



AVALON HILL'S
TRADEMARK NAME
FOR ITS
WORLD WAR I
STRATEGY GAME
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**NOW YOU CHANGE WORLD WAR I HISTORY
IN THIS REALISTIC STRATEGY GAME**

• ADULT - 12
YEARS & UP

**The AVALON HILL
Company**
Baltimore, Maryland

714



INTRODUCTORY GAME

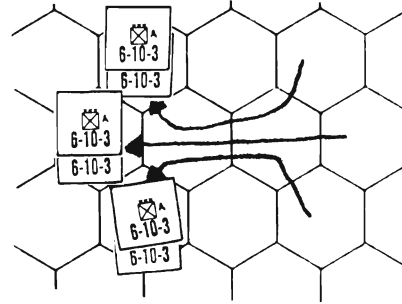
For those who are new to Avalon Hill games – READ THIS FIRST

The Introductory Game is a simplified version of the usual Standard Game. Read the Standard Games rules. They all apply except for the following modifications;

1. Ignore the sections in the Standard rules concerned with RAILROADS, FORTIFICATIONS, SUPPLIES and REPLACEMENTS.
2. For the initial setup of forces both sides refer to Page 31 of the Battle Manual. Use this ORIGINAL MOBILIZATION for setting up your units.

Play the game slowly and carefully at first, referring back to the Standard Game rules and the EXAMPLES OF PLAY below as you proceed. Once you have mastered the Introductory Game go on to the Standard Game and then, for even more realism and challenge, the Advanced and Historical Simulation game shown in the Battle Manual.

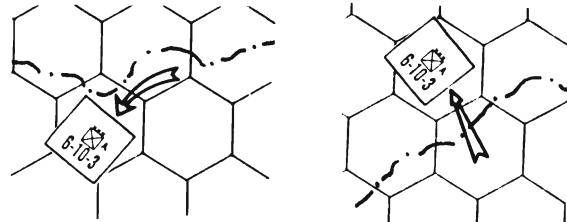
MORE THAN TWO UNITS PASSING THROUGH A SQUARE



An unlimited number of units may pass through a square in any one move as long as no more than two corps STOP on that square in that move.

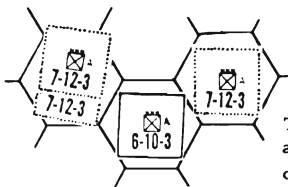
MOVEMENT ALONG BORDER SQUARES

A unit does not violate a country's border as long as the unit travels along and not through the border squares.



Along the border square. THROUGH the border square.

INTRODUCTORY GAME EXAMPLES OF PLAY

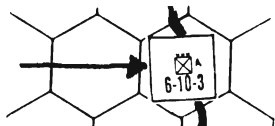


ATTACKING & DEFENDING

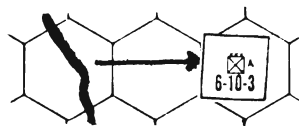
The three 7-12-3's may, in their turn, attack the 6-10-3. (See Combat Procedure in the Combat Results Table.)

MOVEMENT FACTORS LOST WHEN PASSING THROUGH TERRAIN FEATURES

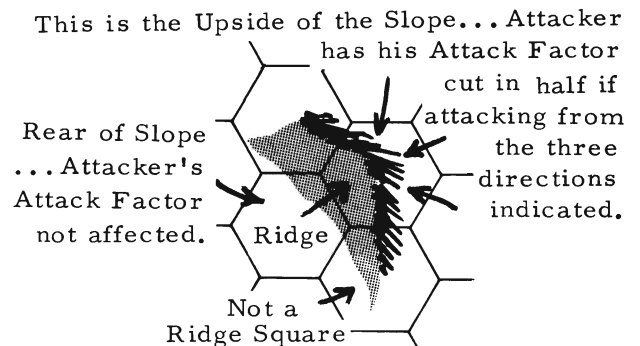
(The effect terrain has on movement and combat can be ignored in any of the games at players' option.)



Move 1-Unit must stop on the river square as it must have an extra movement factor to lose when going from a river to a non-river square.



Move 2-Unit now moves from the river to the non-river square and takes the mandatory one movement factor loss.

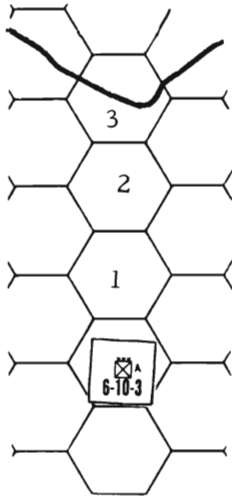


Defender must be ON the Ridge Square in order to take advantage of the upside of the Ridge's Slope.

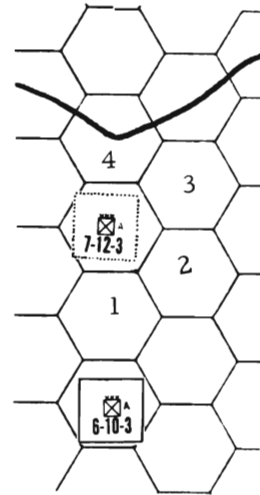
In the Introductory Game the Allies may enter Belgium two moves after the Germans do. For example: if the Germans enter on move #1, the Allies may enter on move #3

STANDARD GAME EXAMPLES OF PLAY

SUPPLIES



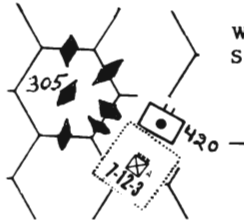
Unit is supplied, it is within three squares of a railroad square.



Unit is NOT supplied, there is an enemy unit in the way thus forcing the unit to go more than three squares for supply. Therefore, this unit is not supplied.

HOW TO DESTROY FORTS

Germans may use the Siege Artillery Table to destroy all forts in or on the sides of a square with one attack

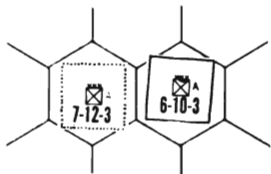


WHEN A FORTRESS IS DESTROYED THE ENEMY UNITS STILL IN IT ARE CONSIDERED TO BE IN OPEN TERRAIN.

KEEP A RECORD OF FORT(S) DESTROYED

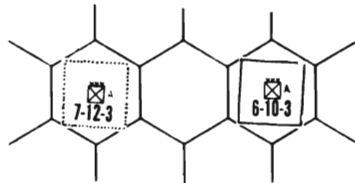
French may not enter Belgium until the 2nd move* following the destruction of Liege Forts or the German crossing of the Meuse south of Liege.

DISTANCE WITHIN OR FROM A UNIT



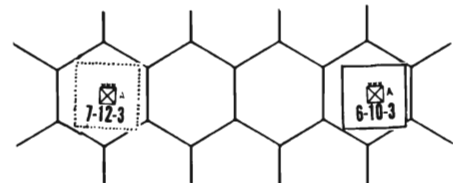
Within one square of the other unit.

One square away from the other unit.



Within two squares of the other unit.

Two squares away from the other unit.



Within three squares of the other unit.

Three squares away from the other unit.

*Recreates mistaken French belief that Germans did not have enough troops to come through Belgium. (Optional with Standard Game as per Historical Commentary in Battle Manual.)

1914

The Western Front, a deadlock—can YOU break it. As the Chief of the German General Staff could YOU have deployed your 96 infantry and 11 cavalry divisions well enough to overcome the hundred odd divisions of the western Allies? Could YOU, as the Allied commander, turn back the onslaught of the superior German forces?

With both sides deploying in absolute secrecy it is the German who must take the offensive and either destroy or cripple the Allied armies before both sides literally exhausted their ammunition (which happened in mid October) or before the advance of the Russian armies in the east forced the Germans to take to the defensive in the west.

YOU can now make the critical decisions which, in the Summer of 1914, could have either brought quick victory to one side or condemned both to years of futile bloodshed. Could YOU have done any better than the generals and field marshalls who actually commanded in 1914? Could YOU have avoided the mistakes made by BOTH sides during those fateful two months in 1914?

Take your choice. French or German. And through Avalon Hill's extensive research and simplified adaptation of modern "wargame" techniques (as practiced by present general staffs and such "think tanks" as the RAND Corporation) you can put yourself in a situation remarkably similar to the one in August 1914. YOU can change history. The situation is laid out here for you. The stage is set. It is now August, 1914 . . .

