Der Weltkrieg Simulation Series

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STANDARD RULES
For
World War One Scenarios
3rd Edition

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1.Credits

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Box Graphics: David Schroeder and Darren Chorley (The Schlieffen Plan).

2. Introduction

This rulebook contains the standard rules for each of the World War One scenarios found in the *Der Weltkrieg* series of games. Each of these games uses the same basic rules. The scenarios can be played separately, or linked together to form a larger game. This same Standard set of rules is included with each of these games.

Rules not originally in the standard rules have now been included since they apply to multiple games of the series. They retain the numbering given them when originally published with other games of the series.

While the diagrams in the rulebooklet show situations from *The Schlieffen Plan*, the concepts illustrated apply to all of the games.

Each game is an Operational Level simulation of the Campaigns at the start of World War One. The game is played by two players; one controls the Central Powers forces (Germany, Austria-Hungary, and their allies), the other controls the forces of the Entente (France, GreatBritain, Russia, and their allies).

All of the units depicted in these games were available to the historical commanders. Each of the units has combat and movement capabilities that represent what the historical unit was capable of doing. It is up to the players to conduct operations with their units within the framework of these rules.

Other games of the series can be tied together with these games to create more comprehensive simulations. The instructions for doing so are found in the scenario specific rules.

3.GameComponents

TheGameMap

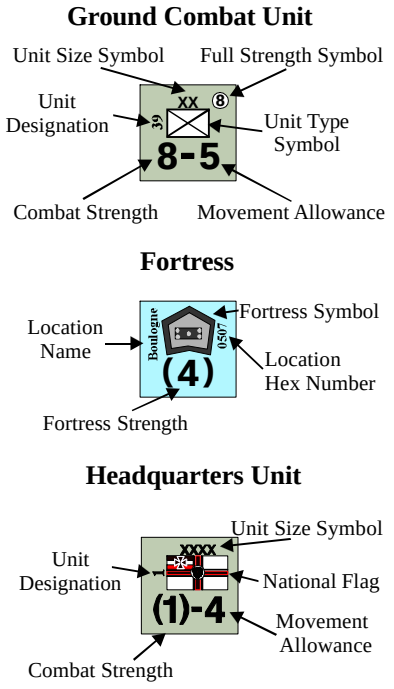
Each map depicts the area of operations for the game it is included with.

Each hex on every map of the Series is 20km across. See the map legend and the terrain effects chart for explanations of the different terrain and symbols found on the maps.

Tracks and Tables

Provided with each game are a number of cards. Two cards are Supply Tracks, one for the Central Powers player and the other for the Entente player. They are used by the players to keep track of the supplies available to the Headquarters under their command. Another card is the Combat Results Table. It is used in determining the results of Combat in the course of the game. Note that the Terrain Effects Chart is on the back of the rule booklet. Some games contain Corps Displays. These are used to reduce pieces actually on the map by the use of Corps markers.

Figure 1
Example Playing Pieces



Playing Pieces

Each game contains one or more counter sheets. The sheets contain a combination of units andmarkers. Allmarkersmaybe used by either player.

The background color of a unit designates that unit's nationality. See the counter sheet and the scenario specific instructions for information on which nationality is represented by each of the different background colors.

There are 3 general types of units controlled by each player: Ground Combat Units, Fortresses, and Headquarters. See Figure 1 for diagrams of these units.

Unit Size Symbol
This shows the unit size. The size symbols are as follows:

XXXX Army size unit
XXX Corps size unit
XX Division size unit
X Brigade size unit
III Regiment size unit
II Battalion size unit
I Company or Battery size unit

Unit Designation
This is the unit's individual designation. For example, the Ground Combat Unit shown in Figure 1 is the German 39th InfantryDivision.

Unit Type Symbol
This symbol shows what type the unit is. The following common types are used in most scenarios:

- Infantry
- Cavalry
- Artillery
- Engineer
- Siege Artillery
- Marine Infantry
- Mountain Infantry

The background color of this symbol is the country's traditional color for that branch of service. Some countries may have multiple colors for a particular branch, the reason for this will be explained in rules covering Recombination.

Full Strength Symbol
This symbol shows the unit type for recombination and replacement purposes. The number in the symbol is the maximum strength of units of this type strengthened through recombination or brought back into play through replacement. Only units having the same background color of this symbol may recombine.

Combat Strength
This is a numeric value representing the ability of the unit to attack or counterattack.

Movement Allowance
This is a numeric value representing the unit's mobility.

Fortress Symbol
All fortresses are identified by the Fortress Symbol.

Fortress Strength
This is a numeric value representing the ability of the fortress to counterattack.

Location Hex Number
This is the placement hex of the fortress.

Location Name
Some fortresses are named after the city or town they are protecting.

National Flag
All Headquarters Units are identified by their National Flags.

Markers

There are a number of markers included on both counter sheets enclosed in the game. There are Strength Reduction markers, Trench and Construction markers, Railhead markers, and Supply Point markers. Each type of marker is shown in Figure 2.

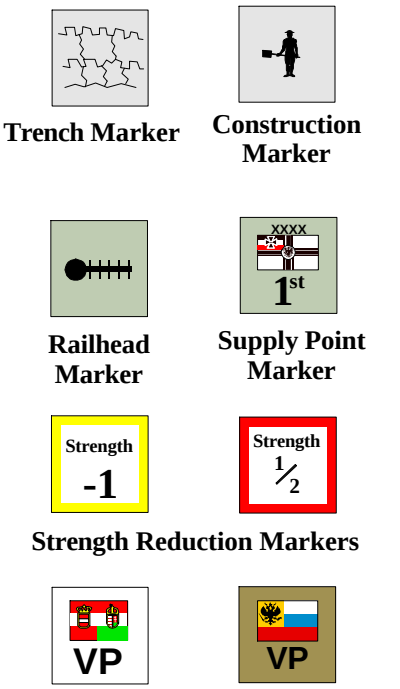
Trench and Construction Markers
These are used to show the progress of trench construction by units in the game.

Devastation Markers
These are used to show hexes that have been laid waste by trench warfare.

Railhead Markers
These are used to show the extent of Rail Networks in the game.

EntrainedMarkers
These are used to show units that are still on trains at the end of their turn.

Figure 2
Example Markers



Supply Point Markers
Every Headquarters has a corresponding Supply Point Marker. These markers are placed on a player's Supply Track to show how many Supply Points the represented Headquarters possesses.

Strength Reduction Markers
These are used to show states of reduced strength in Ground Combat Units.

Victory Point Markers
These are used to show accumulation of Victory Points in certain scenarios.

Demoralization Point Markers
These are used to show accumulation of Demoralization Points (DM) in certain scenarios.

4. Game Set-Up

Prior to starting play, both players need to set up their units on the map. The locations of units to be placed on the map are given in the scenario specific instructions.

5. Sequence of Play

Play of the game is segmented into turns. Each month consists of a Special Monthly Turn followed by 7 normal turns. Each turn is broken into a number of phases. Players keep track of the month, turn, and current phase on the Scenario Turn Record Track (on map border) using any unused counters.

Monthly Special Turn

Each month starts with a Monthly Special Turn. This turn is broken into two phases:

Trench Construction Completion Phase

Both players replace construction markers under their units with Trench markers.

Trench Construction Initiation Phase

Both players place construction markers under their units to start Trench construction.

Normal Turn

The Normal turn is broken into eight phases. The first four are conducted by the Central Powers player, the last four by the Entente player. The player whose phase it is is called the Phasing Player.

Reinforcement Arrival Phase

The Phasing Player places reinforcements scheduled for the current turn onto their placement hexes on the map.

Movement Phase

The Phasing Player may move any or all of his units up to the limits of their Movement Allowances.

Combat Phase

The Phasing Player may initiate combat with any of his units that are adjacent to enemy units.

Replacement / Recombination Phase

The Phasing Player may recombine units or replace those that have been removed from the map.

Record Keeping

At the end of the Entente Replacement / Recombination Phase, the turn marker is advanced to the next turn. If it is the 7th turn, the month marker is advanced to the next month, and the turn marker is advanced to the Special Monthly Turn.

6. Ground Movement

6-1 The Movement Allowance of a unit is printed on the counter (see Figure 1).

6-2 A unit's Movement Allowance can be increased due to Column Movement (see Rule 6-11).

6-3 During a player's Movement Phase, the player may move any of his Ground Combat Units and Headquarters Units up to the limits of their Movement Allowance.

6-4 A player may move the units that he controls through the map hex grid one unit at a time, or in stacks.

6-5 Units moved in a stack must begin movement in a particular hex, and end their movement together in another hex.

6-6 A unit expends Movement Points from its Movement Allowance for every hexside that it crosses in moving from one hex to another. The cost of doing so is dependent on the terrain in the hexside crossed (see Terrain Effects Chart), and the presence of enemy Zones of Control (see Zones of Control Rules).

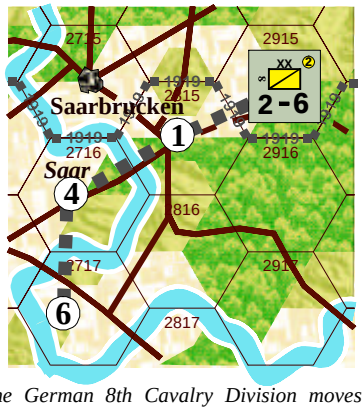
6-7 The Movement Point costs of crossing a hexside are cumulative. (for example: Crossing a hexside that contains a river, wooded rough terrain and a single track Rail Line would cost 4 Movement Points: 4 for the wooded rough terrain, +1 for the river, -1 for the Rail Line.) Note that the benefit for the Rail Line has nothing to do with Rail Movement.

6-8 A unit may move freely into and out of hexes containing other friendly units; no additional Movement Points are expended for doing so.

6-9 Movement Points may not be accumulated from turn to turn, nor may they be transferred between units.

6-10 A unit may move farther during a Movement Phase than its Movement

Figure 3
Example of GroundMovement



The German 8th Cavalry Division moves from hex 2915 to 2815 across clear terrain. This costs the unit 1 movement point. The same unit continues to move, going from hex 2815 to 2716. In doing so, it moves across woods terrain and crosses a river. The cost is 2 movement points for moving through the woods and an additional movement point for crossing the river. Since these 3 movement points are expended after already moving from 2915 to 2815 previously in the Movement Phase, the unit has now expended a total of 4 movement points. The unit continues to move by going from hex 2716 to 2717. In doing so, it moves across broken terrain and again crosses a river. It costs 2 movement points to move from 2716 to 2717 (1 movement point for moving across broken terrain and an additional movement point for crossing the river). The unit has now expended a total of 6 movement points in following the path of the dotted line in moving from 2915 to 2717 in the course of a single Movement Phase.

Allowance permits. It may, however, cross at least 1 hexside per Movement Phase, even if it does not have enough points in its Movement Allowance, so long as doing so does not violate the following restrictions:

1. Cross a prohibited hexside
OR
2. Do BOTH of the following at the same time:
a) move directly from one enemy controlled hex to another (See Zones of Control Rule)
AND
b) moves across a hexside where it would have to expend four or more movement points to cross the terrain in the hexside/hex. Note that trench or devastation markers count as terrain costs for movement.

6-11 Ground Combat Units (except Artillery units) may increase their Movement Allowance by 50% (round fractions down) so long as they do not enter an enemy controlled hex (they may, however, leave an enemy controlled hex). This increase in the Movement Allowance is called Column Movement. Units using Column Movement may not move by rail or perform ColumnAttacks.

