ALLIED RANDOM EVENTS DESCRIPTION

@: the event must occur during the turn if the conditions are met; otherwise, it is returned to the pool.

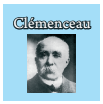
£: the event can be kept to be used in a subsequent turn or can be returned to the pool.

#: event can only occur once.

¤: the event may be returned to the pool after use, or the player may voluntarily remove it from play.

$: event must be returned to the pool.

[number of markers of this type; turns(s) when marker is put into the pool]

	All quiet on the Western Front (A l'Ouest, rien de nouveau) ($) [2; 1et 2]. No event, marker is immediately returned to the pool and cannot be removed from play.
	Heroic Assault (Assaut héroïque) (£,¤) [3 ;1, 10 and 16]. Just before rolling the dice for combat, the attacker may choose to play this event and either: • inflict 2 additional hit points on the defender, or • have a +2 bonus on the tactical coordination table, or • put a penalty of -2 on the defender's tactical coordination table. This event may also be used to cancel a Heroic Defense event that the defender has just played.
	Surprise Attack (Attaque surprise) (£, ¤) [2; 10 and 16]. This event may be played at the moment that a combat is declared. It may be used to either: • conduct the attack with a single corps artillery and no army artillery for the attacker, and the defender cannot use any artillery, or • conduct an exploitation combat where the defender cannot use any artillery.
	Belleau Wood (£, #) [1; 3]. *Like the action at Cantigny, the fighting in Belleau Wood contributed to the good reputation of the American troops.* This event may be played: • during the German combat phase, after a combat in which the lead unit is American and the defender's hex remains occupied by an American unit. • during the Allied combat phase, after a combat in which the lead unit was American and an American unit is able to advance after combat. American morale increases by 1 point.
	Cantigny (@,#) [1;1]. *Cantigny (@, #) [1; 2]. On May 28th, the American 1st Division was victorious in the Cantigny sector (off map), despite the Germans' ferocious determination to make the Americans 'fold'.* The Allied player may play this event at the start of the supply phase. When played, American morale is increased by 1.
	**Clemenceau** (£,#) [1 ;3]. *After the collapse of the Chemin des Dames, Clemenceau had to speak at the tribune of the assembly, to defend and support the positions of Foch and Pétain.* This event is played at the start of the supply phase. It allows the Allied player to retain one additional event marker per turn until the end of the game. In addition, combined with the Limogeage [Command Shakeup] event, it allows abandonment of the "Foch" doctrine and adoption of the Evolving Doctrine. Lastly, it cancels the negative modifiers from the Government flees [Fuite du Gouvernment] event.
	Immediate Counterattack (Contre-attaque immédiate) (£,¤) [2 ; 1 and 3]. After a combat, the defender may play this event and launch an immediate counterattack. To do so, he may move, up to half of their MPs, all friendly units which can enter into the ZoC of at least one enemy unit which just took part in the combat. Units may only move if they end their movement in the ZoC of such an enemy unit. All the units which moved, as well as the unit which was just defending, must then attack. The combat (or combats) take place as normal, except that the roles of attacker and defender are switched and artillery may not be used. Exploitation results are ignored. After an Immediate Counterattack has been resolved, the attacker resumes the normal course of the game turn.
	Heroic Defense (Défense héroïque) (£, ¤) [3; 1 and 3**].** Just before rolling the dice for a combat, and after the attacker has declared his intention to use a random event, the defender may play this event and either: • inflict 2 more hit points to attacker, or • gain a +2 modifier on defender's tactical coordination roll, or • inflict a -2 modifier on attacker's tactical coordination roll, or • cancel an attacker's heroic assault ("assaut héroïque") marker.
	Spies (Espionnage) (£,¤) [1;16]. This event is played at the start of the Offensives Declaration Phase. The player is informed of all of the events held by his opponent.
	The Government flees (Fuite du gouvernement) (@, #) [1; 3]. *As the enemy troops advance, the French government flees to Bordeaux.* This event is played as soon as it is drawn. If the German player has at least 30 victory points, and at least one of his units has crossed the Marne, the event occurs, the marker is removed from the game and the victory points are increasedby 5. If the German player has between 17 and 29 victory points, or if the Germans have not crossed the Marne, the marker is returned to the pool. If the German player has fewer than 17 victory points, there is no effect and the marker is removed from the game. If the event occurs, one Limogeage [Command Shakeup] marker is removed from the doctrine evolution track, if any are present there. If the Allied player has not yet reached the evolving Doctrine space, he must remove an additional Limogeage **[**Command Shakeup] marker..
	Gouraud (£, #) [1; 10]. This event is played at the start of the supply phase. It cannot be played before the event Change of Doctrine [Précision de la Doctrine] .The event marker is placed face-up on a HQ. All defending units within seven hexes of this HQ have the CRT column shifted one to the left. In addition, damage points inflicted by a German offensive bombardment within this same radius are reduced by 3 for the first operational sequence. The marker is removed from the game at the end of the turn.

