

Central Powers Action Phase Sequence (7.5-S)

- Place all revealed CP blocks face down.
- Place one CP block face down into any Allied Frontline hex not already containing a CP block (23.2).
- Reduce the number of CP blocks in every contested hex to one block (SPs do not matter). Return excess blocks to the force pool.
- Set the "Revealed SPs" marker equal to the number of CP blocks on the map.
- Roll on the "Number of Central Powers Offensives" table to determine number of CP Offensives.
- Resolve Major Offensives.
- Resolve Minor Offensives.
- Resolve Breakout Movements.
- Resolve Breakout Combats.
- Central Powers "Reset."
- Return to Solitaire Sequence of Play.

(5) Number of Central Powers Offensives

Roll 3d6 and add any DRMs to the total. Find the total on the "Number of CP Offensives" table. The first column to the right is the total number of Major Offensives, and the second column is the number of Minor Offensives, to be resolved this Action Phase.

On Turn 9 Action Phase 2, if the Allies have achieved the Victory or Draw condition, a minimum of two Major Offensives are launched.

CP Offensive DRM's (cumulative)

-5	Turn 7
+5	Turn 8 AP1
+3	Turn 8 AP2
+2	No CP hex controlled in France
-1	CP Total SPs 26-50
-2	CP Total SPs <25
Min.	On T9 AP2 if Allies have achieved Draw or Victory Condition

Number of CP Offensives

3d6	Major	Minor
1-6	0	0
7	0	1
8	1	0
9	1	0
10	1	1
11	2	0
12	2	0
13	2	1
14	2	1
15	2	1
16	2	2
17	3	0
18	3	0
19+	4	0

(6) Resolve Major Offensives (one at a time)

- Draw Objective chit, determine the target hex of the attack and place it on the hex (20.3.2).
- Allies decide whether or not to reinforce using a Logistic Point. Follow Core Rules for Reinforcement with the exception that it is limited to 5 SPs total.
- Roll 3d6 and consult the "Major Offensive" table.
- Place *three blocks* into the hex equaling the SPs of the offensive. Remember to adjust the "Revealed SPs" as you go.
- Allied player optionally places any available Artillery counters he wishes.
- If the CP have Artillery counters available, roll on step 2 of the "Artillery Response Table" (7.3.5-S) to place CP Artillery. The result of step 1 is always assumed to be a "Y."
- Resolve Infantry Combat per Core Rules.
- Place a "Breakout Move!" marker if applicable. If Turn 8 AP1, Spring Offensive rules apply after CP offensives (25.4).
- Repeat steps 1-8 for next Major Offensive. If none remain, continue to Minor Offensives.

Major Offensive SPs

3d6	Central Powers Hidden SPs					
	21-30	31-40	41-50	51-60	61-75	76+
3-5	4	6	8	9	10	12
6-9	6	9	11	13	15	17
10	8	12	15	17	20	23
11	10	15	18	22	25	28
12	11	18	22	26	29	33
13	13	21	25	29	33	38
14	14	22	27	31	36	41
15	15	23	28	33	38	43
16	15	24	29	34	39	44
17	15	24	29	34	39	45
18+	16	25	30	35	40	45

(7) Resolve Minor Offensives

Follow the steps for major offensives. Consult the Minor Offensive table in step 3.

Minor Offensive SPs

3d6	Central Powers Hidden SPs					
	1-10	11-20	21-30	31-40	41-50	51+
3-5	2	2	3	3	4	4
6-9	2	3	4	5	6	6
10	3	4	6	7	8	9
11	4	5	7	8	9	11
12	5	6	8	10	11	13
13	5	7	9	11	13	14
14	6	8	10	12	14	15
15	6	8	10	12	14	15
16	6	8	11	13	15	15
17	6	8	11	14	15	15
18+	7	9	11	15	15	15

(8) Breakout Movement

Complete the following steps for each hex containing a Breakout marker.

- Determine the Nature and Direction of the Breakout movement by rolling 2d6, 1st (black) and 2nd (blue). The 1st (black) indicates the row on the table and the 2nd (blue) indicates the column.
- Redistribute SPs from the hex containing the Breakout Move marker. The distribution is determined by the "Distribution" values and "Nature of Breakout Move" on the Breakout Movement table.