6-12 A unit may never enter a hex containing an enemy Ground Combat Unit unless the enemy units have a combat strength of 0. In doing so the zero strength units are immediately destroyed and removed from the map. There is no additional Movement Point cost for eliminating 0 strength enemy units in this manner.

7. RAILMOVEMENT

7-1 During a Movement Phase a player may move some of his units by railroad.

7-2 To move a unit by rail, a player moves the unit into a hex containing an Operative rail hex under his control (see Rail Line Status Rules). The player then declares that the unit will move by rail.

7-3 In order to begin movement by rail, the moving unit expends 1 Movement Point in the hex containing the Operative rail hex. This expenditure of a Movement Point entrains the unit.

7-4 Only German units may begin rail movement in hexes which are in an enemy Zone of Control. German units that do so pay only the cost of entraining, the DO NOT pay additional costs to leave the enemy Zone of Control.

7-5 Infantry,Mountain, andMarine units expend one-tenth of a Movement Point for every rail hexside crossed while moving by rail. All other units expend one-sixth of a Movement Point per hexside crossed while moving by rail.

7-6 Units may not enter hexes containing enemy Zones of Controlwhilemoving by rail.

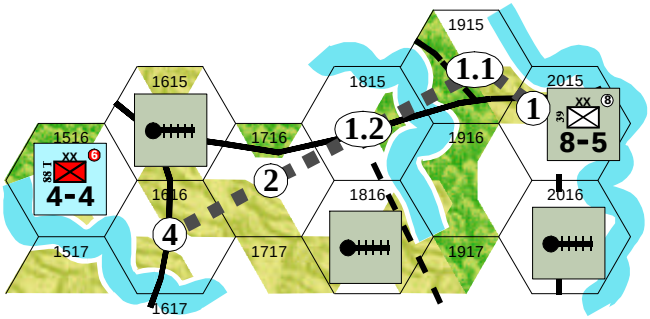
7-7 Units may stop moving by rail and resume regular movement at any time. Any unused fractions of a Movement Point are lost when this is done.

7-8 Only German or British units may move into enemy Zones of Control in the same turn they have used rail movement.

7-9 Only one unit (a single division or equivalent, a Headquarter, or an artillery unit) may move across a particular single track rail hexside by Rail Movement in a given Movement Phase (unless part of the German Rail Network, see next rule). Players will note, or use agreed upon markers to show which single track Rail Lines have been used during the Movement Phase.

7-10 The German player may move two units (up to two divisions or equivalents) across a particular single track rail

Figure 4 Example of the Use of RailMovement



The German 39th Infantry Division moves during the German Movement Phase using a combination of Rail Movement and Ground Movement. The extent of the German Rail Network at the start of the Movement Phase is shown by the railhead markers in hexes 1615, 1816, and 2016. The 39th division begins its movement by expending 1 Movement Point in hex 2015 so that it can begin using RailMovement. It then expends 0.1 Movement Points for every hex that it then enters while moving along Operative rail lines that belong to its Rail Network. So, the unit pays an additional 0.1 Movement points for entering hex 1915 (cumulative total of 1.1) and incurs similar cost for entering hex 1815 and then 1716. The unit stops moving by rail in hex 1716. Up to that point it had expended 1.3 Movement Points, but loses the unused fraction of a point, so it is considered to have expended 2 Movement Points as it ceases Rail Movement. Note that the unit could not have entered hex 1615 by Rail Movement as this hex is in an enemy Zone of Control (see Rule 10). The 39th Division then uses Ground Movement to move from hex 1716 to 1616, expending an additional 2 Movement Points (cumulative total of 4), 1 point for the broken terrain in the hexside crossed, and another point for entering the Zone of Control ofthe French infantry division (see Zones ofControl Rules).

hexside belonging to the German Rail Network by Rail movement in a given Movement Phase.

7-11 Units may not use a combination of Rail and Column movement. Units may do one or the other during a turn, but not both.

7-12 Units may remain entrained at the end of a movement phase. Such units are placed under an entrained marker. Entrained units do not pay any additional costs the next turn to resume rail movement. Entrained units have no zone of control, and, if attacked, must immediately detrain and counterattack without beingmultiplied for defense.

Figure 5 An Example ofRailNetworkRepair

It is the beginning of a German Movement Phase. The German player has already used Engineer units to make some rail lines in Belgium Operative and part of the German rail network. As shown by the railhead markers, the rail lines in hexes 2106, 2107, 2206, and2207 are now part of the German rail network. The German player now uses the 20th Engineer Regiment to bring more Belgian raillines to Operative status within the German Rail Network. The Engineer unit moves from hex 2107 to 2007, then to 1908, then to 1907. Each hex moved costs 1 Movement Point (due to clear terrain in the hexsides crossed). In doing so, the rail lines in these hexes become Operational and a part of the German rail network. Railhead markers are now placed in hexes 1907 and 1908 to show the new extent oftheGermanrail network.

8. RAILCAPACITY

8-1 Each country has a stated Rail Capacity. The Rail Capacity of a country is the maximum number of divisions (and/or division equivalents) that can use Rail Movement on that country's Rail Network in a turn.

8-2 The Rail Capacity of each country is given in the scenario parameters at the end of the rules.

8-3 A player may never conquer the Rail Capacity of another country.

8-4 A unit moving by rail counts against the Rail Capacity of each country it uses rail movement in. Railmovement occurs in every hex that is moved into or out of while using RailMovement.

8-5 A unit moving by rail through conquered territory counts against the Rail Capacity of the country that repaired the Rail Line (example: German units moving by rail along rail lines in Belgium that have been converted to the German Rail Network by a German Engineer unit).

8-6 Understrength units count the same as full strength units for purposes of Rail Capacity.

8-7 Ten Supply Points count as 1 division for purposes of railmovement.

8-8 SiegeArtillery units, Engineer units, Brigades, Regiments, and Headquarters count as 1 division each for Rail Capacity purposes. Artillery units (non-Siege) count as 2 divisions each for Rail Capacity purposes. The Supply Points in the possession of a Headquarters count against rail capacity as well. Thus a Headquarters with 20 Supply Points counts as 3 divisions for Rail Capacity purposes.

8-9 A country's Rail Capacity is permanently lost when all cities of the country have been occupied by enemy units, or when the country surrenders. When this happens, the remaining Operative rail lines in the country are transferred to the Rail Capacity of a friendly (or formerly allied in the case of surrender) adjacent country connected by rail lines. If more than one option exists, then the choice is made by the player who controlled the Rail Network whose Rail Capacity is lost.

9. RAIL LINE STATUS

9-1 In order to use Rail Movement in a hex containing a rail line, the rail line in the hex must meet two requirements:
1. The rail line must beOperative
2. The rail line must belong to a Rail Network controlled by the moving player.

9-2 All rail lines begin a scenario Operative unless otherwise stated.

9-3 The rail line in a hex becomes Inoperative whenever an enemy Infantry type division (or multiple brigades) enters the hex.

9-4 An Inoperative rail line is returned to Operative status only by being repaired by an Engineer unit.

9-5 To repair an Inoperative rail lines, an Engineer unit must begin the Movement Phase in an Operative rail hex and move from that hex along the same path as the rail line (using normal, non-column, non-rail movement). Any Inoperative rail line thus entered is returned to Operative status, but as part of the Rail Network that the Engineer unit started its movement from.

9-6 Engineer units may only return rail lines to Operative status when they start the Movement Phase in a hex containing an Operative rail line that belongs to the Rail Network of their nationality.

9-7 Engineer units exert no Zones of Control (see Zones of Control Rules), do not count for stacking purposes, and may never voluntarily enter enemy Zones of Control to repair rail lines (they may enter enemy Zones of Control otherwise).

9-8 Engineer units are eliminated immediately if they are alone in a hex that contains no other friendly Ground Combat Units, and an enemy Ground Combat Unit enters that hex.

9-9 Railhead markers are used to show the extent of a country's Rail Network (see Figure 5).

9-10 The Russian rail network used a gauge (width between rails) different than everybody else. To reflect the difficulty of gauge conversion on the eastern front, engineers can only convert 1 hex of rail line per EVEN numbered turn during the months of May to October (inclusive). Conversion in this sense is the repair of an inoperative rail line that was last part of a rail network using a different gauge than the rail network being extended.

9-11 Engineer units must expend their entire movement allowance in a given rail hex to convert that rail line to a different gauge.

9-12 A rail network may only be lengthened by 1 hex along any given rail line by rail gauge conversion on turns that conversion is allowed.

9-13 A double track rail line intrinsically exists in every urban hexside.

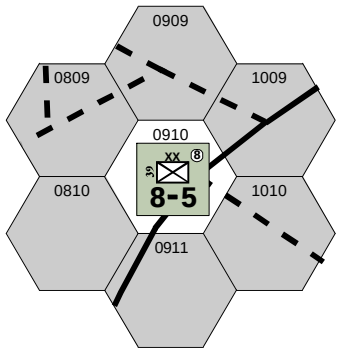
10. ZONES OF CONTROL

10-1 The six hexes that are immediately adjacent to certain Ground Combat Units (see Figure 6) are considered to be in that unit's Zone of Control. Such hexes are considered to be controlled by that unit.

10-2 Only Infantry, Mountain, Marine, and Cavalry units exert a Zone of Control.

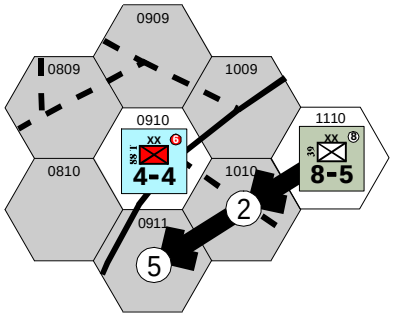
10-3 Replacement units (those with RPL designation) do not exert a Zone of Control.

Figure 6
A Unit's Zone of Control



The Zone of Control for the unit in hex 0910 extends into each of the shaded hexes.

Figure 7 An Example of Moving Through an Enemy Zone of Control



The French Unit in hex 0910 exerts a Zone of Control into each of the shaded hexes. The German Infantry Division begins movement in the German Movement Phase. In moving from hex 1110 to hex 1010 it expends 2 Movement Points: One Movement Point for moving across a clear terrain hexside between the two hexes and one additional Movemement Point for entering the French unit's Zone of Control.

The German unit continues to move and goes from hex 1010 to hex 0911. In doing so it expends 3 more Movement Points (for a cumulative total of 5): One Movement Point for moving across a clear terrain hexside between the two hexes, another Movement Point for leaving the French Zone of control in hex 1010, and yet another Movemement Point for entering the French unit's Zone of Control that exists in 0911.

10-4 Zones of Control extend into hexes occupied by other units, even those of the enemy.

10-5 Zones of Control of different units may coexist in the same hex.

10-6 Zones of Control do not extend across sea or alpine hexsides.

10-7 Units must expend 1 extra Movement Point to enter or to leave an enemy controlled hex. Units thus must expend 2 extra Movement Points (in addition to terrain costs) to move directly from 1 enemy controlled hex into another.

11. STACKING

11-1 At the end of any phase, a player may have no more than 6 divisions in a single hex.

11-2 Reduced strength divisions count as if they were full strength divisions for stacking purposes.

11-3 If there are more than 6 divisions in a hex at the end of a phase, the owning player chooses which units in excess of the limit are to be eliminated.

