<u>All Quiet on the Western Front</u> Rule Translation
Based on version 1.00W, dated 29/Feb/2009.

1. Introduction
2. Game Components
2.1 Counters
2.2 Game Map
   German units use GE reserve BOX.
   French units use FR reserve BOX.
   UK units use UK reserve BOX.
   USA units is not used at the buiginning of the game and entry by "USA enters War" card.
   Belguin and USA units could not use reserve BOX so never return to game when destroyed.
2.3 Playing Cards
Each player has two decks, Strategy cards and Tactical cards.
   1) Tactical cards: These cards may use each turn by building into hand card, and can be recycled repeatedly dureing the all game play. At the end of each turn, the used tactical cards are returned to their main deck.
   2) Strategy cards: None are used at the beginning of the game. Starting with turn 3, the player will draw one card from the event deck and transfer to main deck. They may use by building into hand card after then. They may use only one time dureing the game play, and are removed from the game after use.
   3) All card is placed any one of following 5 situations.
   1.Hand card: Both player may not look enemy hand card.
   2.Main deck: Both player may not look enemy main deck.
   3.Strategy deck: Both player may not look all strategy deck.
   4.Discard plie(used tactical card dureing the turn) : Both player may not look enemy discard played as backside.
   5.Removed from game play. (used strategic card and removed by GF) : all cards is placed front side and both player may look all cards.

3. Game Setup
   1) Each player gets his play aid
   2) Each player puts his counters on the map. In western front,all units is placed fresh side.(In eastern front,unit symboled within () is placed by spent side.)
   3) Setting event deck:Each player shuffles their Strategy cards and stacks them in a pile (8 cards)
   4) Setting main deck:Each player shuffles their Tactical cards and puts them in a pile. (ENT16 cards,CP15 cards)
   5) Place turn marker
   6) Place VP marker(s) on zero (0).
   7) Initiative marker on zero (0) with Central Powers side face up.

4. Game Procedure
   - 10 turns
   - From turn 3 onward, each player draws one Strategy card from their deck each turn and transfer to main deck.
   - Each player build up his hand card by chooseing the number of cards shown on the Turn record chart for the turn looking content from his main deck by his own option.
   - Each player takes impulse alternately using their cards in hand.
   - If a player doesn't wish to play a card or has no cards in hand, he must pass. When both players pass, the turn ends.
   - At the end of the turn, follow the below steps:
     1) Both players return (flip) all units to their "unmoved" (front) side.
     2) Return all used Tactical cards and reverce side card used as normal action and remeining hand cards to their main decks.
     3) German units transfer in and out (see 11.0)
     4) Remove FORT markers that were placed outside of friendly controlled fortified areas.
     5) Adjust the initiative marker (see 12.0)
     6) Advance the turn marker.
5. Executing impulse
   1) A player makes a impulse by playing any card(s) from his hand using the procedure below. The card(s) is discarded after use.
      i. Card action:Execute any actions by playing any cards which says "[Timing] use as your impulse" and following the instructions on the card.
      ii. Normal action:Use the reverse side of the card to execute an action allowing one group to move or attack.
   2) When execute card action,there are 4 types of "[Action]" instructed on the card:
      i. Movement: One group of units on the map executes a move (See 7.0)
      ii. Attack: One group of units on the map executes an attack (see 8.0)
      iii. "*": Any groups of units on the map executes moves or/and attacks following the instructions of "Function" section. When executing combined use of cards,may select other card action as the type of action.When executing Moves or Attacks using a "*" type action, it is not necessary to use additional cards for Moves or Attacks.(see 6.0)
      iv. Event: Not applied to units on the map, the Action is the "Function" section of the card. Refer to the "Function" text of each card.
   3) When the Action involves units on the map, select one area and the action applies to the units in that area. (Exception: Heavy Artillery) If possible, all units in that area may perform the action as a Group.
      i. Units acting as a group must all be on the "Unmoved" side.

      ii. One "impulse" is generally one Group performing one Action (Exception: Card Actions by using "*" type action)

      iii. Units that are part of the acting a group must all perform the same Action. (Exception: Independent units)

      iv. Units that are part of a group performing an action are flipped to the "moved" side once the impulse is completed.

6. Card Action

6.1 Use of Cards

1) When using the Card Action of a playing card, the rules on the card override the normal rules. If there are no entries on the playing card, use the normal rules.

2) A Playing card that says "[Timing] use as your impulse" can be used during your impulse.

