

# CUBESSPIEL

1914-1918

INFORMATION PACK #1

# Introduction

Thanks for taking an interest in the Cubesspiel Megagame, running for Pennine Megagames on 22 June 2019 at the St. Thomas Centre in Manchester.

Below you'll find an extract from the rulebook which introduces the game as well as some of the mechanics. Hopefully you'll find this a useful resource in deciding whether it's for you, and what kind of role you would like to play.

If you're interested in signing up, please head over to <https://www.penninemegagames.co.uk/cubesspiel-1914-1918.html> and complete the "Register Interest" form. You can use that to ask any questions you have of me as well.

Over the coming weeks and months in the lead-up to the game, I'll be releasing more design diaries and information in both the [Facebook group](#) and to the list of interested players. If there are any particular features you would like me to cover, you're welcome to ask.

Thanks again,

Tom Halliday

# The Basics

Let's start this off easy: what are you doing and who are you doing it as?

## What You're Doing

Winning the war of course!

In late July, 1914, Serbia rejected an Austro-Hungarian ultimatum and as a result here you stand, just a few weeks later with the entire continent of Europe at war.

Germany is the strongest individual power in Europe, and as a young, militaristic country it's already proven its fighting prowess in the late 19th century, besting first the Austrians and then the French.

France is the greatest military power of the past thousand years, a moniker only recently challenged by the upstart Prussians across the border. The French are still smarting over their defeat forty years previous, and covet the lands of Alsace-Lorraine along the border with Germany.

Belgium is caught unhappily between the two, an obvious highway from Western Germany into the relatively undefended northern French frontier. The Belgians won't go down without a fight as the Germans had hoped however, and are even now manning their state-of-the-art fortresses in an attempt to delay the Germans as much as possible.

The British Empire is the last of the major powers on the Western Front. A reluctant late entrant into the war, Britain is immediately behind the curve in terms of the size of its armed forces, with only the well trained, tiny BEF in France at the outset. A surge of volunteerism has swept the nation however, and even now hundreds of thousands of young Brits are flooding the training centres. Meanwhile its colonial forces are mobilising from across the empire to serve on whichever front they are needed.

In the Balkans Serbia seeks to take the war into Austro-Hungarian territory and hold on grimly in the face of overwhelming odds. Militaristic sentiment is rife and the Serbian army is well trained

The support of tiny Montenegro offers much needed manpower to the Serbian cause.

Austria-Hungary is an Empire on the verge of collapse, lashing out at its' troublesome subjects in a final gasp of imperial power. Possessing large quantities of manpower but struggling with its own internal fractures, Austria-Hungary is reliant on its German allies to keep them afloat in the face of both the Russians to their East and the Serbs to their South. A victory here could cement their rule amongst troubling times.

Russia has recently undertaken a vast modernisation of its armed forces, and even now is poised to take the war straight into Eastern Germany against the unprepared Prussians. A lack of quality troops, leaders and equipment means that whilst they have numbers on their side, they cannot expect to defeat the Germans on equal terms, and must focus on the weaker Austro-Hungarian forces.

Rumania, Bulgaria, Italy, the Ottoman Empire and the United States of America declare neutrality in this great European war, poised to jump in on one side or the other as and when events and politics dictate.

Every country has their own agenda, and will score Victory Points for successfully completing their Objectives. These can vary from capturing certain cities to maintaining a higher number of troops than your opponent. At the end of the game, the Side with the most points can claim victory (although whether the other Side see it that way is another matter entirely...)

## **Who You Are**

Every Player belongs to one of two Sides: the Allies (France, Britain, Russia and Serbia at the start) or the Central Powers (Germany and Austria-Hungary to begin with).

You will also be a member of a Team: German, Austro-Hungarian, French, British, Russian or Serbian (the Belgians count as part of the British and Montenegro the Serbs).

As a member of these Teams, you will have a Role as either Command or Operations. Over the course of the game, you will play each of these Roles at least once, and depending on your luck (or lack of depending

on your perspective) you may be switching several times. The two Roles have very, very different responsibilities:

## Command

Command Players are the leaders of their Teams. Generally split into a Commander in Chief (CinC) and Second in Command (2inC), it is the responsibility of Command to ensure that their Team operates in an efficient and effective manner. This involves managing the Recruitment of new troops, the Research of new technologies, the oversight of Industry and the allocation of the all important Reserves.

Commanders do not physically interact with the Front Maps, and are in fact **restricted to their Team Room for the duration of their tenure**. This means **no** trips to the Front Maps to see the situation first-hand. They must rely on their Operational officers and their own cunning to achieve the Objectives of their nation.