Air unit (£,#) [6 ; 3, 10 and 16]. This event is played during the Reinforcements Arrival Phase. One air unit arrives as reinforcements. The Allied player may only play one event of this type per turn.

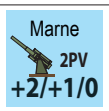
Russian Legion (Légion russe) (£,#) [1;2]. *The Russian Legion, made up of Tsarist volunteers, performed heroically during the German offensive at the end of May. By their sacrifice, the road to Paris was held against the Germans, allowing the French time to reform a defensive line.*
The player may play this event after a German attack against a hex. The normal combat results are cancelled. Instead, the Allied player eliminates all of his defending units except one, which is reduced to its last strength step. The German player suffers one loss, cannot advance after combat, and all tactical coordination results are ignored.

Command Shakeup (Limogeage) (£, #) [2; 3]. *The "Command Shakeup" event simulates both the sacking of a general, and also Foch or Pétain getting operations under control.*
This event is played by the Allied player at the start of the supply phase. The German player places the Limogeage marker on an Allied HQ of his choice. All the Allied units within seven hexes of this HQ suffer a -1 penalty on the tactical coordination table. At the end of the turn, the marker is placed on the Doctrine Evolution Track.

Mangin (£, #) [1 ;3]. The Allied player may play this event at the start of his movement phase, one turn after a German offensive has been launched. He may immediately remove from his Strategic Reserve and place on the map up to 5 infantry divisions, 5 tank groups and 4 support units (aircraft, HQ and/or artillery). All of these units fight using the "Foch" doctrine on their turn of arrival. The units must be placed within a radius of seven hexes of the last victory point hex captured by the Germans, at least three hexes from an enemy unit, and within command range of a friendly HQ. If such placement hexes do not exist, the event cannot be played this turn.
This turn, the Allied player must make at least two attacks with the units which have just entered the game, otherwise the German player gains 2 VP per attack not made. The strength ratio of these attacks must be at least 1/2.
If before the next administrative phase the Allied player recaptures a victory hex from the Germans, the German loses two additional VPs.
This event may be combined with Victory Telegram [Radiogramme de la Victoire] to be played on the same turn as a German offensive.

Improved Organization (Meilleure organisation) (£,¤) [3; 3]. This event may be played:
• at the start of the Replacements Track Administration Phase. The player may immediately advance two units, in the same space on the Rebuilding Track or Support Track, by one space.
• At the start of the Reinforcements Placement Phase; in which case the player has one additional transport point for this turn.

Offensive (£,#) [4 ; 10 and 16]. These events allow the launching of offensives, and are played during the Offensive Declaration Phase. When the marker is played, place it face up on the Victory Points Track. The Allied player has 4 Offensive markers :

Name		Number of army artillery	1st Sequence Bonus	2nd séquence Bonus	3rd séquence Bonus	Victory point objective
Marne		1	+2	+1	0	2
Champagne		2	+1	0	0	5
Ourcq		1	+1	0	0	3
Aisne		1	+1	0	0	4

Pershing (£,#) [1;16]. *General Pershing continually argued for employing the American forces together rather than piecemeal.*
This event is played during the Supply Phase. It allows the American First Army HQ (on the back side of the marker) to enter the game. The counter may be placed in any hex which can draw a legal supply line. From this moment onward, any American unit which is not within command range of this HQ is disorganised, regardless of the game phase. However, American units may still trace supply from any Allied HQ.
All American units within command range of the American HQ have their morale raised by 1 point (to a maximum of 6).
The turn after the American HQ enters the game, and on all subsequent turns, the Allied player rolls one die during the supply phase. On a result of 6, the American units are removed from the game for the Argonne offensive. The die roll is modified by +1 if the Allied player captured one or more victory hexes the preceeding turn. If he wishes, the Allied player may replace the American units which thus leave the map with Allied units in the Strategic Reserve, on a division for division basis. If a division with morale 2, 3 or 4 replaces an American elite division, it may replace any regiment of this elite division.

Change of Doctrine (Précision de la Doctrine) (£,#) [1;10]. This event is played at the start of the Supply Phase. It may only be played if the events "Command Shakeup" [Limogeage] and "Clemenceau" are already on the Doctrine Track. The Allied player will now use the "Pétain" doctrine.

Victory Telegram (Radiogramme de la Victoire) (£,#) [1 ;3]. *On June 3, 1918, artillery captain Painvin succeeded in breaking the German code, which revealed a future German offensive against le Matz.*
This event may only be played in conjunction with the Mangin event, on the turn that a German offensive starts.
When the German player captures a victory point hex, the Allied player may deploy troops as described in the Mangin event, during the Allied Movement Phase of the current operational sequence. If the German player does not capture any victory point hexes, the troops arrive during the Allied Movement Phase of the third operational sequence.