11-4 Up to 3 Artillery units may be stacked in the same hex. These 3 Artillery units are in ADDITION to the 6 Divisions.

11-5 Fortresses, Engineer Regiments, Headquarters, and any type of marker counters do not count for stacking purposes.

11-6 All other Regiments and Brigades (except Artillery units as noted above) count as half a division for stacking purposes.

11-7 Units of different types and friendly nationalities may stack together in the same hex with no adverse effect, so long as doing so is not specifically prohibited by a special rule.

11-8 All units in a stack under a strength reduction marker are considered to be modified by that strength reduction marker. If there is more than one type of strength reduction marker in a hex, units are considered to have their strength modified by the marker first above them in the stack.

11-9 Hexes containing less than 3 land hexsides have reduced stacking limits. Stacking limits are reduced by one third for each for each non land hexside less than 3 contained in the hex. So, if a hex has only 2 land hexsides, its stacking limit is reduced by one third (4 divisions and 2 artillery units).

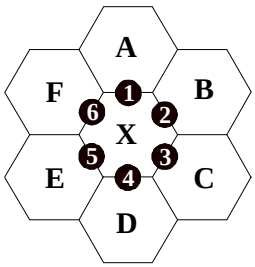
12. COMBAT

12-1 During the Combat Phase, the player whose phase it is may attack enemy units. An attack against the units in a single hex, the resulting counterattack, and the results of both the attack and counterattack are together considered to comprise a single Combat
.

12-2 The attacking player chooses which enemy occupied hexes are to be attacked, and in what order the Combats will be resolved.

12-3 Each Combat is completely resolved before the next Combat may take place.

Figure 8
Terrain Influence on Combat



The terrain used to influence a Combat is dependent on the hex being attacked, and which hexes it is attacked from. If a unit in hex X were to be attacked only by units in hex B, the defender could chose to have the attack influenced by the terrain in hexside 1, 2, or 3.
If the unit in hex X were attacked by units in hexes B and C, the defender could chose to have the attack influenced by the terrain in hexside 1, 2, 3, or 4.
If the unit in hex X were attacked by units in hexes B and D, the defender could chose to have the attack influenced by the terrain in hexside 1, 2, 3, 4, or 5.
In the above examples, hexsides containing Ocean or Lakes are instead considered to contain the other terrain shown in the hexside. Also, a hexside's terrain cannot be used if that hexside is across a neutral country's border.

12-4 A Ground Combat Unit can only attack enemy units in adjacent hexes.

12-5 Ground Combat Units can only attack across hexsides that they could move across if no enemy units were present. Units may never attack across alpine, sea, or lake hexsides.

12-6 As many units that are adjacent to a single enemy occupied hex, and are capable of attacking into it (see previous paragraph) may participate in an attack against that hex.

12-7 A single hex may only be attacked once per Combat Phase.

12-8 A unit is never compelled to attack or counterattack.

12-9 A unit may participate in combat as an attacker only once per phase.

12-10 Different units stacked together in the same hex may attack different enemy occupied hexes, but each unit may still only participate in one attack per phase.

12-11 All units in a hex under attack may counterattack.

12-12 In order to engage in combat at full effectiveness, attacking and counterattacking units must expend Supply Points in accordance with the Supply Rules (see later rules covering Supply Points, Headquarters, and Supply). Units may be full or partially supplied. Units (or portions of units) not supplied participate in combat at reduced effectiveness.

12-13 The Combat Strengths of units involved in a Combat are judged at the instant of the Combat. A unit's strength may be reduced due to strength reduction, terrain (see Terrain Effects Chart) or Supply Line length (see rules covering Supply).

13. COMBAT RESOLUTION

13-1 Each Combat (attack and counterattack) is resolved on a Strength Point basis using the Combat Results Table (the CRT).

13-2 To determine the results of a Combat, the attacking player first calculates the number of Strength Points that are attacking the hex in question. This is done by counting the number of Strength Points of the units involved less any adjustments for Strength Reduction markers, terrain, and Supply Line length (see Supply Rules).

13-3 The defender can choose which type of terrain is to be used for purposes of influencing the combat (both the attack and the counterattack). The terrain type can be chosen from that which exists in the hexsides through which the hex is being attacked, or any hexside adjacent to those through which the hex is being attacked, except for hexsides containing prohibited terrain or those that cross neutral borders.(see Figure 8).

13-4 The defender can opt to use urban terrain to influence the combat if the hex under attack contains any single urban terrain hexside AND a city center, OR if the hex contains 2 or more urban terrain hexsides.

13-5 IfALLattacking units are attacking across hexsides containing rivers, then the effects of rivers on combat are combined with the effect of the terrain chosen by the defender. Likewise, if all attacking units are attacking across hexsides containing major rivers, then the effects of major rivers on combat are combined with the effect of the terrain chosen by the defender.

13-6 The type of terrain chosen by the defender may adjust the strength of attacking and or counterattacking units, and/or influence the outcome of the attack and/or the counterattack (see the Terrain Effects Chart).

13-7 The attacking player expends Supply Points for the attacking units before the CRT is used (see Supply rules) to determine the results of the attack. Each particular unit may have Supply Points expended for it by a single HQ only. Different HQs can be used for the expenditure for different units involved in the attack.

13-8 The total number of adjusted Strength Points involved in the attack is the column of the CRT used to determine the results of the attack.

13-9 The attacker rolls a single die to determine the results of an attack. The die roll is then reduced (if called for by the Terrain Effects Chart) due to the terrain chosen by the defender to influence the combat.

13-10 The die roll of the attacker may be further reduced due to the presence of trenches (see Trenches Rule).

13-11 All die roll adjustments are cumulative.

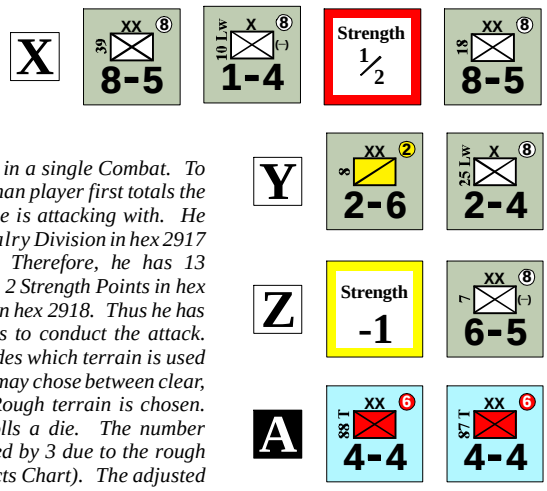
13-12 Die rolls adjusted to be less than -1 are still considered to be -1.

13-13 The adjusted die roll of the attacker is cross-indexed on the CRT with the column on the CRT equal to the adjusted number of Strength Points used in the attack. The number found on the CRT by this cross-indexing is the number of Strength Points that the defender must eliminate from the hex being attacked.

13-14 After the results of the attack have been determined (but before the defender actually eliminates any Strength Points), the units in the hex under attack may counterattack.

13-15 The same procedure that was used To determine the results of an attack are used to determine the results of the counterattack, BUT the adjusted Strength Point total of counterattacking units is tripled (counterattacking Artillery units are only doubled, see Artillery Rule). This multiplication takes place after supply and terrain adjustments have been made for the counterattacking units. The

Figure 9
An Example of Combat and Combat Resolution

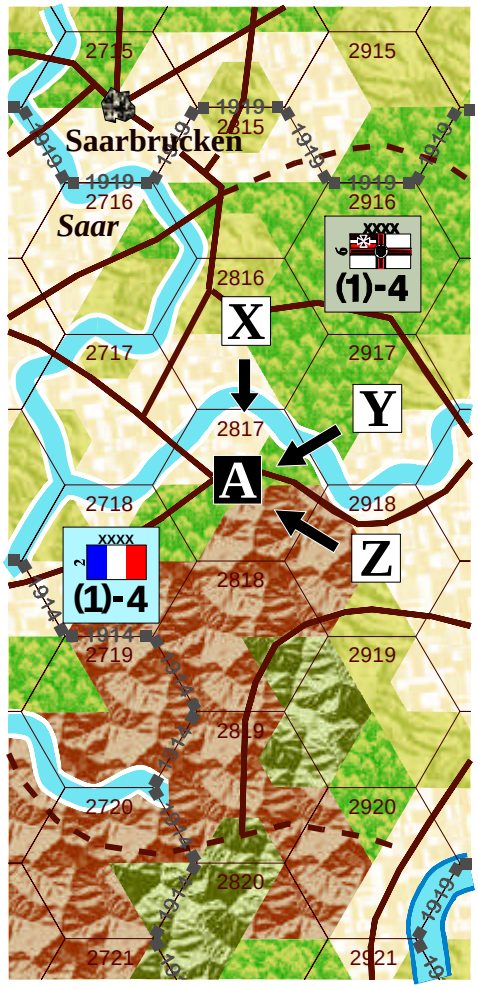


The French player has the 88T and 87T Infantry Divisions (Group A) in hex 2817. These units are attacked by the German units in hexes 2816, 2917, and 2918 in a single Combat. To resolve the combat, the German player first totals the number of Strength Points he is attacking with. He decides NOT to have the Cavalry Division in hex 2917 participate in the attack. Therefore, he has 13 Strength Points in hex 2816, 2 Strength Points in hex 2917, and 5 Strength Points in hex 2918. Thus he has a total of 20 Strength Points to conduct the attack. The French player now decides which terrain is used to influence the combat. He may chose between clear, woods, or rough terrain. Rough terrain is chosen. The German player now rolls a die. The number rolled is a 4. This is reduced by 3 due to the rough terrain (see the Terrain Effects Chart). The adjusted die roll is thus a 1. On the 20 column of the Combat Results Table, an adjusted die roll of 1 calls for the loss of 2 Strength Points.

Before the 2 Strength Points are eliminated, the French player counterattacks. The French player first declares that he will not retreat. This means that the strengths of his units will be multiplied by 3 in determining their strength for counterattack purposes. The French player has 8 Strength Points in the hex attacked. He will use the 24 column on the Combat Results Table. He rolls a 4 on the die. This is increased by 3 due to the rough terrain. On the 24 column of the Combat Results Table, an adjusted die roll of 7 calls for the loss of 6 Strength Points. The results of the Combat are therefore that the French player must eliminate 2 Strength Points from the units in hex 2817, while the German player must eliminate 6 Strength Points from the German units that participated in the attack.

The French player satisfies his loss requirements by flipping both divisions in 2817 over to their backside (each division now has a strength of 3). The German player must satisfy the first 3 points of his loss requirements by flipping over the full strength division in 2816, and the full strength brigade in hex 2917 (the division's strength is reduced from 8 to 6, while the brigade's strength is reduced from 2 to 1). He now eliminates the additional 3 points by placing the just reduced division in hex 2816 under the 1/2 strength marker already in the stack in that hex.

NOTE - This example assumes that all units involved in this combat are fully supplied. Please see the rules governing Supply Points, Headquarters, and Supply for explination of supply requirements.



die roll for the counterattack may be increased due to the terrain chosen by the defender to influence the combat (see the Terrain Effects Chart).

13-16 Die rolls adjusted to be greater than 8 are still considered to be 8.

13-17 The number found on the CRT to be the result of the counterattack is the number of Strength Points that the attacker will have to eliminate.

13-18 Only units that participated in the attack may be reduced or eliminated to reflect the effect of the counterattack.

