ : no effect
    - $1d6 + DRM > TER$ : lose a step and retreat difference (3 hexes maximum)  
(units in villages, towns, urban hexes may ignore retreat if difference = 1)
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- **attacker rolls 1d6 for each attacking unit up to loss limit** (must choose divisions before brigades)
    - $1d6 + DRM > TER$ : lose a step (no retreat)
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- if all defending units vacate target hex, some/all surviving attacking units can **advance** (up to stacking limits, ignore enemy ZOCs)
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- any British unit eliminated in battle can be replaced with a **British Remnant** if available and retreat is ignored
    - only one Remnant per hex

## ***Retreats***

- Retreating units can normally only retreat in directions allowed by Retreat Compass
  - alternative direction possible only to avoid elimination due to enemy ZOCs/impassable terrain/map edges
  - if retreated unit causes overstacking, continue the retreat until this no longer occurs (eliminate if not possible)
- Units cannot retreat into or through enemy ZOCs
  - the presence of a supplied (or AS) friendly unit negates an enemy ZOC in its hex and allows a friendly unit to retreat through it
  - OoS enemy units no longer exert ZOC
  - supplied/AS units can ignore enemy cavalry ZOCs
- A retreated unit cannot be attacked again but is automatically eliminated if its destination hex takes any losses later during the current combat phase
- Units unable to retreat are eliminated
- Stacking Limits enforced *at end of Operational Phase*
  - normally 2 units maximum in any hex
  - 3 units maximum if at least 2 of them belong to the same Corps or all 3 are cavalry from the same country
  - cavalry may not stack with infantry
  - stacked units must be of the same nationality unless temporarily forced to stack by combat retreat (must unstack ASAP afterwards)

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## **6. Mutual Recovery Phase**

- Both players remove all Done and Repl markers from their units
- Repl units receive their replacement (flip to full strength)
- An enemy ZOC does not affect a Repl unit receiving its replacement

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7.      **Game Turn Advance / Continuous Front / Victory Phase**

- **Remove all ACMs** from Command Track and place into cup again
  - add Zone D ACMs on appropriate turn
  
- Check for a **Continuous Front**
  - either side has a chain of units/ZOCs from southern map edge to the 2100 hex row
  - all cavalry now dismount and are now considered to be infantry for all purposes except replacements
  
- **Advance turn marker** and begin new turn
  
- **Check for victory at end of turn 18**
  - the side that controls the most red VP hexes wins

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