

REPLACEMENTS OVERVIEW (17.1-17.6)

- ① Any Step lost = +1 Replacement Point and +1 Enemy VP

- ② Working Total for the Turn = (All Assaults + Disordered Units) ÷ 2 = Column on Replacement Chart

- ③ Roll on Replacement Chart column = Replacement Steps available

- ④ Choose Replacements = One Enemy VP per Step taken

- ⑤ Roll on Reserves Chart = Reserve Steps taken from Replacements and -1 Enemy VP deducted for each Step taken

- ⑥ Reset Replacement Track to zero (unused are lost)

REPLACEMENTS (17.3)

DR(2)	WORKING TOTAL												
	<i>(All Assaults + Friendly Disordered Units) Divided by 2</i>												
	≤6	7	8	9	10	11	12	13	14	15	16	17	≥18
2	1	1	1	2	2	2	3	3	3	4	4	5	5
3	1	1	2	2	2	3	3	3	4	4	5	5	6
4	1	2	2	2	3	3	3	4	4	5	5	6	6
5	2	2	2	3	3	3	4	4	5	5	6	6	7
6	2	2	3	3	3	4	4	5	5	6	6	7	7
7	2	3	3	3	4	4	5	5	6	6	7	7	8
8	3	3	3	4	4	5	5	6	6	7	7	8	8
9	3	3	4	4	5	5	6	6	7	7	8	8	9
10	3	4	4	5	5	6	6	7	7	8	8	9	9
11	4	4	5	5	6	6	7	7	8	8	9	9	10
12	4	5	5	6	6	7	7	8	8	9	9	10	10

Result equals number of steps available.

WEATHER DETERMINATION (5.0)

Die Roll	Weather	Air Observation	Movement	Supply Range
1-3	Fair	Yes	Full	8
4	Drizzle	1-2 = No 3-6 = Yes	Lose 1 Point	6
≥ 5	Rain *	1-4 = No 5-6 = Yes	Lose 2 Points †	5/4 *

* Rain is Snow on Feb 28; March 6 and 13; Nov 20 and 27; Dec 4, 11 and 18

† Artillery halts without Engineer

DIE ROLL MODIFIERS +1 Rain previous turn +1 October 16 or later

RESERVES (17.4)

DR(2)	REPLACEMENTS STEPS TAKEN									
	1	2	3	4	5	6	7	8	9	10
2-4	0	0	0	1	1	2	2	3	3	4
5-7	0	0	1	1	2	2	3	3	4	4
8-10	0	1	1	2	2	3	3	4	4	5
11-12	1	1	2	2	3	3	4	4	5	5

Result equals number of steps transferred to Operations Reserves, credit back enemy VP.

Die Roll Modifiers

French until May 1 (Pétain) +1

French after May 1 (Nivelle) -1

Germans after July 3 (Somme) +1

SOMME WITHDRAWAL (19.4.3)

Die Roll	Infantry	Artillery, HQ
1	2B, R	H
2	2B, 2R	H
3	3R	2H
4	3R	2H
5	4R	2H
6	4R	HQ, 3H

B Battalion(s) **H** Heavy Artillery(s)

R Regiment(s) **HQ** Headquarters

Note Withdrawals occur in July Game Turns only. Re-roll die if same number was already rolled earlier. Unit removal happens at end of Weather Phase.

SEQUENCE OF PLAY (4.0)

WEATHER PHASE (5.0)

SOMME WITHDRAWAL Only during July (6.0, 19.4.3)

LULL TURN DETERMINATION (7.0)

GERMAN PLAYER'S PHASE

Bombardment Segment (8.0)

Movement Segment (12.0)

Assault Commitment and Closing In Segment (13.0)

Command Resources Segment (14.0)

Defensive Fire Segment (15.0)

Assault Segment (16.0)

FRENCH PLAYER'S PHASE

MUTUAL REORGANIZATION PHASE (17.0)