13-19 If more than 50 Strength Points are involved in an attack or counterattack, add the result of the 50 column of the CRT (multiplied by the number of multiples of 50 involved) and the result of the remainder column, using the same adjusted die roll row. (Example: 135 attacking Strength Points would cause the defender to have to eliminate a number of Strength Points equal to twice the result of the 50 column plus the result of the 35 column)

13-20 Losses are taken by units involved in a single Combat only after the results of both the attack and counterattack have been determined. The attacker then will take losses first.

13-21 Strength Points can be eliminated in a number of ways. A unit can be removed from the map and placed in the destroyed pile. A unit may be flipped over to its backside (which shows a reduced strength). Strength reduction markers (-1 or 1/2) may also be placed on top of units (front or backside) to show reduced combat strength.

13-22 When the -1 strength reduction marker is used, the combat strength of the unit as shown by the counter is reduced by 1. When the 1/2 strength reduction marker is used, the strength shown by the counter is halved (round fractions down).

13-23 If the exact losses can't be taken by eliminating units, flipping them over, or by using strength reduction markers, it may be necessary for a player to eliminate more Strength Points than required by the CRT.

13-24 Strength Points are eliminated according to the following priority: Attacking Cavalry, Infantry (Marine and Mountain are also considered infantry), Defending Cavalry, Artillery, Fortress, Headquarter. All the Strength Points of one type must be eliminated before Strength Points of another type can be eliminated.

Figure 10 Examples of Retreat

Let's say that the French unit in hex 1609 is attacked by adjacent German units and it elects to retreat. Supply was expended for this unit by the 5th Army Headquarter. It cannot retreat into hex 1610 because this hex is in the Zone of Control of the German unit in hex 1710, and no unit friendly to the French player is currently occupying hex 1610. The unit thus has 2 viable retreat options, hex 1509 or hex 1510. Retreating to hex 1509 would be retreating into a hex that is enemy controlled, but occupied by a friendly unit, and would be closer to the Headquarter expending supply for the retreating unit. Retreating to hex 1510 would be retreating into a hex that is not in an enemy Zone of Control, and the unit would be retreating to a hex that is the same distance from the supplying Headquarter as the hex it is retreating from. Therefore, according to retreat destination priorities, the unit would retreat to hex 1510.

According the the retreat destination priorities, if the French unit in hex 1611 (supplied by Headquarter in hex 1411) were attacked and it chose to retreat, it would have the option of going to either hex 1511 or 1512 (Priority #1).

If the French unit in hex 1713 (supplied by Headquarter in hex 1411) were attacked and it chose to retreat, it would have to retreat to hex 1613 (Priority #1, NOTE - no valid supply route through hex 1612, see rules on Supply)

13-25 All units of one type involved in a combat must be reduced to the strengths shown on the backside of their counters before any unit of that type can be further reduced.

13-26 The most a die roll can be adjusted in any combat is +4 or -4.

13-27 A bloodier CRT is used starting with the first turn of January 1917. This CRT is labeled "1917 and Later".

14. RETREAT

14-1 In order to reduce losses, the defender in a combat may opt to retreat all Ground Combat Units from the hex being attacked.

14-2 The defender declares his intention to retreat after the results of the attack have been determined, but before the results of the counterattack are determined.

14-3 By retreating, the number of Strength Points that the defender must eliminate are reduced by 1/3 (round fractions to the nearest whole number).

14-4 All Ground Combat Units in a hex under attack are required to retreat if the result of the attack would require the defender to eliminate a number of Strength Points equal to at least half the Strength Point total (unadjusted for supply or terrain) of all infantry type (infantry, mountain, assault, marine, bicycle), cavalry, and fortress units in the hex. There are two exceptions to this:

1. Units are never required to retreat from a hex that contains a city (the city center, not just an urban hexside) or a port, or if urban terrain is chosen by the defender to influence the combat.

2. Ground Combat Units in the same hex as a Fortress are never forced to retreat. However, such units may do so. If they do retreat, the losses the defender must take are reduced, but the defender must then take all losses with Fortress Strength Points first.

14-5 The defender eliminates Strength Points before any units are actually retreated on the map. Note that both the elimination of Strength Points and the retreat movement of units happen after the results of the counterattack have been determined.

14-6 In retreating, the defender moves units from the hex they occupy into an adjacent hex. Different defending units may retreat into different hexes, if allowed by the retreat priorities explained in rule 14-8.

14-7 The hex a unit retreats to is influenced by which Headquarters has expended Supply Points for the unit (see Supply rules). If no Supply Points are expended, then the unit's retreat is influenced by the nearest Headquarters that could have expended Supply Points for it.

14-8 Retreating units must move into hexes according to the following priorities:

1. A hex that is not enemy controlled and is closer (in terms of Movement Points from the hex to the supplying Headquarters by a valid supply route, see Supply rules) to the supplying Headquarters than the hex they are retreating from.

2. A hex that is not enemy controlled and is the same distance (in terms of Movement Points from the hex to the supplying Headquarters by a valid supply route, see Supply rules) to the supplying Headquarters as the hex they are retreating from.

3. A hex that is enemy controlled, but is occupied by friendly Ground Combat Units, and is closer (in terms of

Movement Points from the hex to the supplying Headquarters by a valid supply route, see Supply rules) to the supplying Headquarters than the hex they are retreating from.

4. A hex that is enemy controlled, but is occupied by friendly Ground Combat Units, and is the same distance (in terms of Movement Points from the hex to the supplying Headquarters by a valid supply route, see Supply rules) to the supplying Headquarters as the hex they are retreating from.

5. A hex that is not enemy controlled and is farther (in terms of Movement Points from the hex to the supplying Headquarters by a valid supply route, see Supply rules) to the supplying Headquarters than the hex they are retreating from.

6. A hex that is enemy controlled, but is occupied by friendly Ground Combat Units, and is farther (in terms of Movement Points from the hex to the supplying Headquarters by a valid supply route, see Supply rules) to the supplying Headquarters than the hex they are retreating from.

14-9 Units may not retreat in violation of stacking limits (see Stacking Rule).

14-10 A retreating unit may only retreat into a hex of a lower priority if it cannot retreat into a hex that meets the criteria of a higher priority retreat destination.

14-11 Retreating units may never retreat into enemy controlled hexes that are not occupied by a friendly Ground Combat Unit. Units may never retreat across sea or alpine hexsides, nor into neutral countries.

14-12 Units that retreat have their adjusted Strength Point total multiplied by 2 instead of 3 for determining the results of counterattack. Note that since fortresses never retreat, their strength is always multiplied by 3 for counterattack purposes.

14-13 If a unit is forced to retreat, but cannot do so, it is eliminated. Yet it is still assumed to have retreated for counterattack purposes.

14-14 Should a unit retreat into a friendly occupied hex which is subsequently attacked during the same phase, the previously retreated units may not participate in the counterattack or be used to meet Strength Point loss requirements of the new attack. They may retreat again if as a result of combat in the new hex, the defender opts (or is forced) to retreat.

14-15 Units cannot retreat normally into hexes they could not move into using the 1 hex per turn minimum move. Retreating into such a hex is the absolute last option for cavalry and infantry type (infantry, mountain, marine, and assault) units, all other types of units are eliminated if forced to do so. A cavalry or infantry type unit forced to make such a retreat is reduced by half (round eliminated fractions up).

14-16 Previously retreated units in a hex are not used in calculating when retreat is mandatory. (Example: Six strength points retreat into a hex containing four strength points, and no trench marker. The hex is attacked later the same turn. The result calls for a two strength point defender loss. Since this is half of the four strength points, all of the units in the hex would have to retreat).

14-17 Units able to use mountain or alpine defensive terrain in a hex are never forced to retreat unless surrounded (See rule section 20).

15. ADVANCE AFTER COMBAT

15-1 When the defending units involved in a Combat retreat, attacking units have the option of moving into the vacated hex.

15-2 No more units may move into the vacated hex than are allowed by the stacking rules.

15-3 Artillery units may not advance into a hex vacated as the result of retreat.

15-4 The first unit to advance after combat must be the unit with the lowest number of Strength Points (determined after Strength Point reductions due to the Combat). No unit can advance after combat into a vacated hex until all units of lower strength (that participated in the attack) have done so.

16. COLUMN ATTACK

16-1 A Column Attack is a Combat that takes place during the Movement Phase. Only units belonging to the player whose Movement Phase it is may conduct Column Attacks. Such units may still attack during the Combat Phase.

16-2 Column Attacks may be initiated at any time during the Movement Phase.

16-3 There is no additional Movement Point cost for moving units to participate in a Column Attack.

16-4 Ground Combat Units (except Artillery) that are moved as a stack during a Movement Phase may perform a Column Attack when they cease movement (or declare that they will not move at all during the Movement Phase).

16-5 Any given Ground Combat Unit (or stack of units) may only perform one Column Attack per friendly Movement Phase.

16-6 A particular hex may be attacked any number of times during a given Movement Phase by Ground Combat Units performing Column Attacks.

16-7 A particular unit or stack of units may be attacked any number of times during a given Movement Phase by Ground Combat Units performing Column Attacks.

16-8 Strength is determined and Supply is expended (note that players may elect to not supply units or to only supply units partially) for both the attacking units and defending units at the instant of combat (defender expends supply only after the attacker declares his supply expenditure). The Combat is then resolved according to the Combat rules with the following exceptions: The defender's required losses are halved (round fractions down), the attacker's required losses are doubled (round fractions up).

16-9 Units attacked by Column Attack may retreat. The units that conducted the Column Attack would then be able to advance into the vacated hex. In so doing, no additional Movement Points are expended.

16-10 A Column Attack may never take place across an ocean, lake, alpine, mountain, wooded rough, or major river

hexside.

17. SUPPLYPOINTS

17-1 Supply Points represent the ammunition used by Ground Combat Units.

17-2 A Supply Point is always considered to be owned by a specific country. Supply Points belong to the country of the Headquarters that possess them, or that receive them as reinforcements.

17-3 Supply Points are possessed and transported by Headquarters (see Headquarters Rule). Headquarters may only possess Supply Points of the same nationality.

17-4 The number of Supply Points that a Headquarter possesses is kept track of on the Supply Track. Each Headquarters has its own specific supply marker. This marker is moved on the Supply Track to reflect the expenditure or receipt of Supply Points by that specific Headquarters. If a Headquarters possesses more than 50 Supply Points, the supply marker is flipped over to its "+50" side on the track. No Headquarters may possess more than 100 Supply Points at any given time.

18. HEADQUARTERS

18-1 Headquarters enable Ground Combat Units of the same nationality to attack and counterattack at full effectiveness by expending Supply Points.

18-2 Headquarters have a combat strength of 1 for defense purposes only. This Strength Point is used only if the hex the Headquarters occupies is attacked, and is only used for counterattack calculations.

18-3 Should a Headquarters be destroyed, all of the Supply Points in its possession are eliminated.

18-4 Each Headquarters has a corresponding Supply Point Marker that is used on the supply track. This marker is moved on the Supply Track to show the number of Supply Points in the Headquarters' possession.

18-5 Players move the Supply Point Markers on the track to show the receipt, expenditure, or transfer of Supply Points by each Headquarters that they control. The backside of the Supply PointMarker is used whenever a Headquarters contains more than 50 Supply Points. A single Headquarters may never possess more than 100 Supply Points.

18-6 There is a separate Supply Track for each player. Players are not allowed to view other player's Supply Tracks during the course of the game.

18-7 Headquarters do not exert a Zone of Control.