If distribution is 2-1:

- Place 2 SPs in hex containing the Breakout marker then *b or c*.
- Divided Attack:** Place 1 SP in all adjacent hexes not already contested or
- Concentrated Attack:** Place 1 SP in a single adjacent hex determined by the "Direction of Breakout."
- Repeat a then b or c until all SPs are distributed.

If distribution is 1-1:

- Place 1 SP in hex containing the Breakout marker then *b or c*.
- Divided Attack:** Place 1 SP in all adjacent hexes not already contested or
- Concentrated Attack:** Place 1 SP in a single adjacent hex determined by the "Direction of Breakout."
- Repeat a then b or c until all SPs are distributed.

If distribution is 1-2:

- Place 1 SP in hex containing the Breakout marker then *b or c*.
- Divided Attack:** Place 2 SPs in all adjacent hexes not already contested or
- Concentrated Attack:** Place 2 SPs in a single adjacent hex determined by the "Direction of Breakout."
- Repeat a then b or c until all SPs are distributed.

(9) Breakout Combat

Complete Allied Artillery Fire only (if any), then go to step 10.

Breakout Movement Table

Turn 7 & 9		Nature of Breakout Move			
		CD	CC	AD	AC
1d6		1-2	3-4	5	6
Direction of Breakout:	1-3	CD-SR	CC-SR	AD-SR	AC-SR
	4-6	CD-WH	CC-WH	AD-WH	AC-WH
Distribution:		2-1	2-1	1-1	1-1

Turn 8		Nature of Breakout Move			
		CD	CC	AD	AC
1d6		1-2	3-4	5	6
Direction of Breakout:	1-3	CD-SR	CC-SR	AD-SR	AC-SR
	4-6	CD-WH	CC-WH	AD-WH	AC-WH
Distribution:		1-1	1-1	1-2	1-2

(10) Central Powers Reset

The procedure for "resetting" the CP blocks to a hidden state at the end of Action Phase 1 is different from Action Phase 2.

Action Phase 1: Adjust the "Revealed SPs" marker to equal the value of all blocks face up (from CP attacks) plus one for each with a face down CP block.

In hexes where the Central Powers attacked, use *3 blocks* to comprise the total CP SPs then stand the blocks up facing away from you. In all other Frontline hexes, place one CP block face down. The SP value does not matter.

Action Phase 2: Place one CP block face down in a manner that contests every Allied Frontline hex adjacent to a CP Control marker in France columns A-H and I06. Once complete, the result should be the same as the procedure in 23.2. Adjust the "Revealed SPs" marker to equal the number of hexes with a CP block.

Central Powers Economic Guide (6.5-S)

Add "Free" items to the CP Player Board without spending EPs. Spend CP EPs on "Primary" items in order in the quantity indicated (#). Up to two EPs are spent on Supply Capacity if needed to avoid placing hexes OOS. Any remaining may be spent at player discretion on the "Choice" items listed.

Turn 7
Free: Logistic Points (2), Tank Counter (1)
Primary: Air Tech (1), Supply Capacity (0-2), Tank Tech (1), Gas Mask Tech (1)
Choice: Air or Artillery Maintenance, Gas Tech, Gas Mask

Turn 8
Free: Logistic Points (2), Tank Counter (1)
Primary: Air Tech (1), Gas Mask Tech (1), Supply Capacity (0-2), Tank Tech (1),
Choice: Air or Artillery Maintenance, Poison Gas Tech, Gas Mask Tech

Turn 9
Free: Logistic Points (2), Tank Counter (1)
Primary: Supply Capacity (0-2), Gas Mask Tech (1)
Choice: Air or Artillery Maintenance, Poison Gas Tech, Gas Mask Tech



Player Turn: Allies **FIELDS OF DESPAIR**

Solitaire Sequence of Play

Ⓢ: Indicates a solitaire procedure detailed in the Solitaire Play Guide.

1. Advance USA Entry Track (4.1)

Turn 7 only. The USA enters the war (11.2).

2. Resolve Eastern Front (5.1)

Turn 7 only. Russia exits the war.

3. Production Phase (6.0)

Economic Maintenance (6.1).
Manpower Deployment/Attrition (6.2).
Collect Economic Points (6.3).
Naval Warfare (6.4).

- The CP always declare USW.

Ⓢ Spend Economic Points (6.5)

- For the CP consult the "Non-Player Central Powers Economic Guide."

Ⓢ Reveal Initiative Bid.