INSTRUCTIONS—READ FIRST

STANDARD GAME

DESCRIPTION OF PLAY

The object of 1914 is to obtain more "victory" points than the other side. These points and what they represent are shown on the back of the MOBILIZATION CHARTS. They stand for each side's ability to wage war. To see at a glance how to use the MOBILIZATION CHART you should first refer to the INTRODUCTORY GAME CARD which contains graphic illustrations of how to set up the game for play. Once you have a good idea of how to play you should proceed to punch out the die cut UNIT COUNTERS and place them in the appropriate boxes on the UNIT COUNTER CHART. These unit counters represent the armed forces of both sides. Now, taking the appropriate unit counters from the unit counter cards, set up units on the mapboard according to the locations secretly marked by each

side on their mobilization charts. Play then begins with each side taking turns in which they first move and then, after having moved all of their units they wish to move, attack whichever enemy units they find themselves next to and wish to attack. Since each unit has a numerical value for attacking and defending you merely compare the value of the attacker and defender and then, referring to the COMBAT RESULTS TABLE, roll the die and see the outcome of the battle. If one side or the other sustains losses this is reflected by replacing the depleted unit with one of similar size but lesser combat value from the unit counter card. Play proceeds for 12 complete turns. After the twelfth turn play stops and the number of "victory" points each side has received is added up and the winner decided. Details of play now follow:

NOTE: For tips on how to best use your units in the game see the STRATEGY & TACTICS section in the Battle Manual. Also read these rules over at least twice to make sure you have a firm grasp of the game. Refer to the INTRODUCTORY GAME CARD for graphic examples of setting up and playing the game.

MAPBOARD

The mapboard shows the area in which the campaign of 1914 was fought. A hexagon grid has been superimposed to determine movement. These hexagons will hereafter be referred to as "squares". The effect of most of the more important mapboard features has been shown on the mapboard itself. Other mapboard features are described below.

RAILROADS — Thin red lines running from square to square. Units using speeded up railroad movement travel along these lines.

BORDERS — Thick black lines broken up by dots and spaces. A unit has "violated" a border when it has moved across it, not merely along it. Moving alongside border squares is permitted and is not considered a "violation" of the border.

ISLANDS — Bodies of land (in Holland) surrounded by water. No units may move to them.

MOBILIZATION SQUARE — These are squares which correspond to the numbered squares on the Mobilization Chart. On the mapboard not all of them have been numbered. They are there to assist the player in placing his units onto the mapboard EXACTLY as he has them shown on his Mobilization Chart.

CITIES — A dot in a square (some are dots with circles around them) indicate a major city. The name is written nearby. Cities change hands when enemy units pass through them. Cities have no effect on movement or combat.

ECONOMIC SQUARE — These squares, which are indicated by the presence of a crossed hammer and pick symbol, represent territorial objectives for the victory conditions. They change hands when enemy units pass through or occupy them.

GRID-COORDINATES — The letters and numbers on the board edge help pinpoint locations. For example: Paris is N 18 Brussels is Y10, Verdun is DD23, Sedan is BB20 and so on.

UNIT COUNTERS

The die-cut square counters represent the units which took part in the actual campaign. These pieces will hereafter be called "units". The blank units are for making up additional replacement counters should you need them.

ATTACK FACTOR — Value of unit when attacking. Cavalry units have no Attack Factor in the Standard Game. These units are shown with parenthesis around the Attack Factor. For example; (7)-3-4 (British cavalry division).

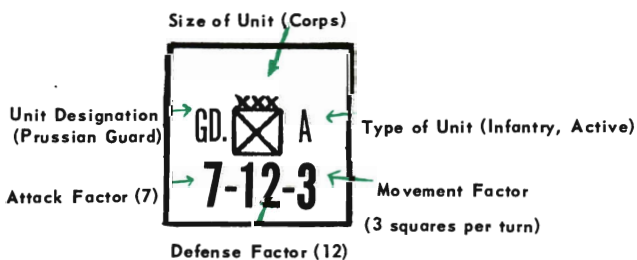
DEFENSE FACTOR — Value of unit when defending.

MOVEMENT FACTOR — Maximum distance a unit may move in one turn. Unit does not have to move its maximum factor each turn and may move less or not at all. Each square moved equals one movement factor.

TYPE OF UNIT —

Infantry  Cavalry  Artillery 

Other unit type symbols are shown in the Battle Manual



SIZE OF UNIT — xxx-Corps, xx-Division, x-Brigade, III-Regiment, II-Battalion.

NATIONALITY OF UNIT — Feldgrau (grey-green)-German; red-French; Khaki (brown)-British, Dutch; blue-Belgian.

Units will frequently be referred to by their Attack-Defense-Movement factors. For example, the above unit would be referred to as a "7-12-3". German heavy artillery units are referred to by caliber, i.e. — 305, 420, 210.

PREPARE FOR PLAY

STEP 1 — Lay the mapboard out on a table. Seat the German player on the EAST side of the board and the Allied player on the WEST side.

STEP 2 — Punch out the unit counters and place them in the designated spaces on each player's Unit Counter Chart.

STEP 3 — Place Dutch and Belgian units on the board. Belgian units are placed accordingly. One 6-8-2 in Brussels and one in Ghent. One (2)-1-3 in Brussels. One 3-4-2 and 1-1-2 each in Namur and Liege. Dutch forces are deployed by the French (Allied) player any way he wishes as long as the Dutch Army (4,3-4-2's and 1,(1)-1-3) is placed on the board, within Dutch territory and at least two squares from the edge of the board and not on the border squares.

STEP 4 — THIS IS PROBABLY THE SINGLE MOST IMPORTANT MOVE IN THE ENTIRE GAME. Each player takes a Mobilization Chart and marks secretly, in pencil or pen, the initial location of the forces available to them. The forces available to each side are shown on the Mobilization Chart under the FORCES AVAILABLE-STANDARD GAME heading. The following restrictions must be adhered to when deploying units.

ALLIED — One 6-9-3 must be in each of the fortified squares of TOUL, BELFORT, EPINAL & VERDUN.

GERMAN — One 3-4-2 each must be in METZ & STRASSBURG.

STEP 5 — Both sides now place Mobilization Charts in view of each other and place units on the board EXACTLY as shown on their charts. Play begins on August 14th. Each side may set up the other's units or simply check their opponent's set up for accuracy.

NOTE: See the ORIGINAL DEPLOYMENT on the INTRODUCTORY GAME CARD. Units may be placed anywhere on the board behind or on the mobilization squares. They may move by railroad in their first move if they meet all other railroad movement conditions.

HOW TO PLAY

The Standard Game begins on 14 August. Each "turn" of the game follows the following routine.

STEP 1 — The German player checks the Time Record to see if he is to receive any reinforcements this turn. If so, he places them in the indicated location. If he has any units in position to receive replacements he may now add them and make the appropriate unit counter substitutions.

STEP 2 — German player now moves all of his units on the board that he chooses to move. No Allied movement is allowed. Also German units which received replacements in this turn may now move.

STEP 3 — All battles the German now wishes to initiate or continue are resolved one at a time. If any Allied units are forced back, units in the attacker's square may move into the vacated square.

STEP 4 — The Allied player now consults the Time Record to see if he is to receive any reinforcements this turn. If so he brings them into play in the same manner as the German player. The same applies for replacements.

STEP 5 — The Allied player now moves all of his units on the board that he wishes to move. No German movement is allowed. Allied units which received replacements this turn

may also move.

STEP 6 — All Battles the Allied player now wishes to initiate or continue are resolved one at a time. If German units are forced back units in the attacker's square may move into the vacated one.

STEP 7 — The Allied player then checks off one turn on the Time Record and play reverts to STEP 1. This cycle is continued and repeated for the remainder of the game.

BELGIAN NEUTRALITY

Belgian or Dutch forces may not be moved unless their respective territories are invaded. French forces may not enter Belgium until Liege is taken or the Meuse is crossed by the Germans. The BEF may not land in France until three moves after the Germans invade Belgium. Therefore, if the Germans invade Belgium on move 1, the BEF lands on move 4. If the Germans do not invade Belgium by move 9 the BEF may land on move 10. The Germans, of course, may still invade Belgium after move 9.

HOW TO WIN

Victory is based on a point system. Each side obtains points for being in possession of certain terrain features by the end of the Standard Game (September 12). The Allies also obtain extra points if the Germans invade Belgium, Holland or Luxemburg. Both sides obtain extra points for destroying their opponent's units. The system is laid out in detail on the back of the mobilization chart. When the game ends both players independently tally up their points. Victory, such as it is, falls into three categories.