18-8 Headquarters may only enter a hex containing a trench or devastation marker if there is an Operative Rail Line in the hex.

18-9 A Headquarters (not including the Supply Points it may posses) counts as 1 division against Rail Capacity when moving by rail. Each 10 or fraction of 10 Supply Points in the Headquarter's possession also counts as a division against Rail Capacity when the Headquarters moves by rail (example - a Headquarters possessing 42 Supply Points thatmovesbyrailwouldcountas6 divisions for Rail Capacity purposes).

18-10 Headquarters do not count for stacking purposes.

18-11 Headquarters may only possess Supply Points of the same nationality.

18-12 Headquarters that do not move during a friendly Movement Phase may send and or receive Supply Points. A single Headquarters may send and or receive up to 10 Supply Points during a Movement Phase. This total includes both Supply Points received and Supply Points sent. Thus a Headquarters can both send and receive Supply Points during the same turn. Transfer may be by rail or overland.

18-13 To be able to transfer Supply Points by Rail, both Headquarters involved must occupy hexes containing Operative Rail Lines. These Operative Rail Lines must in turn be connected to each other by a path of connected Operative rail hexes that is no longer than 30 hexes long. This path cannot contain an Operative rail hex that is in an enemy Zone of Control and not occupied by a friendly combat unit.

18-14 The rail transfer of Supply Points can take place if the above conditions are met. The transfer is accomplished by adjusting the number of Supply Points in each Headquarters on the Supply Track.

18-15 The rail transfer of Supply Points counts against Rail Capacity. Every 10 or fraction of 10 Supply Points transferred by rail counts as 1 division using Rail Movement. Each transfer counts separately against the use of Rail Capacity.

18-16 To be able to transfer Supply Points overland, both Headquarters involved must be within 4 hexes of each other. The controlling player must be able to trace a path from the sending Headquarters to the receiving Headquarters that is 4 hexes or less in length and meets the following additional criteria:

1. The path may not be traced through any enemy occupied hexes.
2. The path may not be traced through any hexes in enemy Zones of Control that are not occupied by friendly Ground Combat Units.

3. The path may not be traced through any hexsides containing sea, lake, alpine, or mountain terrain.

4. If a friendly infantry unit were to move along the path (from the sending Headquarters to the receiving Headquarters), the path may not be more than 4 Movement Points in length.

18-17 The overland transfer of Supply Points can take place if the above conditions are met. The transfer is accomplished by adjusting the number of Supply Points in each Headquarters on the Supply Track.

18-18 If a player desires, some Supply Points may be transferred by rail, while othersmaybetransferred overland.

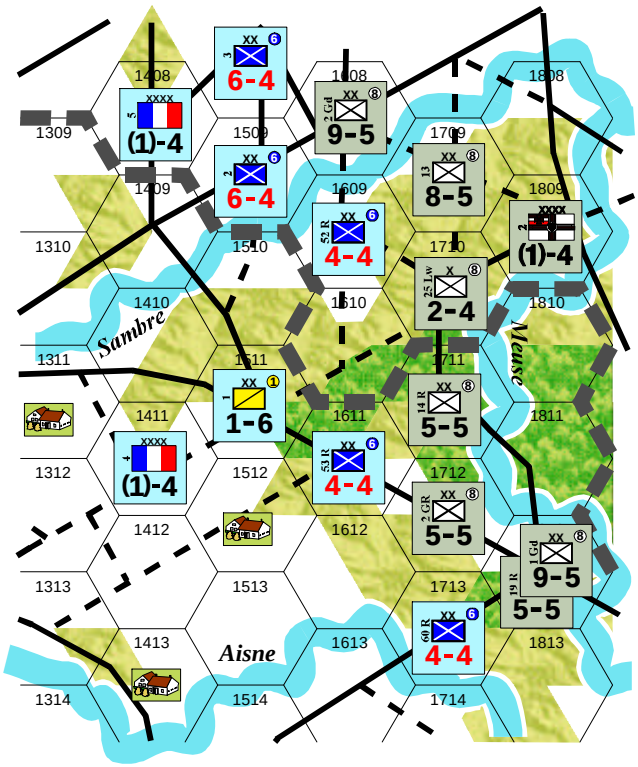
18-19 Refer to the scenario specific rules for information on the transfer of Supply Points between Headquarters of different nationalities.

18-20 Headquarters may expend Supply Points for units at any time during the game. Headquarters need not complete mobilization prior to expending Supply Points.

18-21 Headquarters can not retreat. If forced to do so, they are eliminated

Figure 11 Examples of Supply

Example 1
The German units in hexes 1608, 1709, and 1710 are attacking the French unit in hex 1609. All of the German units involved in the attack will have Supply Points expended for them by the German 2nd Army Headquarter in hex 1809. There are a total of 19 German Strength Points involved in the attack, so the 2nd Army Headquarter would have to expend 3 Supply Points (One for each 8 or fraction of 8 Strength Points involved). The French player would have to expend 2 supply points for the unit in 1609 to counterattack using its full strength (One for every 3 or fraction of 3 Strength Points involved).



Example 2
The German units in hexes 1712 and 1812 are attacking the French unit in hex 1713. All of the German units involved in the attack will have Supply Points expended for them by the German 2nd Army Headquarter in hex 1809. There are a total of 19 German Strength Points involved in the attack, so the 2nd Army Headquarter would have to expend 3 Supply Points (One for each 8 or fraction of 8 Strength Points involved). The unit in 1712 has a supply line that is 5 Movement Points in length (from 1712 to 1711 to 1710 to 1809). It therefore has its strength reduced by 1 in determining the total of Strength Points attacking. The units in 1812 have supply lines that are 6 Movement Points in length (from 1812 to 1811 to 1810 to 1809). Therefore each unit in that hex has its strength reduced by 2 in determining the total of Strength Points attacking. Thus the German player would use the 14 column of the CRT (4 from hex 1712, 7 + 3 from hex 1812). Note that the reduction in strength due to Supply Line length does NOT influence the number of Supply Points that must be expended. The French player would have to expend 2 supply points for the unit in 1713 to counterattack using its full strength (One for every 3 or fraction of 3 Strength Points involved). While this French unit has a supply line that is 6 Movement Points in length (from 1713 to 1613 to 1513 to 1412 to 1411), its strength is not reduced in the combat because it is counterattacking.

instead.

19. SUPPLY

19-1 For a Ground Combat Unit to attack at full strength (or counterattack effectively), it must be supplied.

19-2 Ground Combat Units (except Artillery and Cavalry units, which are covered by special rules, see below) are considered to be supplied for attack when a Headquarters expends the required number of Supply Points. The amount of Supply Points to be expended is dependent on the total of Strength Points involved in the attack and nationality. See the scenario specific instructions for information on how many Strength Points of a given nationality are supplied for attack by the expenditure of a single Supply Point.

19-3 Ground Combat Units (except Artillery and Cavalry units, see Artillery and Cavalry Rules) are considered to be supplied for counterattack when a Headquarters expends the required number of Supply Points. The amount of Supply Points to be expended is dependent on the total of Strength Points involved in the counterattack and nationality. See the scenario specific instructions for information on how many Strength Points of a given nationality are supplied for counterattack by the expenditure of a single Supply Point.

19-4 Supply Points are expended for all units participating in a Combat (attacking and counterattacking) before Combat Resolution begins. The defender determines supply expenditure only after the attacker has expended supply.

19-5 There must be a Supply Line between the Headquarters expending the Supply Point and the unit(s) for which it is expended.

19-6 A Supply Line is a path of connected hexes from the hex occupied by the unit(s) to be supplied to the hex occupied by the Headquarters that expends the Supply Point(s).

19-7 A player may choose which of his Headquarters will expend Supply Points for any particular unit. Headquarters can only expend Supply Points for units of their own nationality. See the Scenario Rules for exceptions to this rule.

19-8 A Supply Line may not be traced into any hex that is occupied by an enemy unit, or is in an enemy Zone of Control and not occupied by a friendly Ground Combat Unit. A Supply Line may not be traced across sea, lake or alpine hexsides.

19-9 The length of a Supply Line is calculated in terms of the Movement Points it would take to move along the Supply Line by normal movement (not counting enemy ZOC costs) from the hex occupied by the unit to that occupied by the Headquarter.

19-10 If the length of the Supply Line for an attacking unit is greater than 4 Movement Points, the strength of the unit is reduced by 1 for every Movement Point over 4 in the length of the Supply Line. This strength reduction is in addition to any strength reduction of the unit due to losses, and is put into effect before any terrain effects are applied. (See 47-3 on Winter Weather for exceptions).

19-11 A unit's strength is never reduced due to Supply Line length if it is counterattacking. (See 47-2 on Winter Weather for exceptions).

19-12 Supply Points expended for counterattacking units must be expended by the nearest Headquarter that can do so.

19-13 Units (except Artillery) may always use at least 1/2 (round fractions down) of their combat strength to attack or counterattack. This may be done at any time, and regardless of Supply Line length or Supply Point availability. Units

using this 1/2 strength option do not have Supply Points expended for them. Note that unsupplied units may still perform column attacks, but would do so at quarter strength.

19-14 All defending units in a Combat need not counterattack at full strength. Only those units for which Supply Points are expended counterattack at full strength. The defending units for which no supply points are expended counterattack at half strength. Note that the halved strength of unsupplied counterattacking units is still tripled for calculating the results of the counterattack (see rules on Combat Resolution).

19-15 Units do not have their attack strengths reduced due to supply line length (as per 19-10) if the Headquarters supplying the unit is in an adjacent hex.

19-16 Artillery units in a hex adjacent to their supplying Headquarter may attack no matter what the movement point cost between the two hexes.

20. SURROUNDED UNITS and SURRENDER

20-1 Any unit is considered to be surrounded when it can not trace a line of communication of any length to a friendly map edge or friendly country interior. A line of communication is a line of hexes from the unit to the destination unbroken by enemy ground combat units and enemy zones of control (unless the hex is occupied by friendly ground combat units).

20-2 Surrounded units may attempt to 'Break Out' by attacking. If unsupplied, such units attack at one quarter strength (round to nearest whole number).

20-3 For unsupplied surrounded units to make such an attack, one strength point per division (of any strength) involved in the attack is eliminated. One such strength point is eliminated for every two brigades or regiments involved in the attack. This strength point is eliminated prior to any strength point calculations for determining the results of the attack.

20-4 Any losses incurred by surrounded units are considered to have surrendered. If a unit is removed from the map due to losing its last remaining strength points while surrounded, the entire unit is considered to have surrendered. This is true even if the so eliminated surrounded units are able to advance after combat into a hex so that they again have a valid line of communication to the rear.

20-5 An attack by surrounded units may be made in combination with regularly supplied units. In this case, all of the strength point losses required by the attacker may be taken by the surrounded units.

20-6 Surrounded units that are removed from the map are lost due to surrender and may not be rebuilt by replacements.

20-7 Surrounded units are required to retreat if the losses called for by the CRT are greater than or equal to one quarter of the strength in the hex attacked (round fractions to the nearest whole number, round halves in the defenders favor). The retreat of surrounded units may be in any direction, so long as the destination is chosen in accordance to the priorities outlined in rule 14-8, without regard to distance to friendly Headquarters.

20-8 Units required to retreat while surrounded that cannot do so are removed from the map and are considered to have surrendered.

20-9 Units in the same hex as a fortress are not considered to be surrounded.

20-10 Surrounded units may not retreat from enemy ZOC to enemy ZOC. If forced to do so, units may only retreat into a hex containing a friendly fortress. Otherwise, the unit is forced to surrender.

