

GERMAN 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]

	<p>Stop on the Objective (Arrêt sur l'objectif) (£,☐) [2; 14]. <i>Despite their manpower and material superiority, the Allies were never able to exploit their successes into breakthroughs. After four years of positional warfare, the Allied officers and men had forgotten the principles of mobile warfare. Lacking training and initiative, they contented themselves with taking their first tactical objectives and leaving the exploitation to the cavalry, with the familiar lack of results ...</i></p> <p>The German player can play this event after an Allied combat. Each Allied unit which advanced 2 or more hexes is disorganised. In addition, the German player may remove from the map one Allied Reserve marker which is not on a cavalry corps.</p>
	<p>Heroic Assault (Assaut héroïque) (£,☐) [3; 3 and 14]. Just before rolling the dice for combat, the attacker may choose to play this event and either:</p> <ul style="list-style-type: none"> • inflict 2 additional hit points on the defender, or • have a +2 bonus on the attacker's tactical coordination table, or • put a penalty of -2 on the defender's tactical coordination table. <p>This event may also be used to cancel a Heroic Defense event that the defender has just played.</p>
	<p>Surprise Attack (Attaque surprise) (£,☐) [2 ;3 and 14].</p> <p>This event may be played at the moment that a combat is declared. It may be used to either:</p> <ul style="list-style-type: none"> • 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.
	<p>Bruchmuller (£,☐) [3; 1, 3 and 14].</p> <p>This event is played when an offensive is declared. German player will benefit from Bruchmuller bombardment bonus, during his first operational sequence.</p>
	<p>Gun of Paris (Canon de Paris) (£,#) [1; 3]. <i>Bitterly remembered under the collective name of "Big Bertha", the heavy Paris Guns followed behind the German offensive, to reduce the range and so increase the life expectancy of the gun barrels.</i></p> <p>When he draws this event, the German player may place it (face up) on the map in a hex that he controls, within 26 hexes (inclusive) of Paris. If he is able to do so, he gains 2 victory points (which may be counted towards the success of any offensive currently under way) The German player may remove the marker from the map during his movement phase, at the cost of one Transport Point and 1 victory point (which may be counted towards the success of a current offensive, if any).</p> <p>If the Allied player gains control of the hex containing the Canon de Paris marker, he immediately scores 3 victory points, which may be counted towards the success of an offensive currently in progress (if any).</p>
	<p>Tanks (£,#) [3 ; 3 and 14]. This event may be played during combat, as explained in the basic rules (see 15.4.2). The first two Tanks markers played are removed from the game once played.</p>
	<p>Immediate Counterattack (Contre-attaque immédiate) (£,☐) [2 ; 3 and 14]. 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.</p>
	<p>Heroic Defence (Défense héroïque) (£,☐) [3 ; 2 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:</p> <ul style="list-style-type: none"> • 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.
	<p>Spies (Espionnage) (£,☐) [1;3]. 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..</p>
	<p>Air support (£,#) [1 ; 3]. This event is played during the Reinforcements Arrival Phase. One air unit arrives as reinforcements.</p>
	<p>Antitank Group (Groupement antichar) (£,☐) [2 ; 14]. <i>When the Allies began employing massed tank attacks, the Germans quickly modified their doctrine and created tactical groups to counter the enemy tanks.</i></p> <p>The German player may play this event during a combat where the Allied player has committed tanks. One Allied tank is immediately eliminated.</p>
	<p>All quiet on the Western Front (Im westen nichts neues) (\$) [2; 3]. No event, the marker is immediately returned to pool and cannot be removed from play.</p>