- No bid is ever made for Initiative. The CP have the Initiative on Turn 8 AP1. For all of other Action Phases the Allies have the Initiative. Allocate Supply (6.7).

Important: Turn 8 AP1; complete the CP Action Phase before the Allied Action Phase. Then on turn 8 AP2, return to completing the Allied Action Phase first. This will give the Allies back-to-back Action Phases.

4. Action Phase 1 (7.0)

ALLIED ACTION PHASE

Reminder: Make sure appropriate Allied hexes are contested before proceeding (23.2).

Ⓢ Aerial Dogfighting and Reconnaissance (7.1).

- Follow Solitaire Play Guide for Allied ADR (7.1-S).

Ⓢ Block Movement (7.2).

- Follow Core Rules for Block Movement.

Ⓢ Combat (7.3).

- Follow Solitaire Play Guide (7.3-S).

Ⓢ Breakout Movement/ Combat (7.4).

- Follow Core Rules for Breakout Movement.
- If a Hindenburg Line (HL) marker is present, remove marker instead of moving.
- Follow Solitaire Play Guide for Breakout Combat (7.3-S) steps 2-7.

CENTRAL POWERS ACTION PHASE

Ⓢ Complete Central Powers Action Phase.

- Follow Solitaire Play Guide for CP Action Phase Sequence (7.5-S). Refresh Air and Artillery Counters (7.6).
- Follow Core Rules for both Powers.

Advance Turn marker and proceed to Action Phase 2.

5. Player Action Phase 2 (7.0)

- Same as procedures as Action Phase 1.

Proceed to Strategic Reorganization Phase.

6. Strategic Reorganization (8.0)

Follow the Core Rules for Allies.
SR is not completed for the CP.
Turn 7 (only): Increase the CP Strength Point Track by the value of the Eastern Front marker on the General Information Track.

7. Score (9.0)

Final Push Scoring (15.3).

Solitaire Dogfight Tables (7.1.2-S)

Step 1: Do the Central Powers Respond?

1d6	Sum Total Value of CP Air Counters Available					DRMs (cumulative)
	1-3	4-6	7-9	10-12	13+	
≤ 1	N	N	N	N	Y	Sum Total Allied Air Value in Hex
2	N	N	N	Y	Y	+2 Allied Air > 5
3	N	N	Y	Y	Y	+1 Allied Air 3-5
4	N	Y	Y	Y	Y	+1 Previous result was "N"
≥ 5	Y	Y	Y	Y	Y	

Step 2: How Much Do They Respond With?

1d6	Sum Total Value of CP Air Counters Available					DRMs (cumulative)
	1-3	4-6	7-9	10-12	13+	
≤ 1	1	1	2	2	3	Sum Total Allied Air Value in Hex
2	1	2	2	3	3	+2 Allied Air > 5
3	2	2	3	3	3	+1 Allied Air 3-5
4	2	2	3	3	4	-2 Allied Air = 1
5	2	3	3	4	4	
≥ 6	3	3	4	4	5	

Solitaire Artillery Response (7.3.1-S)

Step 1: Do the Central Powers Respond?

1d6	Sum Total Value of CP Artillery Counters Available					DRMs (cumulative)
	1-3	4-6	7-9	10-12	13+	
≤ 1	N	N	N	N	Y	+2 Allied SPs > 10
2	N	N	N	Y	Y	+1 Allied SPs 5-10
3	N	N	Y	Y	Y	+1 Previous result was "N"
4	N	Y	Y	Y	Y	Allied SPs = Artillery SPs + Block SPs
≥ 5	Y	Y	Y	Y	Y	

Step 2: How Much Do They Respond With?

1d6	Sum Total Value of CP Artillery Counters Available					DRMs (cumulative)
	1-3	4-6	7-9	10-12	13+	
≤ 1	1	1	2	2	3	+2 Allied SPs > 10
2	1	2	2	3	3	+1 Allied SPs 5-10
3	2	2	3	4	4	-1 Allied Arty SPs 2
4	2	3	4	4	5	-2 Allied Arty SPs < 2
5	2	4	4	5	5	Central Powers Turn
6	3	4	5	6	6	+1 Major Offensive
≥ 7	3	4	5	7	8	

Solitaire Aerial Dogfighting & Recon Procedure (7.1-S)

- Place all Allied Air Squadron counters in hexes where you want to perform Aerial Reconnaissance. **Reminder:** Only one counter may be placed in hex columns J-M.
- Select the hex with the greatest sum total Allied Air Squadron value (ties are player choice) and follow steps 1 and 2 of the Solitaire Dogfight Tables (7.1.2-S)
- Repeat step 2 for every hex with Allied Air Squadron counters. Note that the value used in step 1 decreases as Air Squadrons are placed on the map.
- Resolve *all* Dogfighting per Core Rules.
- Roll on the Solitaire Air Reconnaissance Results Table for every hex with surviving Allied Air Squadrons. (7.1.3-S).