DECISIVE VICTORY — One side obtains at least five times as many points as the other. For the Germans this would mean an excellent chance of ultimate victory within two or three years. For the Allies it could well have meant ultimate victory in less than a year.

TACTICAL VICTORY — One side obtains at least twice as many points as the other. Should the Germans obtain anything less they would stand little chance of eventually winning. The German's won the original campaign in this manner (125-61). A Tactical Victory by the Allies would practically eliminate any chance of ultimate German victory.

MARGINAL VICTORY — One side receives more points than the other. A victory such as this for the Germans merely staves off certain defeat for a few years. A victory such as this virtually assures the Allies eventual victory.

As you can see from the above, one can win the battle and lose the war.

HOW TO MOVE UNITS

- 1 — In any turn you may move all your units on the board.
- 2 — You may move units in any direction or combination of directions you wish in the same turn.
- 3 — Unlike chess or checkers you may move all units you choose to move before resolving any battles.
- 4 — You may not move your units on top of or over those of your opponent.
- 5 — Movement factors are not transferable from one unit to another nor may they be accumulated from one turn to the next.
- 6 — You are not allowed to move units onto or through squares that contain the grid coordinate numbers.
- 7 — Germany MAY invade Belgium, Holland or Luxemburg. The Allies MAY NOT. Neither side may invade Switzerland.
- 8 — If Germany invades Belgium or Holland the Allied player may move these countries' units. The Allied player also moves British units.
- 9 — You may move your units onto or over friendly units.

NOTE: THE DIE IS USED TO RESOLVE COMBAT. IT HAS NOTHING TO DO WITH MOVEMENT.

MOVEMENT AFTER COMBAT

This is covered on the Combat Results Table under ATTACK PROCEDURE.

RAILROADS

The units' movement factors reflect a unit's ability to march by foot. Movement can be speeded up considerably by using the railroads (red lines on the mapboard). To move units by railroad the following procedure must be followed.

STEP 1 — The corps (or its equivalent) is the largest unit that may be moved by railroad on one square. Move the unit to be moved to a railroad line. The railroad line must be more than one square from the nearest enemy unit.

STEP 2 — On the FOLLOWING move (after reaching a square with a railroad line on it) the unit may move at the rate of 15 squares per turn (for Allied units) or 25 squares per turn (for German units). Movement must be along the red railroad lines. No movement is allowed if an enemy unit comes within one square of a railroad square on which you wish to move.

STEP 3 — When you wish to stop railroad movement you must wait until the next turn before resuming regular movement (off the railroad lines).

RESTRICTIONS TO RAILROAD* MOVEMENT — No two units may use the same railroad square in the same turn, except where two lines cross. French railroads may allow no more than two corps (or their equivalent) to be moved on their lines in any one turn. No more than two corps (or their equivalent) may be IN movement during any one turn. A unit cannot combine railroad and regular (movement factor) movement in the same turn. The Germans may move THREE corps (or their equivalent) by railroad in any one turn. Same restrictions as the French. The Belgians may move no more than ONE corps per turn on their railroads. Only Germans may use German railroads. Only Belgians may use Belgian railroads. Only French and British may use French railroads. Only Germans may use Luxemburg railroads. If you have two parallel railroad lines running through the same square you may double (to two corps) the load carrying capacity of that square. The Rhine river railroad squares are an obvious example.

HOW TO HAVE COMBAT

This is covered on the Combat Results Table

MORE THAN ONE UNIT PER SQUARE

Actually, you may pile as many units as you wish into one square. However, if this square is attacked only one of these units (a corps or its equivalent) may defend. During movement you may have only TWO corps move into a side of one square and STAY in that square. Any number of units may move through a side of a square and keep moving on to another square. In rough terrain and forests only ONE unit may move through a side of a square and remain in that square. For all practical purposes, then, you may have only two corps per square during movement on open terrain (only ONE under other conditions).

1 — When two or more units attack one square all the factors of the attacker must be combined into one attack factor.

2 — When there are more than one defending units on a square (totalling no more than the equivalent of a corps) all the factors of these defending units must be combined into one defense factor.

3 — The combat factor of a unit may not be split and applied to more than one battle.

4 — No unit, attacking or defending, can fight more than one battle in any one player's turn.

THE CORPS (OR ITS EQUIVALENT)

Reference is often made to the "corps" in regard to the

maximum number of units you may move, attack or defend with for each square. Whenever we mention corps, with the words "or its equivalent" often added, we mean the standard corps of the period which invariably contained two divisions or four brigades or a combination of division and brigades. Therefore, whenever we mention "corps or its equivalent" or "corps" we mean one corps = two divisions = four brigades or artillery units (regiments, brigades or battalions). Thus two corps could actually be one infantry division, one cavalry division, one infantry brigade, two heavy artillery brigades and one 305 artillery unit. If all these units were to move together they would have to move at the rate of the slowest unit. Of course, the faster units in the stack may continue on their way after splitting away from the slower moving units.

Corps, divisions, brigades, regiments or battalions may not be combined or broken down into new units. For example, a corps may not be broken down into two divisions nor may two brigades be combined to form a division. Units may be reduced in STRENGTH through the "step" system but never in SIZE. A corps is always a corps no matter how weak it may become. When finally destroyed it is destroyed as a corps.

FORTIFICATIONS

Each of the diamond shaped forts has a "built in" garrison with artillery and enough supplies to keep them going for the length of the game. Forts may be attacked and destroyed in two ways.

INFANTRY attack—Each fort must be attacked and destroyed individually. Each fort has a defense factor of 14. When infantry units attack forts they suffer casualties according to the Combat Results Table. The forts, however, are only destroyed when a "1" is rolled. When all of the forts on a side of a square have been destroyed enemy units may enter the square and attack the remaining forts from the inside. Needless to say this form of attack is quite costly and should be avoided if at all possible. If there are enemy infantry units in the fortification square they cannot be attacked until at least one side of the fortification square they are in has been cleared of forts.

ARTILLERY-INFANTRY attack—Only the Germans have the heavy artillery to handle this sort of attack. In attacks such as this a simultaneous attack by infantry and heavy artillery is made on ALL of the forts in a fortification square. You roll the die once for the siege artillery—consult the Siege Artillery Table. Use the results of that same roll of the die for the infantry unit (which must have at least two steps in it) and consult the Combat Results Table. For this attack the entire fortress zone has only 14 defense factors. If there is also an enemy infantry or cavalry unit in the fortified area a second infantry unit must join the attack and separately attack the enemy units in the fortress. This additional attacking unit, unlike the previously mentioned artillery and infantry unit, may attack from a separate square. It may attack from the same square as the siege artillery/infantry assault force. In this type of assault ALL of the forts in or on the sides of the square being attacked are destroyed in a successful attack even though only one side of the fortified square is attacked. German "A" corps have 150mm artillery attached to them. Therefore they may assault fortified zones without using additional infantry, unless there is an enemy unit in the fortified zone in which case additional infantry units will be needed.

A unit that stays in a fortified zone (or a square containing a detached fort) cannot be cut off from supplies as long as the forts are undestroyed. Until they can establish a normal supply line they may not go more than one square from their fortified zone.

SUPPLY

To maintain its strength a unit must be able to trace a rail line back to its home country. French units must be able to

trace a rail line back to either the south or west edge of the board. The Germans must be able to trace a rail line back to the east edge of the board. Units must be within 3 squares of the railroad square from which they began tracing their supply line. An enemy unit occupying any part of this line cuts the unit off unless there are alternative lines available. Supply lines may not be traced through enemy held territory or unconquered neutral countries. Enemy rail lines are "captured" by passing through them.

Any units more than three squares from the railroad square from which they begin tracing their supply line or any units without a continuous supply line lose one step for each turn they are without supplies. If, after your opponent's move you find some of your units without supply you must either re-establish your supply line in your turn or, on the next turn and in each succeeding turn that your units' lack supply, each isolated unit must lose one step. Units may retreat into fortress squares and remain supplied indefinitely as long as they do not go more than one square from the fortress square. This only applies as long as at least one of the forts in or on the side of the square in question is undestroyed. Only ONE corps may be supported in each fortification square. Units may only be supported by their own country's forts.