3) Cards that says "[Timing] Reaction" can be played when the specified use conditions are met.

4) A Playing card that says "[Action] *" add an executing action or group during this impulse as defined in [Function] of the card.

5) A Playing card that says "[Action] Move" rewrite the rule for one group executing movement dureing this impulse as defined in [Function] of the card.

6) A Playing card that says "[Action] Attack" rewrite the rule for one group executing attack dureing this impulse as defined in [Function] of the card.

7) When executing multiple actions in one Impulse, may declare the type of action for the instance of each action.

8) When attack two time by using Esprit de Corps, may choose one way from following two ways.
   i. Attack one by one.
   ii. Attack two time together.

9) Discard the card after use.

6.2 Combined Use of Cards (See 15.0)

    When using "*" type action, multiple cards can be used together.

1) When using Coodination, may use additional cards for both of two group.
   i. In this case,may use together 3 card at maximun.The 1st card is Coodination itself, 2nd card is for the 1st group, 3rd card is for the 2nd group of Coodination.
   ii. May use "Event" type action card as substitute of the card for group.

2) When using Esprit de Corps, may use an additional card for the group perfoming the action.
   i. In this case, may use together 2 card at maximun.The 1st card is Esprit de Corps, 2nd card is for the group perfoming the action.
   ii. In this case, may add only "Move" or "Attack" type action card. May not use "Event" type action card.

3) May add Esprit de Corps into Coodination.

i. In this case,may use together 4 card at maximun.The 1st card is Coodination itself, 2nd card is Esprit de Corps, 3rd card is for the 1st group, 4th card is for the 2nd group of Coodination.

4) You cannot use multiple cards of the same name in one Impulse.

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All combination uses of [Action] type

4 CARDS
1#Coodination+Esprit de Corps+(Move/Attack)
           +(Event/Move/Attack)

3 CARDS
2#Coodination+Esprit de Corps
           +(Event/Move/Attack)

3#Coodination+Esprit de Corps+(Move/Attack)

4#Coodination+(Event/Move/Attack)
           +(Event/Move/Attack)
2 CARDS
5#Coodination+Esprit de Corps

6#Coodination+(Event/Move/Attack)

7#Esprit de Corps+(Move/Attack)

within () is type of [Action] of the card.

For example,
#Coodination+(Event/Move/Attack)
Coodination could use together with "[Action]Event" or "[Action]Move" or "[Action]Attack"

#Esprit de Corps+(Move/Attack)
Esprit de Corps could use together only with "[Action]Move" or "[Action]Attack" so with following cards.

Init Ind:[Action]Move/Attack(could use as Move and Attack)
BR::[Action]Move
RR::[Action]Move
SR:[Action]Attack

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5) After declaring the combination, the specifics of the actions will be decided as the individual actions are performed.
Example: COODINATION, ESPRIT DE CORPS, Supply and STEEL RAIN are used in combination. COODINATION is used to split one group into two

groups; then ESPRIT DE CORPS and STEEL RAIN are used on one of them and Supply is used on the other. [skipping the rest of example]

7. Movement
   1. Each group moves at the rate of (within the limits of) the slowest unit
      i. Entering an area costs 1 MP.
      ii. When entering an area under enemy control and/or containing enemy units, it cost +1 MP
      iii. When leaving an area under enemy control and/or containing enemy units, it costs +1 MP
      iv. Each of these movement costs is determined at the time of movement.
   2. If you don't have the MP, you can't make the move
   3. Units moving as a group must all enter the same area. It is not possible to add or drop units during movement.
   4. When crossing a barriered area boundary, only two units can move through in an action of a group. There is no restriction for normal area boundaries.
   5. Maximum of 10 units of a player in a single area. (So a total of 20 units possible in a single area, 10 for each player.) If a movement would cause this limit to be exceeded, you cannot make the move.

   Example: If an area already has 8 of your units in it, you cannot move 3 more in.