## Operations

Operations Players conversely are in direct control of the forces assigned to them. This means they'll be spending most of their time at the Front Maps, Moving their Armies into position, launching Attacks and desperately pleading with their superiors for more men.

Operations Players are permitted into both the Front Maps Room and their own Team Room, and as such will need to clearly and concisely keep their Commanders up to date on the situation on the ground.

## Units:

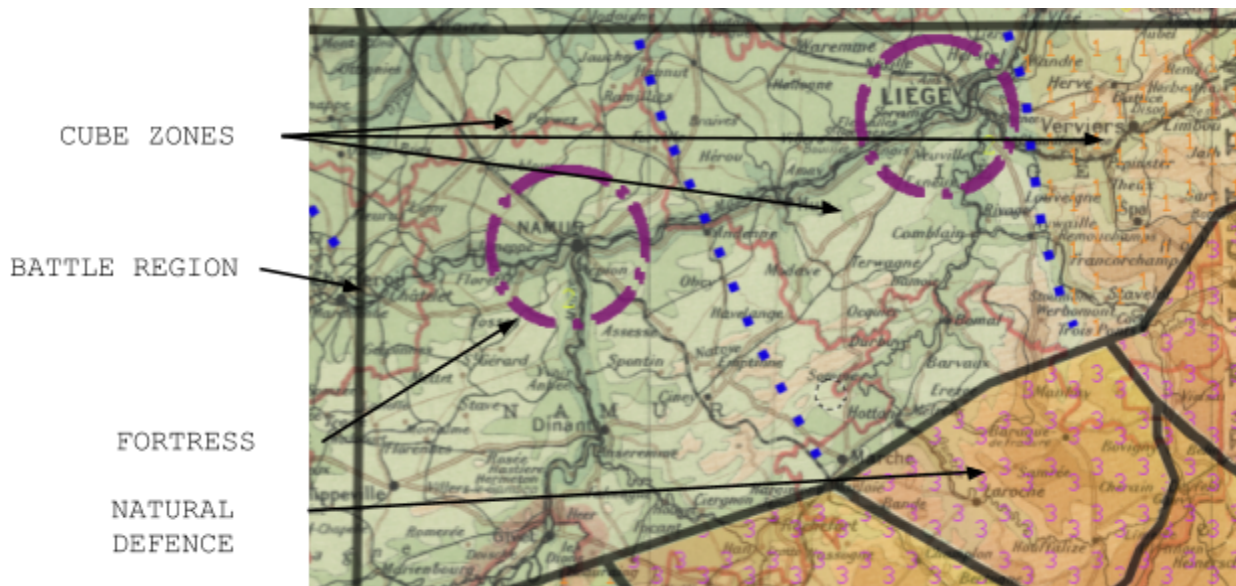
Cubes are used in this game to represent Units which Players can Move and Battle with. Each Cube represents about 20,000 men, including some supporting assets like light artillery and engineers. These Cubes all belong to specific Armies under control of Operations Players. Cubes are often replaced with Chevrons of the corresponding colour, with each Chevron the equivalent of **ten Cubes**.

## The Maps:

The Maps depict Europe and the Middle East. They are all divided into two types of spaces: larger Battle Regions which contain smaller Cube Zones. Cubes occupy and Move between Cube Zones, where Battle Regions are used as a tool for regulating Movement and Combat.

Some Zones have a Natural Defence bonus, shown by the orange shading and numbering. The stronger the colour, the bigger the bonus.

Certain Zones also contain Fortresses, shown by the purple circles. **These are classed as Battle Regions for all intents and purposes** (except Movement as we'll see later).



## Open and Static Warfare

The game is split into two distinct phases: Open Warfare and Static Warfare.

The game begins in Open Warfare, which runs from August 1914 until November 1914. After this point the game changes to Static Warfare until the end of the war.

During Open Warfare, movement is significantly more fluid, with large changes in territory occurring on a regular basis. Each Turn will represent one month of time, and will feature a full cycle of

movement, battles and reinforcements. Chaos is the order of the day for these turns, and Players will be placed under strict time pressure to get their Orders in to their troops. Operations during Open Warfare are not for the faint of heart.

Static Warfare is played at a much more sedate pace, with most of the action taken off the Maps and onto Tug-of-Wars which can last months, if not years. Gameplay becomes more focused around the allocation and use of Assets such as Tanks, Aircraft and Artillery, and less around grand sweeping manoeuvres. Turns are elongated, with each representing a full three months of action.