British units depend on the French for supply. The Belgians depend on Brussels. Dutch units have supplies as long as they stay within Holland, and none outside Holland.

All units may use enemy railroads for supply ONLY. You may only move your units by railroad as far as your own borders. Exception—Germans use Luxemburg railroads.

REPLACEMENTS

Replacements are available at the rate of SIX steps each per turn for French and German forces. The British receive THREE steps only and not before 1 September. The Belgians and Dutch receive none.

To receive replacements a unit must be supplied and at least TWO squares away from the nearest enemy unit. The receiving unit is allowed to move in the turn it receives replacements. A unit may not receive more than ONE replacement step per turn. Brigades, once wiped out, may not be revived with replacements. A larger unit (division or corps) may be rebuilt if it has at least one step left. When a division or corps is removed from the board after its last step has been destroyed the unit itself is considered destroyed and may not be revived through replacements and brought back into play. All replacements are infantry only. French and Germans receive replacements from the second turn on. The British may receive their three replacement steps anytime after 1 September.

REINFORCEMENTS

Units which come into play after the initial deployment are indicated on the back of the Mobilization Chart.

BATTLE MANUAL

You have finished the rules of the standard game. Examples of play and further clarification of rules are found on the Combat Results Table, Introductory Game Card and the Battle Manual. The Battle Manual also contains additional rules for advanced versions of the standard game as well as suggestions for strategy and tactics which will add greater realism and depth to the play of 1914.

SEND STAMPED ENVELOPE

For general information about all Avalon Hill products, send a stamped, self-addressed envelope to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland.

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First printing—March 1968

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1914

**BATTLE
MANUAL**

- ★ Advanced Game
- ★ Historical Simulation Game
- ★ Short Game
- ★ Solitaire Game
- ★ Strategy & Tactics for 1914
- ★ Historical Commentary

1914

1914 REPLACEMENT PARTS LIST

1. Game Box, 11" x 14".....	\$1.00
2. Standard Game Instruction Folder.....	.25
3. Battle Manual.....	1.00
4. Mapboard.....	3.00
5. Mobilization Chart Pad.....	.75
6. Game Variation Cards (20).....	.50
7. Introductory Game Card.....	.25
8. German Unit Counter Chart.....	.20
9. Allied Unit Counter Chart.....	.20
10. Combat Results Tables.....	.25
11. German Unit Counters.....	.75
12. Allied Unit Counters.....	.75
13. Die.....	.10

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First Printing – March 1968

ADVANCED GAME

The Standard Game is a self contained game. That is, it contains all of the important elements of the original campaign. The advanced game is an attempt to recapture some of those elements of the original campaign which could not be built into the Standard Game without detracting from the game's playability. The Advanced Game rules are optional. That is, you may or may not use them as you wish. The Advanced Game rules can add amazing historical depth to the play of the game. They can also add playability elements for players who have acquired skill in using the Standard Game rules. All Standard Game rules apply except as indicated in the following sections:

INVERTED COUNTERS

In order to re-create the "fog of war" the backs of the counters have been printed with symbols to tell the enemy only the unit's nationality, direction of march and whether or not the unit is preparing to attack or is in defensive positions. The following restrictions are placed on the use of units with the INVERTED COUNTER rule:

- 1—Units may move only in a straight line unless they wish to sacrifice a movement factor for each turn in which the unit turns one to three sides of the square during its movement. It may turn on every square to which it moves or only one.
- 2—When a unit finishes movement it may attack ONLY in the direction its pointer is pointing.
- 3—When defending the unit may use its DEFENSE factor ONLY when it is attacked from the direction its "trench line" is facing. If attacked from any other direction the ATTACK factor must be used for defense.
- 4—A unit always moves in the direction his pointer is pointing.
- 5—If a unit is attacked simultaneously from a "trench line" side and a "non trench line" side the defending unit must use his attack factor for defense.
- 6—Units using railroads must have their pointer pointing in the direction they wish to move by rail before moving. Rail movement takes place on the turn AFTER the above condition has been met.
- 7—Unit receiving replacements may not move in ANY way during the turn in which they receive their replacements.
- 8—A unit forced to retreat MUST retreat in the direction its pointer is pointing. If it cannot it must take the cus-

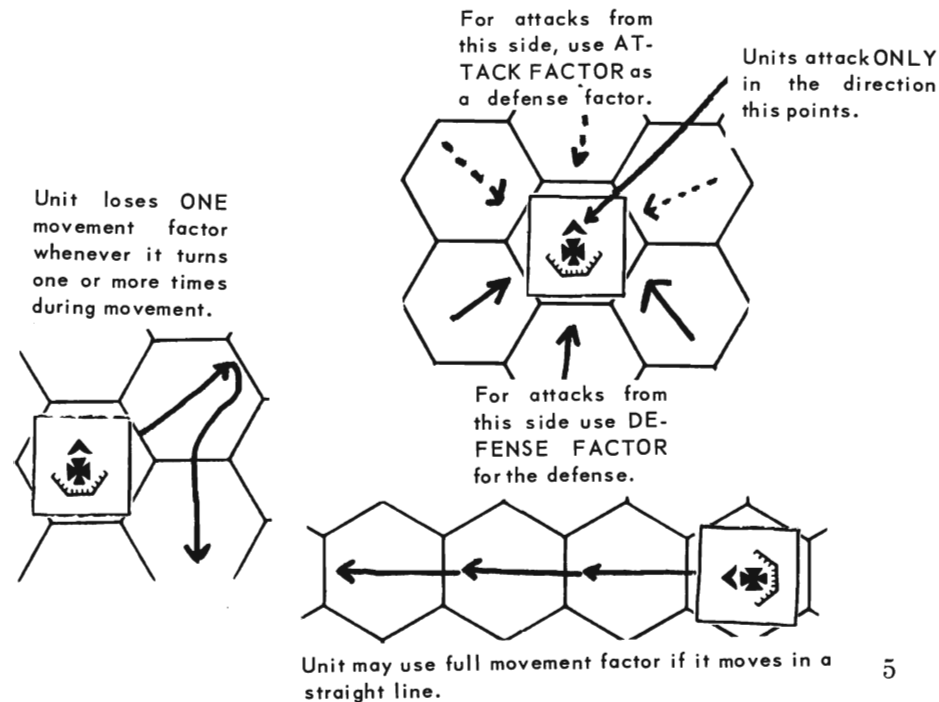
THE EASTERN FRONT

tomary two step loss.

9—Nationality of units is shown by the color and symbol on the back of the counter. German units have an iron cross on them and are feldgrau (greygreen) in color. Dutch units have a circular symbol on them and are red in color. Belgian counters are feldgrau on the back but have the circular symbol. French and British units have the circular symbol on their backs and are red in color.

10—When cavalry units are attacked from a direction which forces them to use their “attack” factor for defense they must use a defense factor of “0” as they do not have any real attack factor.

11—When units are involved in combat they are turned face up. They stay face up until they are no longer adjacent to the enemy. Other units on a square with a unit engaged in combat that are not fighting may stay inverted.



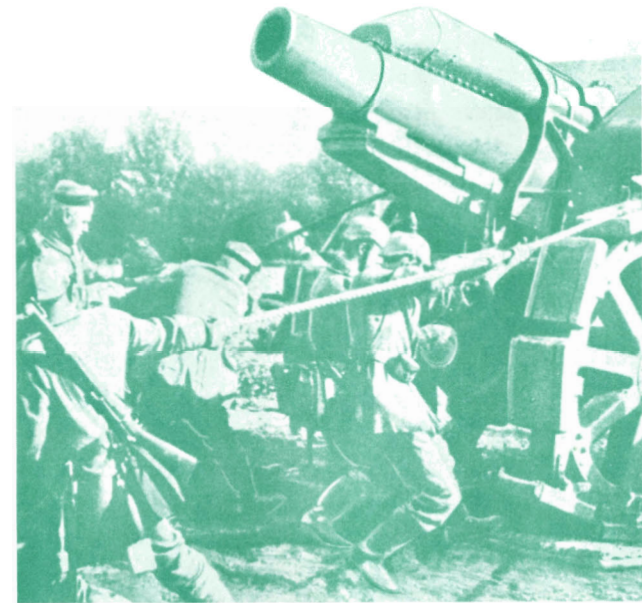
In the original campaign the Germans were faced with a problem in dividing their armies between the west (against the French) and the east (the Russians). The Standard Game has arbitrarily “built in” a deployment identical to the one originally used. In this rule you will be allowed to vary the deployment and perhaps see if you could have outguessed the earlier German planners who had decided that “France must be destroyed first.”

