

## Free Setup

Description: This is a more open variant of the Free Setup option in the new rulebook. This free setup allows each player more options to decide the best course of action for victory.

Start Turn: Same as TSP

End Turn: Same as TSP

Map Area: Entire Map

Entente Set-up:

See special Rules. Mobilization same as TSP.

Reinforcement schedule:

Same as TSP

Alliance Set-up:

See special Rules. Mobilization same as TSP.

Reinforcement schedule:

Same as TSP

Scenario Specific Rules:

Set-up rule: Each side will secretly record the location of their Headquarters units. Each unit must be at least 4 hexes away from each other. After both players have recorded the locations, the units are placed on the map. The players may then place the units belonging to that headquarters within 5 hexes of the headquarters unit. Army assignment is as per the TSP rules. Belgium is still neutral. The first side to enter Belgium will lose 100 victory points and Belgium will ally with the other side

Victory Conditions:

Same as TSP