	<p>Ludendorff cracks (Ludendorff craque !) (@,#) [1 ; 14]. <i>Already suffering from nervous exhaustion, the German Chief of Staff collapsed when he heard about the Allied offensive of July 18th. Alternating between apathy and irascibility, his attitude paralyzed the German army for some days.</i></p> <p>This event can only occur if the following conditions are met. Otherwise, it is returned to the pool:</p> <ul style="list-style-type: none">• the last German offensive has failed, AND• the last offensive was declared by Allied player. <p>If both conditions are met, this event is played during the supply phase. For the current turn, each German unit's morale is reduced by 1. In addition, the German player returns all of the events in his hand to his pool, and can draw only two random events per turn until the end of the game.</p>																																			
	<p>Defense line (Ligne de défense) (£,#) [1 ; 14]. <i>After the initial surprise of the Allied offensive on July 18th, the Germans recovered and reformed on the preestablished defense lines of the Vesle and Aisne.</i></p> <p>This event is played during the supply phase, and cancels the Ludendorff cracks! event (if that has already been played).</p> <p>The German player may place this marker on any one HQ of his choice. All German units within command range of this HQ gain 1 column left shift on the CRT on defense, and the Allies suffer a -1 die roll modifier for bombardment. The effects end (and the marker is removed from play) as soon as the selected HQ moves or is eliminated.</p> <p>Once this event is played, for the remainder of the game the German player candraw only two event markers per turn and cannot launch any more offensives.</p>																																			
	<p>Improved Organization (Meilleure organisation) (£,☐) [3; 3]. This event may be played:</p> <ul style="list-style-type: none">• 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.																																			
	<p>Offensive (£,#) [4 ; 1, 2, 3 and 14]. 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 German player has 4 Offensive markers :</p> <table><tr><th>Name</th><th></th><th>Number of army artillery</th><th>1st Sequence Bonus</th><th>2nd séquence Bonus</th><th>3rd séquence Bonus</th><th>Victory point objective</th></tr><tr><td>Blucher</td><td></td><td>2</td><td>+3</td><td>+2</td><td>+1</td><td>7</td></tr><tr><td>Blucher Follow-up</td><td></td><td>1</td><td>+1</td><td>0</td><td>0</td><td>4</td></tr><tr><td>Le Matz</td><td></td><td>1</td><td>+1</td><td>0</td><td>0</td><td>5</td></tr><tr><td>Friedensturm</td><td></td><td>2</td><td>+2</td><td>+1</td><td>0</td><td>20</td></tr></table>	Name		Number of army artillery	1st Sequence Bonus	2nd séquence Bonus	3rd séquence Bonus	Victory point objective	Blucher		2	+3	+2	+1	7	Blucher Follow-up		1	+1	0	0	4	Le Matz		1	+1	0	0	5	Friedensturm		2	+2	+1	0	20
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	<p>Kaiser's Order of the Day (Ordre du jour du Kaiser) (£,#) [1 ; 3]. <i>The Kaiser is following the offensive in person, and lets the troops know this to motivate them.</i></p> <p>This event may be played during the first operational sequence of an offensive. The event marker is placed face down on an army artillery unit which is in offensive mode. All German units within bombardment range of this artillery have their morale raised by 1 (maximum morale 6). The counter is removed from the game at the end of the turn if the German has captured at least one victory hex at the end of the first operational sequence.</p> <p>If the German player has not captured a victory hex at the end of the first operational sequence, the German player loses a victory point, subtracted from the victory points necessary for the success of the current offensive, and the counter is immediately removed from the game.</p>																																			
	<p>Pressure on the Americans (Pression sur les américains) (£, #) [1; 3]. <i>The German high command decided to break the Americans' morale before they could gain selfconfidence.</i></p> <p>This event may be played after a combat where the German player occupies thedefender's hex, and the defender used an American unit as lead unit. American morale drops by 1 point.</p> <p>This event can't be played if Belleau Wood has already been played.</p>																																			
	<p>Sacred soil of the Nation (Terre sacrée de la Patrie) (£,#) [1; 2]. <i>By the end of May 1918, most of the French officers who had learned under the doctrine of offensive and élan, were still unable to force themselves to adopt the principles of defense in depth.</i></p> <p>The German player may play this event at the moment that he declares a combat against a French unit. This unit cannot retreat, even if it passes its tactical coordination roll. Other tactical coordination results apply normally.</p>																																			
	<p>Von Hutier (£,#) [1 ; 3]. <i>Von Hutier was certainly one of the best generals of the period, having mastered the new German infantry infiltration tactics.</i></p> <p>This event is played during the supply phase. The marker is placed face down on a HQ counter of the German player's choice. All German units within command range of this HQ benefit from a one column shift to the right on the CRT when attacking.</p> <p>The marker is removed from the game at the end of the turn.</p>																																			