20-11 Surrounded units must expend supply points for defensive purposes from the nearest HQ in the same "pocket" if such supply points exist.

20-12 Surrounded units do not receive the defensive benefits of Trenchmarkers.

20-13 Units of all countries except Germany and Great Britain, if surrounded in a one hex "pocket" that does not contain a fortress, are destroyed and removed from the map if they are isolated for a the full friendly portion of a game turn. German and British units are so removed after 3 friendly game turns. Units are removed prior to the start of the next enemy movement phase.

21. FORTRESSES

21-1 Fortresses are immobile; they may never move, retreat, or be forced to do so.

21-2 Fortresses neither exert a Zone of Control nor negate enemy Zones of Control in the hex they occupy. Units may, however, trace Supply Lines through hexes in enemy Zones of Control that are occupied only by friendly Fortresses.

21-3 Fortresses may never attack; their Strength Points are used in counterattacks only (at which time their strength is tripled, just as other counterattacking units).

21-4 Fortresses always counterattack at full strength. They do not need a Supply Line nor are Supply Points expended for them by Headquarters.

21-5 Units in the same hex as a Fortress are never forced to retreat. If they do choose to retreat, the priority of Strength Point elimination is changed so that fortress Strength Points are eliminated first. Also, the reduction in the number of Strength Points to be eliminated due to retreat would be applied only to the number of Strength Points remaining to be eliminated after all fortress Strength Points are eliminated.

EXAMPLE: Two 4-4 divisions are in the same hex as a 3 Strength Point fortress. They are attacked and the results of the attack call for the elimination of 10 Strength Points. The defending player chooses to retreat the two 4-4 divisions. The fortress would be completely eliminated first. This would leave 7 Strength Points to be eliminated. This would be reduced by 1/3 due to the retreat. Thus the defender would only have to eliminate a total of 5 Strength Points from the two retreating divisions.

21-6 Fortresses do not count for stacking purposes.

21-7 A player may use any Fortress markers of the appropriate nationality he has available in order to show a Fortress' reduced strength.

21-8 A player may voluntarily abandon a friendly fortress during his Movement Phase. This is done by removing the

fortress from the map.

22. TRENCHES

22-1 Trenches may be constructed by Infantry, Mountain, Assault, or Marine units in the hexes that they occupy. To begin construction a construction marker is placed underneath the unit in the Trench Construction Initiation Phase of the Monthly Special Turn.

22-2 Construction markers may not be moved from the hex in which they are placed.

22-3 If a construction marker is ever found (at any instant) to be in a hex not occupied by a unit capable of trench construction, that marker is immediately removed from the map (for example, an Infantry unit retreats from a hex containing a construction marker. The construction marker is removed before the advance after combat takes place.).

22-4 During the Trench Construction Completion Phase of the Monthly Special Turn, any construction marker on the map is replaced by a trench marker.

22-5 A trench marker adds 2 to the Movement Point cost of entering the hex that it occupies.

22-6 A trench marker reduces the die roll of attacks against the hex it occupies by 2. There is no corresponding counterattack die roll adjustment.

22-7 Units in the same hex as a trench marker are only required to retreat when the defender's required Strength Point loss equals or exceeds the total strength of the defending units.

22-8 At the beginning of the 1st turn of April 1915, trenches not in an enemy zone of control are removed from the map. From this point in time forward, trenches may only be constructed in hexes containing an enemy Zone of Control. Should a construction marker be located in a hex not containing an enemy Zone of Control at the start of any friendly movement phase, that marker is removed.

22-9 Units cannot construct trenches in hexes where either Mountain or Marsh is the only terrain between their hex and hex(es) occupied by enemy units. Neither trenches nor devastation markers can exist in mountain or marsh hexsides and would not be included in the movement point costs of crossing such hexsides.

22-10 Beginning with the 1st turn of April 1915, trenches are not destroyed completely by retreat and advance after combat. Should a hex with a trench marker be entered by enemy combat units as a result of advance after combat, the trench marker is replaced with a devastation marker (use either a 'devastated' counter or a trench construction marker with the figure inverted).

22-11 Beginning with the 1st turn of April 1915, trench markers not in a hex containing an enemy Zone of Control, and not adjacent to enemy fortresses, are replaced with devastation markers.

22-12 Beginning with the 1st turn of April 1915, trenches in an enemy zone of control are not removed due to the hex being vacant. Should such a hex with a trench marker be occupied later by forces hostile to those that built it, the trench marker is replaced with a devastation marker.

22-13 Devastation markers add two to the movement point cost of entering the hex the marker occupies. There is no defensive benefit.

22-14 A devastation marker is replaced by a trench marker whenever trench construction is completed in the same hex.

22-15 The movement point costs of trenches and devastation markers is included in calculating the length of supply lines and in determining if the hex can be entered by a unit using the 1 hex per turn minimum move rule.

22-16 Armies quickly learned how to construct simple defensive works in difficult terrain. The effect is stiffened defense in areas with good defensive terrain. During 1915, units are not required to retreat unless losses called for are greater than or equal to the total of defending strength points when utilizing defensive terrain giving them a -3 or better defensive die roll adjustment. From 1916 on, units get the same benefit when utilizing defensive terrain giving them a -2 or better defensive die roll adjustment (This rule may be overruled by the use Assault units, see rules 85-9 and 85-10).

22-17 During 1915 (only), the effect of trench markers or rule 22-16 can be negated by overwhelming artillery fire. If both the number of siege artillery batteries AND the number of regular artillery batteries brought to bear in an attack are BOTH greater than or equal to the number of defending divisions in the hex under attack, the trench marker and rule 22-16 are negated. (Example: There are two divisions in a trench. The hex is attacked by units including 3 artillery units and 2 siege artillery units. The trench marker has no effect). This rule DOES NOT apply to the Western Front.

22-18 Trench markers and rule 22-16 are negated if the unit is attacked from both front and rear. A hex under attack from opposite sides must have friendly ground combat units in at least two adjacent hexes, that are also adjacent to each other, to receive the benefit of Trenches or rule 22-16. Refer to figure 8. If hex 'X' is under attack from opposite sides, say from 'E' and 'B', then it must have friendly units in both hexes 'A' and 'F', or in both hexes 'C' and 'D', to receive the benefit of a trench marker or rule 22-16 . A unit attacked from three opposite directions (A, E, & C; or F, B, & D) never receives the benefit of a trench marker or rule 22-16.

23. ARTILLERY UNITS

23-1 Units with Unit Type Symbols of Artillery and Siege Artillery are considered to be Artillery Units.

23-2 Siege Artillery Units never participate in a counterattack.

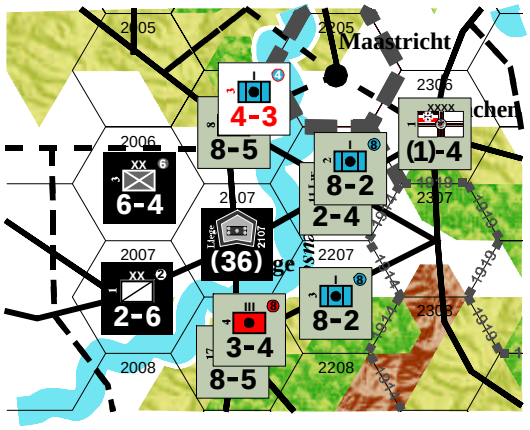
23-3 Up to 3 Artillery units (battalions or regiments) may be stacked in the same hex. These 3 Artillery units are in ADDITION to the 6 Divisions allowed in the hex by the stacking rules.

23-4 Artillery units may neither attack nor counterattack if their Supply Line is longer than 4 Movement Points.

23-5 Artillery units counterattack at double (not triple) their combat strength. They may not counterattack at all if they opt to retreat.

23-6 Artillery Units are considered to be supplied for attack or counterattack when a Headquarters expends the required number of Supply Points. The amount of Supply Points to be expended is dependent on the total of Artillery Strength Points involved in the combat

Figure 12 Example Use of Artillery



It is the German Combat Phase. The German Player decides to attack the Belgian fortress in hex 2107 with the Artillery Units in adjacent hexes. He has a 4 Strength Point Artillery unit in hex 2106, a 3 Strength Point Artillery unit in hex 2108, and two 8 Strength Point Artillery units (one in hex 2206 and another in hex 2207). For the total 23 Artillery Strength Points, the German player expends 8 Supply Points from the 1st Army Headquarter (One Supply Point for every 3 or fraction of 3 Artillery Strength Points). The attack would be resolved using the 46 column of the CRT due to rule 23-11 (the number of infantry units in the fortress hex is less than the number of hexsides through which artillery units are attacking it). Also, the attack is made with a +4 added to the die roll due to rule 23-10 (since artillery units are attacking the hex through 4 different hexsides) . Since only Artillery units are attacking, and there are no Artillery units in the hex being attacked, there is no counterattack. NOTE - Had the German player attacked the fortress with a combination of Infantry and Artillery units, the Belgian fortress would counterattack. The Belgianplayerwould not have to expend any supply points. The fortresswould counterattackwith a strengthof108(36times3).

and nationality. See the scenario specific instructions for information on how many Artillery Strength Points of a given nationality are supplied for a combat by the expenditure of a single Supply Point.

23-7 "Artillery Only" attacks may be directed against only the defending fortress and artillery units in a hex. As a result, these units would be the only ones to take losses if they are so targeted. In all cases when only Artillery units are involved in an attack, they may only be counterattacked by defending Artillery units. "Artillery Only" attacks are not effected by river terrain (in attack or counterattack).

23-8 Artillery units counts as 2 divisions for Rail Capacity purposes. Siege Artillery units count as 1 division for Rail Capacity purposes.

23-9 Artillery units do not pay the additional movement point to enter an enemy Zone of Control if a friendly infantry unit already occupies the hex being entered.

23-10 When only artillery units are attacking a fortress hex, 1 is added to the attack die roll for each hexside through which artillery units are attacking the hex.

23-11 When artillery units are attacking a fortress hex, if the number of infantry divisions (of any strength) in the fortress hex is less than the number of hexsides through which artillery units are attacking the hex, the strength of the artillery units is DOUBLED for purposes of determining the results of the attack.

23-12 Artillery units may not make the 1 hex minimum move allowed by rule 6-10 across mountain terrain, unless a rail line also exists in the hexside.

23-13 Artillery units do not retreat. Should other units in a hex containing artillery units retreat, the artillery units are destroyed. Artillery units alone in a hex have a defensive strength of 0.

23-14 Artillery units are not included in calculations used to determine if retreat is mandated. Note impact this has on rule 14-4.

23-15 Siege artillery units are considered to be regular artillery units possessing half of their regular strength (for both supply expenditure and combat purposes) when involved in attacks against hexes not containing fortresses or trenchmarkers.

23-16 Artillery units cannotmove from a hex containing either a trench or devastation marker that is in an enemy zone of control to another hex containing either a trench or devastation marker that is also in an enemy zone of control.

24. CAVALRYUNITS

24-1 Cavalry units are always considered to be supplied for both attack and counterattack purposes. Their strengths are never reduced due to Supply Line length.

24-2 If a Cavalry unit is attacked entirely by non-Cavalry units, the defending Cavalry unit may opt to retreat before Combat. This applies even to Cavalry units stackedwithnon-Cavalry units.