On the Mobilization chart there is an Optional Deployment section. In this section all the units available to the German army are listed along with a numerical “value” for each one as well as the total value for each type of unit and the entire armed forces. (For example, a 7-12-3 has a “value” of 10. There are 26 of these units in the entire army thus all 7-12-3 units in the army amount to 260. The “value” of the entire army is 409.) When planning his initial deployment the German player must decide how much of his army he wishes to send to the east and how much to the west. The more he sends to the east the greater his chances of defeating the Russians first and then turning on the French with, if he is lucky, the full weight of his army. The German player has seven deployment options, based on the number of “value” factors he sends to the east. They are; 25-30, 45-50 (this is the one the Germans originally used), 75-80, 220-30, 175-80, 245-50, 325-30. The game then proceeds as usual until the fourth turn.

At the beginning of this turn the German player consults the EAST FRONT RESOLUTION CHART and rolls the die to see what range of possible outcomes will be available to him on the eastern front. At the beginning of the fifth turn he consults the EAST FRONT SITUATION CHART, unless he rolled a “pass” on the Resolution Chart in which case he must wait the number of turns indicated and roll for the Resolution Chart again.

When the German player does roll for the Situation Chart he consults the indicated outcomes and sees how many troops he must send either east or west. The indicated number of troops to be sent to the east must be taken off the board immediately. Troops may arrive from the east at the rate of one corps per turn. These troops begin to return from the east four turns after the turn in which the die is rolled for the Situation Chart.

The Inverted Counter and Game Extension rules should be used whenever this one is used.



EAST FRONT RESOLUTION CHART

Factor in East/		25-30	45-50	75-80	110-115	175-180	245-250	325-330
D I E R O L L	1	A	A	B	C	D	E	E
	2	A	B	B	C	E	E	F
	3	Pass 1	B	B	D	E	F	F
	4	Pass 1	B	C	D	E	Pass 1	G
	5	Pass 2	Pass 1	Pass 2	D	Pass 2	Pass 2	H
	6	B	Pass 2	Pass 3	Pass 2	Pass 3	Pass 4	Pass 2

Letters—A, B, C etc.—represent the Option Columns in the East Front Situation Chart. “Pass” refers to the number of moves you must wait before rolling the die again. In the meantime the game goes on with the East Front unresolved. If you roll the die and come up with a letter you use that letter with the Situation Chart which you may roll for in the next move.

EASTERN FRONT SITUATION CHART

Option columns-		A	B	C	D	E	F	G	H
D I E R O L L	1	1	1	2	2	3	3	4	4
	2	1	2	2	3	3	4	4	4
	3	2	2	3	3	4	4	4	5
	4	2	2	3	3	4	4	5	5
	5	2	3	4	4	5	5	5	6
	6	3	3	4	5	5	6	6	6

Numbers refer to the East Front Situations shown below.

EAST FRONT SITUATIONS

- 1 Germans suffer severe set backs in the east. German rolls die and doubles the number thrown. This doubled number represents the number of corps the German player must take off the board immediately. These units stay out of play for the duration of the game. Units taken off the board must not be surrounded by enemy units.
- 2 Similar to situation 1 except that the die roll number is NOT doubled and the original number represents the number of corps to be taken off the board.
- 3 Situation remains static. All German forces in the east remain there for the remainder of the game. No forces are taken from the west. Germans receive 10 victory points for situation 3.
- 4 Fifty percent of the German forces in the east are freed for employment in the west. Use the “value factors” in determining which units will be sent westward. One corps may be sent to the west each move. The first corps arrives in the west four moves from now. Forces arrive from the east at the rate of one corps per turn until all units allotted for the west have arrived. Germans receive 50 victory points for situation 4.
- 5 The same as situation 4 except that seventy-five percent of the German forces in the east are available for service in the west. Germans receive 75 victory points for situation 5.
- 6 All German forces in the east are freed for operations in the west. Follow procedures used in situations 4 and 5 for moving them back from the east to the west. Germans receive 100 victory points for situation 6.

GAME VARIATION

Numerous minor military and political factors could have altered the outcome of the 1914 campaign. In order to incorporate these into the game as simply as possible we have included ten Game Variation Cards for each side. Each of these cards introduces a new element into the game. The following procedure is used when this rule is included:

STEP 1—Before filling out Mobilization Charts, each side takes three cards at random from their pile of Game Variation Cards.

STEP 2—You must use the Third Player rule for this rule. The third player now takes the cards from both sides and consults the Game Variation Chart. Meanwhile each player fills out his mobilization chart. When the mobilization Charts have been filled out the third player gives both players the results of the interaction of their six Game Variation Cards on the Game Variation Chart. (Example; if the German player chose card G5 and the Allied Player card A10 then the third player would read across line G5 and down column A10 until the two met at outcome 11.) Both players consult the Outcomes List for the results of this interaction.

The Inverted Counter and East Front rules must be used with this one. The Third Player must keep note of the changes brought about in the game through the use of this rule and keep the players informed (or ignorant, as the case may be) of these changes. Players may have to change their mobilization due to certain outcomes before starting play.

GAME VARIATION CHART

	CHANCE CARDS							CHANCE CARDS									
	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	G11	G12	G13	G14	G15	G16	G17
O																	
U																	
T	G1		1			2		3		4							
C	G2									5							
O	G3																
M	G4									6						7	8
E	G5									10						9	11
S	G6					12		13		14	15	16	17	18	19	20	21
	G7	22	23			24	25										
	G8	26	27					28	29		30						
	G9																
	G10											31	31	31	31	31	31
O	G11			14		32											
U	G12			15		33											
T	G13			16		34											
C	G14			17		35											
O	G15			18		36											
M	G16			19		37											
E	G17			20		38											

Chance Cards G11-G17 refer to Eastern Front deployment options. G11 refers to 25-30 factors in the east; G12 refers to 45-50 factors; G13 to 75-80; G14 to 110-120; G15 to 175-180; G16 to 245-250; G17 to 325-330.

Blank squares indicate that the game variation chart cards chosen are not affected by the game variation chart.

TABLE A 2 SIZE OF NEUTRAL ARMIES

D	1	Belgian Army now contains 6 6-8-2's, 2 3-4-2's, 1 (2)-1-3.
I	2	Belgian Army now contains 4 6-8-2's, 2 3-4-2's, 1 (2)-1-3.
E	3	Belgian Army now contains 3 6-8-2's, 2 3-4-2's, 2 1-1-2's, 1 (2)-1-3.
R	4	Belgian Army now contains 1 6-8-2, 2 3-4-2's, 2 1-1-2's.
O	5	Dutch Army now contains 4 3-4-2's, 2 2-2-2's, 1 (1)-1-3.
L	6	Dutch Army now contains 2 3-4-2's, 2 2-2-2's.

TABLE A 3 FRENCH "R" & "T" UNITS

D	1	French may bring 4 6-6-2's and one 1-1-2 into play on move one. They must be included in the forces shown on the mobilization chart.
E	2	French "R" (Reserve) units may not attack for the first four moves of the game or until a German unit goes more than three squares beyond the French-German border into France. Whichever comes first.
J	3	French "R" (Reserve) units may not be placed within four squares of the border during the initial set up of units. This includes units normally stationed in the fortified squares.
L	4	Same as 1 above.
	5	Same as 2 above.
	6	French improve the efficiency of their railroads. They may move a maximum of three corps per turn at a rate of 25 square per turn, just as the Germans can.

TABLE A 5
FRENCH NORTH AFRICA

D	1	Large rebellion in North Africa. ONLY one 2-4-3 arrives on move 4 as the North African Army.
I		
E	2	Middle size rebellion in North Africa. ONLY two 2-4-3's on move 4 as the North African Army reinforcements.
R	3	Little rebellion in North Africa (that is, more than usual). ONLY three 2-4-3's on move 4 as the North African Army reinforcements.
O		
L	4	German battlecruiser GOEBEN sinks French transports bringing North African Army to France. No North African Army on move 4, or ever.
L		
	5	Very quiet situation in North Africa, send 4 2-4-3's, 2 1-1-3's, 2 (1)-0-4's to France on move 4 as North African Army.
	6	Same as 5 except you must roll die again to see how long the North African Army will be delayed by the GOEBEN. If you roll a 1 you must wait one turn, if a 3 then wait three turns and so on.