Solitaire Air Reconnaissance Results (7.1.3-S)

3d6	Hidden CP SPs										
	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36	37-60	61+
≤ 6	1	1	1	1	2	3	4	7	8	9	12
7	1	1	1	2	2	3	4	7	8	10	13
8	1	1	2	3	4	5	6	7	8	10	14
9	1	2	2	4	5	6	7	10	11	13	15
10	1	2	3	5	7	8	9	13	15	17	19
11	2	3	4	6	8	10	11	15	17	20	22
12	2	3	5	7	9	11	13	17	19	21	23
13	2	4	5	8	10	13	15	19	21	24	26
14	2	4	6	8	12	14	16	20	23	26	28
15	2	4	6	9	12	14	16	20	25	28	30
16	3	4	6	9	13	15	17	21	25	29	30
17	3	4	6	10	13	16	19	22	26	29	31
18	3	5	7	10	14	17	20	23	27	30	32

No Limit if Allied Air Squadron Value 3+; Place 3 Blocks
Limit if Allied Air Squadron Value 2; Place 2 Blocks
Limit if Allied Air Squadron Value 1; Place 1 Block

(7.3) Solitaire Combat Sequence

- Place all Allied Artillery counters you wish to use per Core Rules.
 - Declare *all* hexes in which the Allies will initiate Infantry Combat placing Allied Attack markers in each.
 - Place the "Allied Attack #1" marker in the hex containing the greatest *combined* sum total of Allied Artillery counters *and* Allied block SPs. The #2 is placed in the 2nd highest total and so on. Ties are player choice. Hexes where Artillery counters were placed but no Infantry Combat will occur do not require markers.
 - For all hexes with an Allied Attack marker or Allied Artillery counters, complete steps 5-9 in their entirety in one hex before going to the next. Resolve hexes in order beginning with "Allied Attack #1."
 - Check the Solitaire Artillery Response Table (7.3.1-S).
 - Determine CP SPs in each hex with an "Allied Attack" marker (7.3.3-S).
 - Check for CP reinforcement.
 - Resolve Artillery Fire per Core Rules.*
 - Resolve Infantry Combat per Core Rules.*
- * Adjust CP SP Track for CP losses.

Central Powers SPs in a Hex (7.3.3-S)

3d6	Hidden CP SPs										
	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36	37-60	61+
≤ 6	1	1	1	2	2	2	3	3	5	6	7
7	1	1	1	3	3	3	5	5	5	6	7
8	1	1	2	4	4	5	6	7	8	9	10
9	1	2	3	5	6	8	9	10	12	14	15
10	1	3	4	7	8	10	12	13	14	16	18
11	2	3	5	8	10	12	13	15	16	18	20
12	2	4	6	9	12	13	14	16	18	19	21
13	2	4	6	9	14	15	16	17	19	21	24
14	2	5	7	10	15	16	17	18	20	23	26
15	2	5	7	10	15	16	18	20	22	25	30
16	3	5	8	11	16	17	19	22	24	27	32
17	3	5	8	12	16	17	21	24	26	28	33
≥ 18	3	5	9	13	17	20	23	26	28	30	35

Limit if Allied Attack < 15 SPs
Limit if Allied Attack < 6 SPs

7.3.3-S DRMs
(add if CP Total SPs 61+)
+3 Allied SPs > 30
+2 Allied SPs 20-30
+1 Allied SPs 15-20

Limit if:

- 1 block remaining to be placed
- 2 blocks remaining to be placed
- 3 blocks remaining to be placed

CP Reinforcement Check

1d6	Allied SPs : Central SPs			
	4:1	3:1	2:1	1:1
1	Y	N	N	N
2	Y	N	N	N
3	Y	Y	N	N
4	Y	Y	Y	N
5	Y	Y	Y	N
6	Y	Y	Y	Y