24-3 If, as a result of this pre-combat retreat, the hex is vacated, no Supply Point expenditure is made by the attacker, yet he may advance would-be attacking units into the vacated hex. Units that advance into the vacated hex ARE considered to have engaged in combat, even though no Supply Points have been expended.

25. RECOMBINATION

25-1 Units of the same type and nationality may recombine if they have identical Full Strength Symbols. The Full Strength Symbols of all units involved in the recombination must be of the same color and have the same value.

25-2 Recombination may only take place in the same hex as a Headquarters of the same nationality of the recombining units. Neither the Headquarters nor the units to be recombined may have moved or participated in combat during the turn in which the recombination takes place.

25-3 Recombination of a player's units takes place during the owning player's Replacement/Recombination Phase.

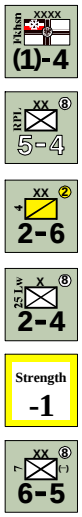
25-4 The following procedure is used in recombining units:

1. Determine the total number of Strength Points of the units involved in the recombination. Note that the number of Strength Points a unit has may be reflected by the unit having been flipped over, strength reduction markers, or a combination of the two.

2. A player may eliminate or reduce the strength of some of the units involved in a recombination so as to increase the strength of other units involved in the

Figure 13
Example of Recombination and Replacement

Top of Stack



The German Player has the following units stacked together in a hex. None of these units have moved during the last German Movement Phase. It is now the German Replacement / Recombination Phase. The German player has a total of 12 Strength Points of the same type (as shown by units with the Full Strength symbol of a black 8 in a white circle) in the stack. He reduces the -1 strength 6-5 to its backside strength of 4-5 (by flipping the unit over and removing the -1 marker), using the additional point so gained, along with the RPL 5-4 and the 2-4 brigade to return an eliminated 8-5 division to the map to the hex the stack is in. In so doing, the RPL unit and the 2-4 brigade are removed from the map.

same recombination. Units that have their strength increased, may only increase it up to the point of having a number of Strength Points equal to their counter front side printed strength, or their Full Strength Symbol (whichever is a lower number). The total number of Strength Points of recombined units must be equal to or less than the number of Strength Points found in step 1.

25-5 Replacement Units (those having the RPL unit designation) may be used to recombine with other units having the same Full Strength Symbol if they are of the same type and nationality.

26. REPLACEMENT

26-1 Units that are eliminated are removed from the map. Once removed they may be returned to the map through the process of replacement (Unless lost while surrounded, see rule section 20).

26-2 Replacement Units are those that have the unit designation RPL. These units are NOT Ground Combat Units. They do not exert Zones of Control. They may not use their Strength Points to attack or counterattack. They may not be reduced in strength to satisfy the requirements of a Combat result. If such a unit is alone in a hex (or in a hex only with other Replacement Units), and that hex is attacked, all such Replacement Units are immediately lost.

26-3 Replacement Units count as divisions for stacking and Rail Movement purposes. They move using their Movement Allowance, as per the rules on Ground and Rail Movement.

26-4 Replacement Units and/or Ground Combat Units of the same type and nationality may be used in replacement if they have Full Strength Symbols identical to the units to be returned to the map . The Full Strength Symbols of all units involved in the replacement must be of the same color and have the same value.

26-5 Replacement may only take place in the same hex as a Headquarters of the same nationality of the units to be used. Neither the Headquarters nor the units to be used in replacement may have moved or participated in combat during the turn in which the replacement takes place.

26-6 Replacement of a player's units takes place during the owning player's Replacement/Recombination Phase.

26-7 A player may eliminate or reduce the strength of some of the units involved in replacement so as to return previously eliminated units to the hex in which the replacement is occurring. Units that are returned to the map through replacement may be returned at any strength, up to the point of having a number of Strength Points equal to their counter front side printed strength, or their Full Strength Symbol (whichever is a lower number). The total number of Strength Points of replaced units must be equal to or less than the number of Strength Points lost by the other involved units (either through strength reduction or elimination).

26-8 Players may use any combination of replacement and recombination that is in accordance with the rules.

26-9 Players may replace or recombine units in any order they wish.

27. REINFORCEMENTS

27-1 Players receive reinforcements during a scenario according to the scenario's reinforcement schedules.

27-2 Reinforcements appear in the hex stated in the scenario reinforcement schedules during the friendly Reinforcement Arrival Phase of the stated turn. If that hex is occupied by enemy units, or is enemy controlled, or is no longer an Operative Rail Hex belonging to a friendly Rail Network, then the reinforcements are placed the next turn. They are placed in the nearest friendly Operative Rail Hex that is not in an enemy Zone of Control.

27-3 Units that arrive as reinforcements are considered to have completed mobilization. Reinforcements may arrive entrained, or not entrained (owning player's choice).

27-4 All reinforcements may use Column Movement on the turn they are placed on the map.

27-5 Headquarters that arrive as reinforcements without a stated Supply Point stockpile arrive with 0 Supply Points in their possession. Those with Supply Points have a marker placed on the appropriate Supply Track the instant they are placed on the map.

27-6 On certain turns, countries may receive Supply Points as Reinforcements. These Supply Points can be transferred immediately to single Headquarters on an Operative Rail Line; or they may be split among multiple Headquarters, each of which must be located on an Operative Rail Line. The Supply Points are lost if no Headquarters of their nationality occupies an Operative Rail Line during the Reinforcement Arrival Phase during which they appear. These supply points DO count against rail capacity on the turn they are distributed. They may be distributed to any HQ on the Operative Rail Line, at any distance.

47. WINTERWEATHER

47-1 Winter starts with the 1st turn of December. Winter ends with the completion of the 7th turn of February.

47-2 Rule 19-11 is NOT in force during winter turns. A counterattacking unit's strength is reduced by 1 for every movement point over 4 in the length of the Supply Line between the unit and the Headquarters expending the required supply points. This reduction in strength is calculated BEFORE any other

modification of the unit's strength (including tripling of the unit's strength for counterattack purposes) is made. Units may still counterattack at half strength under the provisions of rule 19-14 without penalty, regardless of Supply Line length.

47-3 Rule 19-10 is MODIFIED during winter turns. An attacking unit's strength is reduced by 1 for every movement point over **3** in the length of the Supply Line between the unit and the Headquarters expending the required supply points.

48. MOUNTAIN UNITS

48-1 Mountain units pay one less movement point to cross wooded rough and mountain terrain hexsides than called for by the terrain effects chart.

48-2 Mountain units get the -1 movement point benefit of a single track rail line if the cost of crossing the hexside is normally 3 or more (See Terrain Effects Chart).

48-3 Mountain units may make the 1 hexside per turn minimum move (allowed by rule 6-10) so long as they would not pay more than six movement points in moving from enemy ZOC to enemy ZOC. The six movement point cost in this case does NOT include the additional cost of entering or leaving an enemy ZOC.

85. ASSAULTUNITS

85-1 Assault units have an arrow in their unit type symbol. There are both Infantry Assault andMountainAssault units.

85-2 Assault units do not expend the additional Movement Point for leaving a hex in which there is an enemy Zone of Control.

85-3 During the first game turn that full strength Assault units attack units of a given country, the units of that country must retreat under the following conditions:

1. If attacked by a full strength Assault unit; and

2. the units in the hex under attack are called on to lose at least 1/2 of their combat strength, even if they are in a trench, city, or port.

This applies to a stack of multinational units if the majority of strength points are from the country being attacked by Assault units for the first time.

85-4 Assault units engaged in combat must take losses first, before any other type. In doing so, the Assault unit loses strength reducing it to the level of a full strength unit of its regular type. Once this point is reached, the Assault unit is considered to have reverted to a regular unit. At that point all units involved in an attack take losses normally. (Example: A German 12-5 Assault Infantry Division is involved with other non-assault infantry units in an attack. The counter-attack results in the attacker being required to take 8 strength points as losses. The 12-5 is reduced to an 8-5 infantry division. This meets the requirement for the first four strength points of the loss. The 8-5 and other full strength infantry units would then take the rest of the losses normally.)

85-5 German "AlpK" and "Jgr" designated units never revert to regular infantry once they are converted to assault units. These units are considered to only contain assault strength points once they are converted.

85-6 Assault units may not be rebuilt or combined to return to full assault unit strength.

85-7 Assault units may attack into adjacent vacant hexes, and advance into those hexes. No supply is expended for such "vacant hex" attacks.

85-8 Assault units may advance after combat before lower strength units of other types. However, assault units of the lowest strength must advance first.

85-9 The effectiveness of Forts is reduced by assault units. Units in the same hex as a fort are required to retreat if they are attacked by a full strength assault unit and they are called on to lose half or more of their strength. Note that this rule applies only if there is not a viable trench marker in the hex, and only if the provisions of rules 22-16 or 85-3 do not apply.

85-10 The effects of rule 22-16 are negated if the number of attacking assault strength points is greater than the number of strength points defending the hex. Remember, not all strength points of an assault unit are assault strength points. Only those strength points in addition to the regular full strength of a unit are assault strength points. (Example: A German 12-5 assault division has 4 assault strength points. This comes from subtracting the 8 regular infantry strength points from the 12 total. Also note that German "AlpK" and "Jgr" are pure assault strength point units.)

Designers Notes:

The games of the series are operational level games that will cover all of WW I, WW II and Modern periods using the same systems.

The Series

There are about 50 titles belonging to the series. Multiple games in the series will use the same map. For example, the map provided in 'The Schlieffen Plan' will also be used for scenarios on West Front 1918, The German Invasion of France in 1940, and The Battle of the Bulge.

The entire map for the series is about 40 times the size of the map in 'The Schlieffen Plan'. It covers all of Europe, North Africa, and the middle East. I should be able to crank out a scenario game twice a year.

Map

The map for the series was made from 1940s era French army maps. The most striking thing about the map is that terrain is per hexside, NOT per hex. This TRIPLES the amount of information on the map. This adds more realism to movement. It also adds a bit to combat, as players have to consider more in looking at which directions you are attacking a hex from.

Although it looks very different than other maps, youwillgetusedtoitquickly, and find that it greatly increases realism, both in movement and combat. I made the decision to go with hexside terrain due to a desire to make even the map as true to reality as possible.

Pieces

Units represented are divisions and brigades. Corps would have reduced the number of pieces substantially, but greatly limit the players in making operational decisions. The pieces are pretty standard, but do have a couple of nice features. The color inside the unit type box is the color used by the unit's

country for that branch of the service. For this reason, the German infantry units have white as the color in their unit type boxes, while French infantry have a darker blue. The Headquarter units use their national flags for unit type identification.

Complexity

First, the game will use what could be called 'layered complexity'. You will note on the map that 7 hexes make up a 'macrohex' while 7 'macrohexes' make up a 'megahex' this allows the scale of the game to be increased, and will be used in modern games (naval aspects of WW II games) as rules are brought in to reflect the abilities of more complex weapon systems.

TheWWIgames(suchas'TheSchlieffen Plan') use an almost pure infantry system for land warfare. The WW II games will add the 'layer' of armor systems (and their interaction with infantry systems), as well as the air dimension.

Combat Resolution

The combat system of the game is designed so that every strength point you bring to bear influences the attack. I got tired of having 31 strength points attacking some 8 strength point unit, and having to use 3 to 1 odds. Any commander in real life would use (and want to use) everything available, and expect it to increase his chances of success. The combat resolution system is what I like to refer to as 'entirely strength point dependent'. Also, all combat results are in terms of strength points that units lose. Thus combat always results in losses (which I believe is reality). I've never thought that it was realistic to have units involved in numerous combats and, by the heavy use of DR and AR results end up still at full strength at the end of a campaign.