TABLE A 8
USE OF BEF VARIES

D	1	Land entire BEF on move 4. 2 8-14-3's, 2 4-7-3's, 1 1-2-3, 1 (2)-1-4, 1 (7)-3-4.
I		
E	2	Only token force sent, on move 4. 1 1-2-3, 1 (2)-1-4.
R	3	Movement of BEF staggered. On move 4 2 8-14-3's, 1 1-2-3 1 (2)-1-4, 1 (7)-3-4. On move 7- 1 4-7-3, on move 10 a 1-2-3, on move 11 a 4-7-3, on move 14 a 4-7-3. For further British reinforcements see the GAME EXTENSION rule.
O		
L	4	Only 2 8-14-3's and 1 (7)-3-4 land on move 4. The rest of the STANDARD GAME BEF lands on the following moves at the rate of one unit per turn. Additional reinforcements as usual.
L		
	5	Only 2 8-14-3's and 1 (7)-3-4 land on move 4. The rest of the BEF may land only when a "1" is rolled. Each turn you roll the die for this until a "1" is rolled. Additional reinforcements as usual.
	6	Land entire British force on move 4. 2 8-14-3's, 2 4-7-3's, 1 (7)-3-4, 1 (2)-1-4, 2 1-2-3's, 1 1-1-3, 1 2-4-3. On move 12, 1 1-1-2 (no 1-1-3). On move 18 only 2 1-1-2 On move 21, 1 4-7-3. Nothing on move 28.

TABLE A 9
FRENCH MOBILIZATION

D	NOTE: MS refers to Mobilization Squares, units are referred to by their Mobilization Chart "unit codes".	
I	1	Plan 14 (1898) - In Reims-2 9's, in MS 18-22-4 0's, in Verdun-1 9, behind Toul-5 6's, 1 x. Below Toul-4 6's, 1 2, 2 1's. MS 23-27-3 6's, 4 0's, 1 2, 1 x. Above Langres- 3 6's, 2 9's. MS 28-34-6 6's, 3 9's, 2 0's, 1 2, 1 1, 2 x's.
E		
	2	Plan 15 (1903)- In Reims-3 9's, 2 squares below Reims-2 9's. MS 18-22- 5 6's, 4 0's, 2 2's. MS 23-27- 4 6's, 4 0's. Below Toul-4 6's. In Langres- 3 9's, 2 1's. MS 28-34- 8 6's, 1 2, 2 0's, 2 x's. MS 20- 1 x, MS 25- 1 x.
R		
O		
L	3	Plan 15b (1907)-MS 15-17- 2 6's, 3 0's, 1 x. In Reims- 1 9, above Reims- 1 9, 2 squares below Reims- 2 9, Verdun- 5 6's, 1 0. MS 18-22-2 2's, 1 6. In Toul 5 6's, 2 0's, 1 x. MS 23-27-4 6's, 2 0's, 2 1's, 1 x. In Langres- 4 9's. MS 28-34- 4 6's, 1 2, 1 1, 2 0's, 1 x.
L		
	4	Plan 16 (1909)- MS 15-17- 2 6's, 3 0's. In Paris-1 6. Behind Reims-4 9's, 4 squares below Reims- 2 6's, 2 9's, 1 x. MS 19- 1 0, In Verdun- 3 6's, 2 2's, 2 1's, 1 0, 2 x's. In Toul- 2 6's. MS 23-27- 5 6's, 3 0's. MS 28-34-2 6's, 2 0's, 1 2, 1 1, 1 x. In Dijon-2 6's, 2 9's. In Reims- 2 6's.
	5	Plan MICHEL (1911)- MS 1-9- 6 6's, 2 9's, 4 0's. MS 10-14-3 6's, 2 0's, 1 x. In Paris-2 6's, 1 9, 2 0's. MS 15-17- 1 6, 1 9. In Reims- 1 6. MS 18-22-2 6's, 1 9, 5 squares below Reims- 1 6, 1 2, 1 x. MS 23-27-1 6, 2 9's, 2 1's, 1 2. MS 28-34- 4 6's, 1 9, 1 2, 1 1, 2 0's, 1 x.
	6	Plan 16b (1913)-In Paris- 1 6. MS 10-17-2 6's, 1 9, 3 0's. MS 18-22- 1 6, 2 9's, 2 0's, 1 2. Behind Verdun-4 6's, 1 0, 1 x. MS 23-27-5 6's, 2 9's, 1 1, 1 2, 1 x. Behind Toul-4 6's, 2 0's, 1 x. MS 28-34-4 6's, 3 9's, 2 0's 1 2, 2 1's, 1 x.

Additional reinforcements and replacements as usual. Units should be spread out in the groups of Mobilization Squares (MS) indicated above.

TABLE G 3
GERMAN SIEGE ARTILLERY

D	1	No 420's at all. Only 2 305 units. However, you may consider Liege destroyed on the first German move because of early mobilization of German siege artillery.
I		
E	2	Only 1 420 unit available. No 305's.
R	3	No 420's or 305's at all. Except for reinforcements on move 30. See below.
O		
L	4	1 420, 1 420RR (RailRoad-this unit may move on the railroad lines only. They may move one square off a rail line in order to attack s position), 2 305's.
L		
	5	1 420, 1 420RR, 4 305's. Consider Liege destroyed on the first German turn. See 1 above.
	6	1 420 RR, 2 305's available. Consider Liege destroyed on the first German turn. See 1 above.

TABLE G 7
PASSAGE THROUGH BELGIUM

D		
I	1	Germans may move 4 corps anywhere into Belgium before making first move. Thereafter a maximum of 2 corps per turn may be moved by railroad through Belgium. Three corps per move railroad movement rule still applies. Belgian army remains inactive for the remainder of the game.
E		
R	2	Same as 1 except that the Germans do not have 4 corps in Belgium before move 1.
O	3	Same as 2.
L	4	Same as 2 except that only one corps per turn may be moved through by rail road.
L	5	Same as 4 except that no railroad movement of troops through the country is allowed. May move troops freely by foot.
	6	Same as 5.

On all of the above all troops may move freely by foot throughout country. For simplicity's sake you should take the entire Belgium army off the board. The French do not receive 30 victory points. They receive only 10.

TABLE G 9
GERMAN MOBILIZATION

D		
I	1	VON MOLTKE (the elder) PLAN (1879)-Send 110 value factors to the east. Mobilize the rest of the army in or behind MS 14-30. Neutrality of Belgium and Luxemburg may not be violated.
E	2	VON WALTERSEE PLAN (1888) - 175 factors in the east. Remaining forces in MS 14-30. Belgium and Luxemburg may not be violated.
R		
O	3	VON SCHLIEFFEN PLAN I (1899)-45 factors to the east. MS 6-8-11 7's, 8 5's, 2 4's, 1 2, 8 0's, 2 +', 2 x's. MS 9-15-6 7's, 4 5's, 1 2, 1 0, 1 x. MS 17-22- 6 7's, 4 5's, 1 2, 1 0, 1 +, 1 x. MS 23-30-1 4, 1 2, 2 1's. One 3 each in Metz and Strassburg.
L	4	VON SCHLIEFFEN PLAN II (1906-"the strong right wing")- MS 6-9-13 7's, 8 5's, 3 0's, 2 +', 2 x's, 1 2. MS 10-14- 9 7's, 6 5's, 5 0's, 1 x. MS 15-22- 3 7's, 2 5's, 2 0's, 1 4, 1 x. MS 23-30-4 1's. Behind MS 8-9- 3 4's, 1 2. One 3 each in Metz and Strassburg. 25 factors in the east.
	5	VON MOLTKE (the younger) PLAN I (1912)-75 factors in the east. MS 6-9-12 7's, 4 5's, 1 4, 3 0's, 2 +', 1 x. MS 10-14- 9 7's, 4 5's, 5 0's, 2 4's, 1 x. MS 15-22- 2 7's, 2 5's, 1 x. MS 23-30-4 1's, 1 2. Behind MS 20-22-2 4's, 1 2, 1 1. One 3 each in Metz and Strassburg.
	6	VON MOLTKE (the younger) PLAN II (1914-"the weakened right wing")-45 factors in the east. See the INTRODUCTORY GAME CARD for this plan.