8. Attacks
   - A group of units in an area can attack another group of enemy units in the same area.
   - All units which attack become used ("moved")

8.1 Attack Resolution
   - Roll one die for each attacking unit; hits if dr is less than or equal to attack strength.
   - Total hits = damage to be applied to enemy units in area
   - Player receiving damage determines how the damage is applied.
   - Excess damage is ignored
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8.2 Applying Damage
   - Owning player applies damage to units in this way:
     o If on front (Unmoved side):
       ▪ Flip (1st point)
       ▪ Retreat (2nd point)
       ▪ Place in Reserve box (3rd point)
     o If on reverse (moved side):
       ▪ Retreat (1st point)
       ▪ Place in Reserve box (2nd point)
   - If a unit cannot retreat, it goes straight to the Reserve box instead and absorbs one less damage point.(for example,front side unit must send by 2pt damage ,reverce side unit must send by 1pt damage)
   - It is not possible to assign more damage to a unit than that required to send it to the Reserve box

8.3 Retreats

- Retreats count for absorbing 1 pt damage
- When retreating to absorb damage, attacking units must return back to previous area. Defending units may retreat anywhere. However, both cannot retreat to the following areas:
  - An area containing an enemy unit
  - Enemy controlled area
  - An area which already has 10 friendly units
- If a unit cannot meet the above restrictions, place it in the Reserve box.

9. Lines of Communication

Areas that are able to establish a line of communication to a communication source make unit recovery and the arrival of reinforcements possible.

1) Trace a line of communication from an area to a communication source. The line cannot enter the areas listed below. If it must enter such an area, the line of communication ends.
   i. Enemy controlled area
   ii. Area containing an enemy unit
2) The communication source for each nationality is listed below
   i. Central Powers: East map edge
   ii. France: South map edge
   iii. All others: Friendly controlled Port area
3) At the end of the turn, units that are able to trace a line of communication to a communication source are flipped from the "moved" (spent, used) side back to the "not moved" (fresh, ready) side.

10. Control of Areas
- Each area is marked with a flag of the army that controls it at the start of game.
- During the game, at the instant an area does not contain a unit of the controlling player, but does contain an unit of the opponent, the opponent gains control.
- An area is controlled by the player who has a control marker in it. If an area is controlled by the starting player, then a marker is not required.

11. Unit Entry and Exit (Transferring in and out)
1) When the turn record chart shows transferring out, at the end of the turn, the palyer has the option of removing units from the board and placing them in the Transfer out box. Any units are okay to transfer but may not transfer having only one 1MP.
2) When the turn record chart shows transferring in, remove the specified number of units at random from the Transfer out box and place them in the Transfering In box.
3) Units that are in the Transferring In box are able to be placed on the map only by Rail Road.

12. Initiative
1) During the turn, when an enemy area is captured, the initiative marker is moved one space. Move it left when the CP player captures an area and right when the Allies capture an area.

2) At the end of the turn, the initiative for the next turn is given to the player who capture the most areas during the turn. Return the Initiative marker to zero and place the counter with the initiative player's side facing up.

3) If both sides capture the same number of areas, flip the initiative marker over and return it to the zero space.

13. Victory Points

1) At the end of each turn, both players add up their Victory Point for the turn and adjust the VP marker appropriately.

2) Whichever player has more points at the end of turn 10 wins.

3) If Paris is controlled by the Central Powers player, immediately end the game with a Central Powers victory.

14. Special Rules

14.1Turn 1 Special Rules

1) On Turn 1, the CP player has the initiative. The CP also gets the first Impulse.

2) On Turn 1, the 1st Allied Impulse is considered a "Pass."

3) Throughout Turn 1, the Allied player must use all cards in hand as Movement or Attack actions. He cannot use the printed card actions.

4) Throughout Turn 1, the CP unit is able to ignore the +1 MP cost for entering an enemy controlled area in Belguin. The +1 MP cost for entering an area containing enemy units still applies.

14.2 Strategy Cards

On turns 1 and 2, do not draw any Strategy cards.

15. Q&A on Card Usage

15.1ESPRIT DE CORPS and COODINATION

Q1.How work when combine ESPRIT DE CORPS and COODINATION?
A.May act two group.One group act two times,another group act one time.

15.2INIT INT

Q.How work when combine INIT INT and COODINATION?
A.May act one group and 4 units.

Q.How work when combine INIT INT and ESPRIT DE CORPS?
A.Each 4 units may act two times.

Q.In above case,may each unit prerform different type action for each action?
A.Yes,you can.

Q.How work when combine INIT INT and COODINATION and ESPRIT DE CORPS?
A.Choose one way from following two way even though equal as Q1 basically.
1.Each 4 units act one time and another group act two time. Order may be exchanged.

2.Each 4 units act two times and another group act one time. Order may be exchanged.

15.3RECOVERY

Q.How work when combine RECOVERY and COODINATION?
A.RECOVERY is applied to only one group out of activated two group by COODINATION.