Background

I have been playing games since the early 1970s. I was a fan of the earliest of the 'monster' games. Many unit values were blatantly wrong , and the combat resolution systems in all of these games left a LOT to be desired.

Over the years I thought a lot about designing a game that would be as realistic and playable as possible, and one which would use the same basic systems to represent conflict across all of the first half of this century. The result is the 'Der Weltkrieg' series, of which 'The Schlieffen Plan' is the first part. The entire map is already done. The rules and scenarios are already done. The reason it's not being released all at once is simple economics. I don't have the kind of money that it would take to release this thing all at once.

Some Games of the Series:

The Schlieffen Plan

August 1914: Diplomacy fails in the aftermath of the assassination of the Austrian Arch Duke in Sarajevo. The great powers of Europe begin to mobilize their armies, initially believing that their potential opponentswillbackdownatthe show of strength. Yet no one shrinks from the face of an increasingly inevitable war.

The Germans move towards war according to The Schlieffen plan. As chief of the pre-war German general staff, von Schlieffen envisions a powerful group of German armies (the now-infamous Right Wing) quickly moving through Belgium and northern France to attack Paris from the rear, while weaker forces protect the border with France.

France mobilizes according to their own 'Plan 17'. This offensive-minded plan calls for the bulk of French forces to quickly re-conquer those parts of France lost to Germany in the war of 1870. To do this, France masses her armies along the German border between Belgium and Switzerland.

As the Schlieffen plan is executed, tiny Belgium is invaded by 4 separate German armies. The Germans believe that the Belgians will either offer no resistance, or will quickly be swept aside by their might. But Belgium does resist, fighting on in the face of hopeless odds, even as the Germans employ secret weapons like the mighty Big Bertha guns.

As events quickly unfold, Great Britain lands an expeditionary force in France to help defend Belgium and assist France. It meets the German juggernaught as it pushes through Belgium.

The French, meanwhile, incur huge losses when they execute 'Plan 17'. They now rush to stop the Germans from reaching Paris and trapping their armies.

The plans of both sides fail, due not only to mistakes in execution, but due to causes that could have been foreseen and acted upon. The results of the mistakes and lack of foresight on the part of the historical leaders plunges Europe into four years of bitter trench warfare, destroying or crippling almost all the nations involved.

Tannenberg: Eagles in theEast

August 1914: The mobilization of Austria Hungary has a domino effect, triggering the mobilization of Russia and Germany in turn. The shows of strength and determination quickly degenerate into open conflict between the grand Empires of old Europe.

The Germans mass their forces in the west against Russia's ally France, according to The Schlieffen plan.Against Russia itself, the Germans have only the weak 8th Army. The planned action for this force is a retirement across the Vistula river, abandoning the ancient territory of East Prussia to the Slavic Hordes.

Russia mobilizes far more quickly than expected. Desirous to help their ally France, Russia moves immediately to the offensive. This is done even before troops and animals are properly prepared and provisioned. Two Russian armies converge on East Prussia, the 1st under Rennenkampf from the East, the 2nd under Samsonov from the South.

Rather than retire, the German 8th Army moves to face the most immediate threat. Unable to repel the invasion of the Russian Steamroller, the situation in East Prussia looks bleak for the Germans. The High Command panics, sacks the Army Commander, and pulls units out of the fighting from the right wing of the Schlieffen Plan to send as reinforcements.

The new commanders of the 8th Army, Hindenburg and Ludendorff agree to already developed plans to move away from one Russian Army and move to envelope the other which is moving up from the South. The result is the decisive battle of Tannenberg and the destruction of any Russian threat to East Prussia for the foreseeable future.

Yet the success on the East Front comes at a high price. Units critical to the success of the Schlieffen Plan are sent to the East. Could they have been decisive if used against the French?

Galicia: The ForgottenCauldron

August 1914: Austria Hungary and Russia mobilize against each other as a

result of Austria Hungary's ultimatum to Serbia. Both Empires have long histories of intervention in the Balkans, the Tinderbox of Europe. Now they face each other directly across their common border, a border that was created as they had earlier carved up Poland between themselves. Each side has a strong desire to prove their dominance and superiority over the other once and for all.

The Austro Hungarians mobilize three armies in their Polish province of Galicia. Another army, initially mobilized against Serbia (in the belief that Russia will not come to Serbia's aid militarily) will have to be moved northward now that Russia is on the march. The Russians mobilize four armies against the Austro Hungarians. Each side plans to attack the other aggressively in the belief that a quick and decisive decision can be reached.

Austria Hungary is able to move forces more quickly into the region. With this initial advantage, they seize the initiative, as their First and Fourth armies invade Russian Poland from the south. They leave their Third army (along with slowly arriving reinforcements from the Second army, moving up from the Serbian Front), to defend against Russian forces in the east. The Austro Hungarian Armies on the attack are soon embroiled in viscous combat with the Russian Fourth and Fifth Armies who oppose them. The Austro Hungarians make slow progress, but in doing so, they are drawn farther and farther from Galicia.

Moving off to a somewhat slower start than the Austro Hungarians, the Russians also are on the move offensively. Their Third and Eighth Armies invade Galicia from the East. They quickly push the Austro Hungarians back to line outside of the provincial capitol of Lemberg. There, both armies launch attacks and counter attacks against each other. The weight of two Russian Armies against the outnumbered Austro Hungarians begins to tell, and the Austro Hungarians begin to retreat.

To the North, the Austro Hungarian Fourth army has almost encircled the Russian Fifth. Now, because of the retreat of the Austro Hungarian Third Army, it is about to be encircled itself. In the highly mobile campaign that follows, both sides must move quickly to save its endangered forces and protect its territory.

In the end, the Austro Hungarians have bitten off more than they can chew by attempting offensive operations against Russia as well as Serbia. The cream of their armies are sacrificed in the attempt. The Russians make large gains into Austria Hungary, but are unable to achieve a decisive result. They too suffer enormous losses.

Both sides gambled that a decisive victory could be achieved. These gambles ended in the destruction of the empires that made them.

Serbia the Defiant

August 1914: Austria Hungary is determined to punish Serbia for the assassination of the ArchDuke Ferdinand in Sarajevo. Conrad von Hotzendorf, the Austro-Hungarian commander vows to attack and put the defiant Serbs in their place.

With the mobilization of Russia, Serbia's great protector, the Austro-Hungarian army does not have adequate forces both to defend against the Russians and to conduct operations against Serbia. Forces that Conrad wishes to use against the Serbians have to be moved north to the Russian frontier due to political pressures from a government that sees the cossacks entering Budapest. Conrad will not be dissuaded, and he orders the local commander, Potiorek, to go ahead with the invasion of Serbia with the two weak armies left in the theater.

The initial Austro-Hungarian offensive goes poorly as the battle experienced, and well led, Serb army, together with their tough Montenegrin allies, throw the collection of invading Hungarian, Czech, Croatian, and Bosnian troops back across the frontiers. Soon Serbia is in a position to counter invade Austria-Hungary.ÊSarajevo itself comes close to being captured. The Serbs even have the gall to conduct a crossing of the mighty Danube into the lowlands of southern Hungary.

The Austro-Hungarians regroup and try again later in the year. Massing to the northwest of Serbia, they re-enter the country and are successful in driving the Serbs to the south, even capturing the Serb capitol of Belgrade. But the success is bought at a high price. Depleted Austro-Hungarian units with tenuous supply lines are now the only ones in contact with the Serb forces. The Serbs now counter attack, Belgrade is retaken and the Austro-Hungarians are again driven from Serbian soil.

October 1915: Germany had left Serbia to be dealt with by the Austro-Hungarians, but now the pressures of the British campaign in Gallipoli mandated the opening of supply lines through Serbia to the hard pressed Turks. A German army is sent to assist the Austro-Hungarians with ending the Serbian problem once and for all. Promises are also made to the Bulgarian government for Serb territory in return for their participation.

The combined weight of the additional enemies overwhelms the Serbs who have received little help from their allies. But the Serb army refuses to collapse. Taking their prisoners with them the retreat through the snow covered mountain passes into Albania, where they are moved by allied navies to the refuge of Corfu, where they can reorganize to fight again, even if not from their own territory.

Romania: Transylvanian Gambit

August 1916: Recent Entente success against the Central Powers in the course of offensives on both the eastern and western fronts, together with promises of coveted territory, convinces Romania to join the Entente cause. Unfortunately for the Romanian's, their hedging and "wait and see" attitude has caused them to delay their entry into the war until after the Entente offensives have been contained.

The Entente had hoped for Romanian action into Bulgaria, which, together with an allied offensive from Salonika would have put extreme pressure on the Bulgarian army.Ê The Romanians however, opt to attack into Transylvania, the territory they desire most.

Only a motley crew of border guards and policemen in militia units guard the Austro-Hungarian province of Transylvania, yet they defend their territory well. The Romanians fail to push quickly deeper into the mountainous terrain, and there is time for the last available Austro-Hungarian and German reserves to be rushed to the area.

The first aggressive action taken against the Romanians comes not from Transylvania, but from Bulgaria. There a mixed force of Germans, Bulgarian, and Turks under the able leadership of German Field Marshall von Mackensen, concentrates and quickly attacks into Romania to clear the southern bank of the Danube. The weak Romanian forces in the area are put to flight. Russia sends what reinforcements she can to the area, but the drain of the Brusilov offensive has left them with little to send to the new

TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost to Cross Hexside or Enter Hex	Combat Effects on Attacks	Combat Effects on Counterattacks
Ocean	Prohibited	Prohibited	Prohibited
Clear	1 MP	None	None
Broken	1 MP	-1 Die Roll	+1 Die Roll
Woods	2 MP	-2 Die Roll	+2 Die Roll
Swamp	3 MP	-2 Die Roll	+2 Die Roll
Rough	3 MP	-3 Die Roll	+3 Die Roll
Wooded Rough	4 MP	-4 Die Roll	+4 Die Roll
Mountain	6 MP	Halve Attacker Strength	Double Counterattacker Strength
Alpine	Not Used in Scenario	Not Used in Scenario	Not Used in Scenario
Suburban	Treat as Clear in Scenario	None	None
Urban	1 MP	Halve Attacker Strength	Double Counterattacker Strength
Lake	Prohibited	Prohibited	Prohibited
Major River	+3 MP Cannot be crossed by moving from a hex in an enemy ZOC to another hex in an enemy ZOC	Halve Attacker Strength if all Attacking Units attacking across Major River hexsides	Double Counterattacker Strength if all Attacking Units attacking across Major River hexsides
River	+1 MP	-2 Die Roll If all Attacking Units attacking across River hexsides	+2 Die Roll If all Attacking Units attacking across River hexsides
City (Both Types)	No Additional Cost	None	None
Industrial and Resource Centers	No Additional Cost	None	None
Port	No Additional Cost	None	None
Rail Line	-1 MP (if cost of hexside 3 MP or more before adjustment)	None	None
Single Track Rail Line	-1 MP (if cost of hexside 4 MP or more before adjustment)	None	None
Megahex Line	Not Used in Scenario	None	None
Macrohex Line	Not Used in Scenario	None	None
Megahex Center	Not Used in Scenario	None	None
Macrohex Center	Not Used in Scenario	None	None
Trench Marker	+2 MP for entering hex	-2 Die Roll	None
Devastation Marker	+2 MP for entering hex	None	None

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