MS refers to Mobilization Squares. Units are referred to by the "unit codes" used in the Mobilization Chart. In outcomes 3 to 6 Belgium and Luxemburg may be invaded.

GAME VARIATION CHART OUTCOMES

- 1 – If "R" units are kept in reserve you must send two 6–10–3's to Dijon for the rest of the game.
- 2 – Italy remains neutral.
- 3 – BEF may contain no more than one 8–14–3 and one (7)–3–4.
- 4 – No amphibious raids allowed. Card A10 cancelled.

- 5 – Card A10 cancelled, use Card A8.
- 6 – German player throws die on move 4 and withdraws the number (in corps) shown on the die. These units stay off the board for the rest of the game.
- 7 – Use card G5 instead.
- 8 – No North Army.
- 9 – No North Army.
- 10 – German rolls die on move 4; 1–2 roll, remove one corps from the board; 3–4, remove 2 corps; 5–6, remove 3 corps. Units stay out of play for the duration of the game.
- 11 – No North Army.
- 12 – Turkey remains neutral.
- 13 – BEF can have no more than two 8–14–3's and one (7)–3–4's in it.
- 14 – Cancels card A10.
- 15 – Delay rolling for Eastern Front Resolution Chart until move 10.
- 16 – Delay rolling for Eastern Front Resolution Chart until move 12.
- 17 – Delay rolling for Eastern Front Resolution Chart until move 15.
- 18 – In 110 line of Eastern Front Resolution Chart all "C"'s become "Pass 1".
- 19 – Use 110 line on the Eastern Front Resolution Chart.
- 20 – Use 175 line on the Eastern Front Resolution Chart.
- 21 – Use 245 line on the Eastern Front Resolution Chart.
- 22 – Cancels cards A1 and G7.
- 23 – If 1, 2 or 3 is rolled on table A2 then G7 is cancelled. Do not tell German until game begins.
- 24 – Card G7 cancelled.
- 25 – Cards G7 and A7 cancelled.
- 26 – British remain neutral and do not land at all.
- 27 – If a 4 is rolled on table A2 then card G8 is cancelled.
- 28 – British are neutral if French invade Belgium before Germans.
- 29 – Card A8 applies only if Germans invade Belgium first.
- 30 – Valid only if Germans invade Belgium before French do.
- 31 – Cannot use Eastern Front Rule, except as indicated. Factors going to east given.
- 32 – Roll for East Front Resolution Chart on move 1.
- 33 – Roll for East Front Resolution Chart on move 2.
- 34 – Use 45 line on the East Front Resolution Chart and roll on move 5.
- 35 – Use 75 line on the East Front Resolution Chart and roll on move 4.
- 36 – Use 110 line on the East Front Resolution Chart and roll on move 4.
- 37 – Use 175 line on the East Front Resolution Chart and roll on move 4.
- 38 – Use 245 line on the East Front Resolution Chart and roll on move 4.

SUPPLY LINES

For the original campaign the Germans anticipated difficulty in keeping their armies supplied while marching through Belgium and north France. To reflect these conditions we have included three communications zone units (EB – “Eisenbahn Bautruppen” Railway Labor Troops). The supply rules are changed as follows:

No nation’s units may receive supplies when more than six squares from their own railroads UNLESS they are within three squares of an EB unit, which only the Germans possess.

The EB units move along existing rail lines at the rate of two squares per turn. They are subject to all movement restrictions. You may increase the movement rate of EB units by stacking and moving them together. Two EB units moving together have a movement rate of three squares per turn. EB units may move no faster although you may stack three and obtain a movement factor of three through rough terrain or across rivers. As the EB units move along existing rail lines ONLY they represent the most advanced railroad square from which friendly units may obtain supplies. All railroad squares which the EB units have passed through may also be used for supplying friendly units. You may keep track of the advance of the EB units on your mobilization chart. You may not use foreign rail lines for anything except supply UNLESS the following conditions are met.

Non rough terrain, river or ridge squares may be used for rail transport (with the usual restrictions although the movement rate is only 12 squares per turn) as soon as an EB unit passes over them ONLY if these squares have a “cleared” rail line back to the German or Luxemburg border. Rough terrain, river and ridge squares take five turns from the time an EB unit

passes over them to be “cleared” (bridges rebuilt, tunnels cleared, roadbed restored, etc.). Keep a record of this on the Mobilization Chart. If you’re using the Third Player rule he can handle it.

CAVALRY

This rule must be used with the INVERTED COUNTER rule.

Cavalry were used most effectively as a reconnaissance force. To use them in this role they must be allowed to attack, at least for the purposes of gaining information as to the identity and strength of inverted enemy units. This sort of “attack” is known as a probe. It is carried out as follows: First your cavalry unit must move adjacent to a square containing enemy units. Then, in the attack portion of your move, you announce an “attack” upon the enemy units in the square you are “probing.” If there is only infantry or artillery in that square the enemy must turn these unit counters over for the rest of your turn. At the end of his next movement turn he may turn them over again only if they are no longer adjacent to ANY of your units. If there happened to be cavalry in the square you are probing you do NOT force the enemy to reveal the identity of his units. In this case your cavalry must attack (with its heretofore unused attack factor) the cavalry unit(s) in the square being probed. The defending cavalry units (up to corps—two division—size) may defend as in a normal attack. Only the identity of the enemy cavalry unit(s) you attacked is revealed. This unit may be inverted and its identity concealed again as soon as it is no longer adjacent to any of your units. Should the defending cavalry unit decide to pull back one square rather than take a two step loss the identity of ALL units in the defender’s square must be revealed. In this case the attacker may not advance into the square the defending

cavalry unit vacated, if only because it is still occupied by the other non-cavalry units which do not have to move. A defeated cavalry unit on a square by itself must move.

AMPHIBIOUS ATTACK AND SEA MOVEMENT

In the original campaign the Germans were forced to put a time limit on their operations because they knew that as soon as the Russian army completed their mobilization (at the end of August) German troops would have to be shifted to the east to fend off the expected invasion of east Prussia. Therefore, to use this rule you must also use the EASTERN FRONT rule. Using this rule you may extend operations to the end of October, as is shown on the Time Record on the back of the Mobilization Chart. Why stop at the end of October? For the simple reason that by this time both sides would have depleted their inadequate peacetime ammunition supplies to the point where any further serious operations would be impossible. There was also the factor of the weather, which was getting wetter and thus making mobile operations more difficult. A further, and perhaps decisive limiting factor was the shock of the enormous slaughter experienced in the opening months of the campaign. It was to have been a short, relatively bloodless campaign. Or so all the participants told themselves in August. By the end of October there would no doubt be second thoughts.

The following additional reinforcements would be received after 12 September.

Move 15 – British (1)–0–4 at Dijon. German 2–4–3 anywhere on German border.

Move 18 – British, three 1–1–2's at any port the BEF landed at.

Move 20 – British 8–14–3 (IN–Indian Corps) at Dijon.

Move 26 – German, 5 4–6–3's (NR–New “type” Reserve Corps) and 1 2–4–3 anywhere east of the Rhine.

Move 28 – British 4–7–3 at any of the ports the BEF landed at.

GARRISONS

Where ever the Germans advanced they found an increasingly hostile populace. The people of Belgium and France soon discovered how vulnerable the ever more lengthy German supply lines running through their conquered lands were to sabotage and guerilla warfare. The Germans planned to use their LW (Landwehr—a sort of “National Guard”) troops for guarding their communications as well as for keeping order in the newly conquered territories. To reflect this need the German player should deduct one 4–4–2 unit (or its equivalent in 1–1–2 or 2–2–2 units) when he invades Belgium and another when he crosses the French border with 10 or more units. When the German player has 30 units (of any size) in France he should deduct another 4–4–2 from his forces. These “garrison” units are taken off the board and thus are out of play as it is assumed that they have been broken down into smaller units and spread throughout the conquered territory.

GAME EXTENSION

The Allies had almost complete control of the seas during the 1914 campaign. They could, and did, use this control to move troops by sea as well as to launch small raids into the German rear areas. Therefore, the Allies have the following naval capabilities.

From move 5 to the end of the game the Allies may move one corps per turn by sea between any of the ports

shown on the board (Le Havre, Rouen, Boulogne, Calais, Dunkirk, – Ostende and Antwerp may be used if Belgium is involved on the Allied side). Units move by sea using essentially the same procedure as they use for railroad movement. First the unit moves to the port they will leave from. On the NEXT turn they move by sea, spending the entire move at sea. On the next move they land and may not move by land until the following move. Therefore, sea movement takes three moves; one move to get on ships, one move for sea movement and the third move for getting off ships. Only on the fourth move may you move normally again.