Q.How work when combine RECOVERY and ESPRIT DE CORPS?
A.Choose one way from following two way.
1.Spent side group is flipped up to flesh side in first action then perform move or attack in second action.
2.flesh side group act in first action then flipped up to flesh side in second action.

Q.How work when combine RECOVERY and ESPRIT DE CORPS and COODINATION?
A.Choose one way from following two way even though equal as Q1 basically.
1.One group recover and another group act two time.Order may be exchanged.
2.One group recover & act one time and another group act one time.Order may be exchanged.

15.4STEEL RAIN

Q.How work when combine STEEL RAIN and ESPRIT DE CORPS?
A.Attack two times against all enemy units in the target area by STEEL RAIN.

Q.In above case,may attack different area by STEEL RAIN?
A.Yes,you can.

Q.How work when combine STEEL RAIN and COODINATION?
A.One group act after STEEL RAIN or One group act before STEEL RAIN.

Q.In above case,may attack same unit again?
A.Yes,you can.

Q.How work when combine STEEL RAIN and COODINATION and ESPRIT DE CORPS?
A.Choose one way from following two way.
1.Attack two times by STEEL RAIN and One group act one time.Order may be exchanged.
2.Attack by STEEL RAIN and One group act two times.Order may be exchanged.

15.5RAIL ROAD

Q.How work when combine RAIL ROAD and ESPRIT DE CORPS?
A.One group move by RAIL ROAD then that gruoup act normaly.Order may be

exchanged.

Q.How work when combine RAIL ROAD and COODINATION?
A.RAIL ROAD is applied to only one group out of activated two group by COODINATION.

15.6Other Events

Q.How work when combine Event and COODINATION
A.One group act one time and resolve the Event.Order may be exchanged.

Q.How work when combine Event and ESPRIT DE CORPS?
A.ESPRIT DE CORPS may not be applied to Event.

Q.How work when combine Event and ESPRIT DE CORPS and COODINATION?
A.One group act two times and resolve the Event.Order may be exchanged.

Q.Is TRENCH marker removed when the contol of placed area is lost?
A.TRECK marler is removed at the end of lost turn.

15.7MACHINE GUN FIRE

Q.How work when use MACHINE GUN FIRE against enemy group entering this area at first action by ESPRIT DE CORPS?
A.You may use MACHINE GUN FIRE at the moment of enemy entering immediatery.
You may attack at the spent side even when enemy group is not attempt second action so each enemy unit would be retreat by only one damage assigned or eliminated by two damages assigned.
Enemy group may perform attacking as second action by only remaining units in that area after resolving of MACHINE GUN FIRE.

Q.How work when use MACHINE GUN FIRE against enemy group attempting attacking two times within the same one area by ESPRIT DE CORPS?
A.You may use MACHINE GUN FIRE at the first attempt of attacking.
You could attack enemy group by MACHINE GUN FIRE before enemy first resolving of attacking.
Enemy group may perform attacking two times by only remaining units in that area after resolving of MACHINE GUN FIRE.

Q.In above case,may use MACHINE GUN FIRE additionary against second action?
A.No.You can't.

Q.How work when use MACHINE GUN FIRE against enemy groups acting separetely by COODINATION or INIT INT?
A.Fireing group by MACHINE GUN FIRE may use dureing a impulse.
COODINATION is attacked by one group,INIT INT is attacked by one unit by by all

units belonging the group useing MACHINE GUN FIRE.
No unit is attacked by MACHINE GUN FIRE two times dureing the impulse.

Q.In above case,may use MACHINE GUN FIRE in second chance after when not use against first chance?
A.Yes,you can.

Q.May use MACHINE GUN FIRE against STEEL RAIN?
A.No.You can't.

Q.May use MACHINE GUN FIRE against MACHINE GUN FIR?
A.No.You can't.

Q.May use the friendry TRENCH against enemy attack by MACHINE GUN FIRE?
A.Yes.It work.

15.8Barriered area border

Q.How work when passing through a barriered area border by useing COODINATION?
A.May pass two group,each group may be composed by two units,so total 4 units.

Q.How work when passing through a barriered area border by useing INIT INT?
A.Only two units may pass through that barriered area border.Another 2units may pass other barriered area border.

