

HOW TO PLAY WITHOUT DOING PERMANENT MODIFICATIONS

A legacy game is design to leave permanent modifications to the game materials. If you prefer not to do that, for example because you want to re-play the campaign, here are instructions how to play without doing any modifications to the game materials.

Game Board Modifications

If you don't want to put stickers to the game board, you have two options.

(1) You cut out the stickers and just place them on the game board (without sticking them). If you want to maintain the transparency of the stickers, you can first stick them on a transparent foil and then cut them out. This way, you are building sticker-tokens you can re-use at any time.

(2) If cutting out the stickers is too cumbersome, another option is to use the existing game materials as markers.

- Trench stickers → use the trench tokens from the punchboard
- Fort destruction stickers → use the gray damage beads
- Poison stickers → use the green beads (you will find them in a little box once you need them)
- Flag stickers → use the flag tokens from the punchboard

After each game, make sure to take a picture of the game board with your mobile phone so you can set the tokens up again where the stickers were meant to be for your next game.

Legacy Board Modifications

If you don't want to put stickers to the legacy board, you have two options.

(1) You can either use the provided legacy board and put flag tokens on it instead of flag stickers. If you run out of flag tokens, you can use the plastic beads (gray: Germany, white: Austria-Hungary, yellow: France, red: Great Britain) as proxies for the country flags.

(2) Or you print out the legacy board and just mark the countries with a pen (e.g., write an "F" for France where you would put the French country flag). The print template is provided on the next page. Please note that the places for the stickers are light up, so you can easier read the pen.

Officers

Blank officer cards are provided for print-out on the next pages. If you draw an officer or gain an ability for the officer, simply grab a pen and write the ability on the officer print-out instead of putting a sticker on the card.

1915

1916

1917

1918

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