Q. Is the restriction of barreied area border applied to Rail Road?
A. Yes. Applied.

16.Optional Rules
16.1Posting for VP
          -abbr-
16.2Cooperation restriction by Nationarity
          (1)ENT player may not act with UK units and French unit as a group.
          (2)USA unit and Belguin unit may act with UK units or French unit as a group.
16.3Combination playing of Machine Gun
          -abbr-
16.4Tanks
          (1)Add a UK tank unit into UK reserve box and add a French tank unit into French reserve box.
          (2)Tank unit appears in the game same procedure of other reinforce units so drawn randomly from reserve box by Reinf card.
          Note: Tank unit in the WW1 has only a few effect for the war because it is used as too small and too late, but hold a potentialities for innovating the war. In this game, tank unit is applied same rules as all other units quietly but hold an ability no other units has – pass through enemy occupied area to enemy occupied area directly-
16.5Campaign scenario beginning from Turn 2

-abbr-

Special rules for eastern front

9.0(2)Source of Nationalities
Germany: Berlin
Austria: Vienna
UK: friendly controlled Port area
French: friendly controlled Port area
Selbia: Belgrade
Greece: Athens
Itary: ITARY
Romania: Bucharest
Turky: TURKY
Bulgaria: Sofia

13.0(3)If Berlin is controlled by the ENT player, immediately end the game with an ENT victory.

14.1Turn 1 Special Rules for Eastern front
1) On Turn 1, the CP player has the initiative. The CP also gets the first Impulse.
2) On Turn 1, the 1st ENT Impulse is considered a "Pass."
3) Throughout Turn 1, the ENT player must use all cards in hand as Movement or Attack actions. He cannot use the printed card actions.

14.3 Russian Army
(1)When ENT player is using combined card action, an group containing Russian unit may not perform an action.
(2) Spent Russian unit is flipped to fresh only by the using BR card. Any Russian unit is not flipped to fresh side at the procedure of end of turn.
(3)RUSSIAN HOME LAND area has 10VP.Only Russian unit may enter to RUSSIAN HOME LAND area.

14.4 Neutral Nations
(1)ITARY and RUMANIA belong ENT camp, TURKY and BULGULIA belong CP camp but those Nations begin as the Nurtral status.
(2)Units of Neutral Nations begin the game as spent side.
(3) Units of Neutral Nation may not be flipped to fresh side when the Nation is Neutral.
(4) Neutral Nation enters the war immediately by playing Entry card of the Nation or invaded to the area of the Nation by enemy unit.
(5) Units of Neutral Nations still remain the spent status until procedure of turn end or used BR card.
(6)Units of friendly camp may enter the area of Neutral Nation of friendly camp freely.
 (7) May not apply the effect of Poison Gus dureing the entry turn when you invade the area of Neutral Nation.

(8)VP of Neutral Nation of friendly camp is counted as 0VP.

15.5Q.How work when combine LANDING OPERATION and ESPRIT DE CORPS?
A.May move to enemy occupied area adjacent Ionian sea or Aegean sea then attack the enemy unit.

17.0Special rules for jointed campaign playing
This game may be played as jointed campaign game. Joint east edge of Western map and west edge of Eastern Map adjusting along with the line of Rhine River.
(1)Only CP player may assign the size of his hand card between Western front and Eastern front freely within the total limit of following, but may not assign over 8 card or under 4 card.
 T1 (1914Summer): 16
T2 (1914Winter): 14
T3 (1915Spring): 14
T4 (1915Fall): 13
T5 (1916 Spring): 13
T6 (1916 Fall): 12
T7 (1917 Spring): 11
T8 (1917 Fall): 10
T9 (1918 Spring): 9
T10 (1918 Fall): 8
(2) CP player may transfer only german unit between Western front and Eastern front freely.
        i Ignore the number of IN and OUT in the both turn truck in jointed campaign game.
        ii Unit transfering between Western front and Eastern front is done by players option in jointed campaign game.
        iii Units transferred from one front is placed to the IN box of another front. Procedures is applied as 11.0.
        iv Placed unit in IN box may only be entered on the map by RR.(see 11.0(3))
        v Unit may move to adjacent area of another map folloing to normal movement rule.
(3)All German units of white military type symbol in Eastern front(4-2x6,3-2x1,2-2x1) is removed from jointed campaign game.
(4)Tactical cards and Strategy cards may not transfer between both fronts.
(5)The effect of USA enters the War and Unlimited Submarine Warfare card is not applied to another front.
(6)Munich area is treated as one area between western map and eastern map in jointed campaign game.