From move 5 on British infantry divisions and brigades as well as the French “M” brigade may land anywhere on the French or Belgian coast and operate as far as three squares from the coast or until they establish conventional lines of supply (then they may operate as normal land based units). These units may also withdraw by sea. Units which have not landed by sea may also withdraw by sea but they must give up one step in doing so. Units may not land or withdraw when they are within one square (adjacent to) an enemy unit. No more than one division may land on any one square in any one turn.

An Allied unit may not be considered cut off from supplies if it has three squares clear of enemy units between itself and the coast. This applies to British, French and Belgian units.

If the Germans have invaded Holland and destroyed all Dutch units the Allies may not use Antwerp.

Should Brussels be captured by the Germans the Belgians have only Antwerp left to supply their army (as a fortress). Should the Belgian army be completely driven out of Belgium either by land or through evacuation by sea from Antwerp or Ostende the Germans receive 10 victory points.

TIME LIMIT

During the actual campaign commanders often had days to make their decisions. They did not, however, have as much information available to them as those playing the game of 1914. Players sometime take an unrealistic length of time to make their moves because of the information available to them. Normally the decisions made by the original commanders were complex only in that they did not have the data available to them that the players of 1914 have. To re-create this element of error inherent in any campaign, and also to allow the player with the firmer grasp of the situation to use his better abilities, a five minute time limit is placed on each player’s move. The following procedure is used.

One watch with a second hand is needed. The player not moving (or a third player) holds the watch and tells the player who is moving when he may begin his move. The player then has five minutes to move his units. The other player may observe and plan his own move in the meantime. When the first player’s move is up he may take another five minutes to make his attacks. When using the Inverted Counter rule the Player who has just moved MUST attack any enemy units he finds his own units adjacent to and with their attack pointers pointing towards.

DUMMY COUNTERS AND BLIND SQUARES

A major problem confronting every military commander was a lack of information concerning the enemy’s strength and dispositions. This “information gap” existed throughout the battle area and was rarely concentrated in any one area. To reflect this condition we use two methods, one for those who prefer the Inverted Counter rule and another for those who prefer playing with counters face up.

Dummy Counter Rule (for Inverted Counters) – Each player may use blank substitute counters to deceive the enemy as to the actual location of his units. Dummy counters may not amount to more than 10% of the real unit counters on the board. No dummy counter may be used within three squares of another friendly dummy counter.

Blind Square Rule (for face up counters) – You may invert all the counters in any squares you wish as long as the squares with inverted counters are not within three squares of other blind squares containing friendly units.

Units adjacent to enemy units may not be dummy counters nor may they be inverted, at least not when using the blind square rule. Inverted counters may be used adjacent to enemy units when using the Inverted Counter rule.

ALL AROUND DEFENSE

In the Standard Game it was assumed that most units would only have to fight on a single front. Combat factors and the Combat Results Table were computed with this in mind. In reality, however, it sometimes happens that a unit is surrounded and overwhelmed because it cannot adequately cover all of its new frontage. This rule reflects the “all around defense” problem.

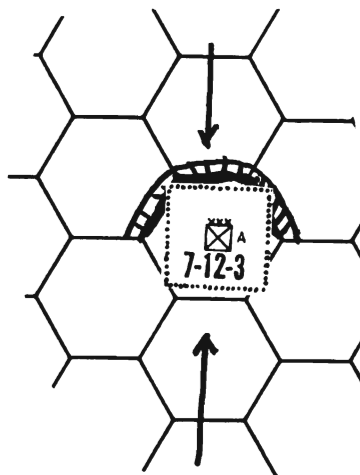
Assume that each UNIT (be it corps, division or brigade) may only defend three continuous sides of a hexagon and still retain its full defense factor. This brings a number of changes to the combat procedure;

1–If a unit is attacked from two different directions, and if one of the attacking units is attacking directly opposite the other attacking unit (see example) then the defending unit must use its attack factor in place of its defense factor.

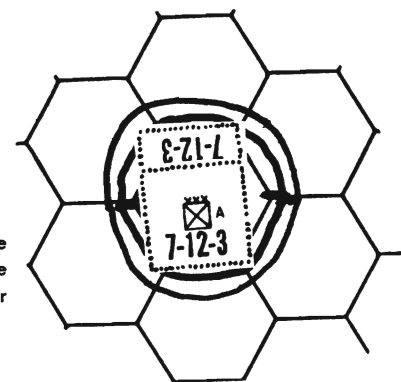
2–A maximum of two corps may now defend one square as long as the attacking units are coming from two opposite directions. Each defending unit must

also fight any other attacking units adjacent to itself and the first attacking unit.

Therefore, in order to use “all around defense” you must have at least two units on the square. This rule is actually an adaptation of the Inverted Counter Rule. You may simulate the Inverted Counter Rule while using face up counters by using the symbol indicating the units size as the “direction pointer” found on the reverse of the counter.



If attacked from two opposite sides the attack factor must be used as a defense factor. Attacks from adjacent squares at the same time do not alter this.



Two corps in a square provides all round defense with both corps defending just their area (three continuous sides of the square) with their defense factors.

RETREAT BEFORE COMBAT

This option is already available to cavalry units. It allows the attacked unit to pull back in the face of an attack. Infantry units (and NOT artillery units by themselves) may pull back one square when attacked (along with all units, including artillery, in the square). The enemy unit may advance into the vacated square. Neither side takes any losses.



RELIEVING THE LINE

Units engaged with the enemy, that is, adjacent to an enemy unit, would normally have some difficulty in leaving their position and being replaced by another friendly unit without the enemy being able to take advantage of the movement. Therefore, if a unit wishes to leave a position and have another friendly unit occupy it in the same turn in order to deny it to enemy units then both the unit leaving the position as well as the unit which will occupy it in that turn must lose one movement factor.

THIRD PLAYER

Some of the advanced rules require the services of a third person or “player”.

The third player is useful (and at times absolutely necessary) for the following advanced rules.

Simultaneous Movement Rule: The third player keeps an eye on both player’s mobilization charts to see that no errors occur.

Delayed Command Rule: the third player transmits the delayed messages and sees to it that they are not changed when they are being carried out. His interpretations of these delayed commands are FINAL.

Hidden Movement Rule: the third player monitors the hidden units and sees to it that no errors are committed.

Game Variation Rule: the third player, using the Game Variation Chart, determines what changes will have to be made in the play of the game. He also informs the players at the appropriate time of these changes.

The third player may perform any other function the other players feel necessary for smooth play.

All third player decisions on rule interpretations are final.

HISTORICAL SIMULATION GAME

For the ultimate in realism it is recommended that the following rules be played together with ALL of the advanced game rules. This will take three to five times as much time than the Standard Game although this can be cut somewhat through the skill of the players involved.

SIMULTANEOUS MOVEMENT

Used with the inverted counter rule this rule can provide the ultimate in realism. For each move each side must use a mobilization chart. For each turn you mark with a line the path each of your units (or groups of units on one square) will move. If you wish your units to attack at the end of your move put an arrow (→) facing towards the adjacent enemy square you wish to attack. ONLY units thus indicated may attack. If no attack is wanted simply leave out the arrow and just place the unit codes for the units present in each square. When using this rule you may find cases in which opposing units will cross one another's path during movement. Because of the differing movement factors you must refer to the MOVEMENT SEQUENCE CHART. If you place an arrow in the squares through which you are moving this means that those units will fight should they collide with enemy units. If both colliding units wish to fight upon meeting then you have both attacking simultaneously against the other. If both units should find themselves entering the same square at the same time, the one which has indicated that it will fight when passing through that square will occupy that square. The other unit must remain on the last square it passed through. If both units moving into the same square choose to fight (according

to the arrows on the mobilization chart square) then they fight. They continue to fight until there is a combat result in which one side loses a step and the other doesn't. When this occurs the loser pulls back to the last square he has passed through. The winner occupies the contested square. If neither unit was supposed to fight for a contested square then both units pull back to the last squares they passed through.

MULTIPLE COMMANDER

In many rules there is considerable complication in one individual trying to handle all of the detail involved. Therefore it is advisable that games played with a great number of optional rules should employ more than one player on each side. The battle area is divided by nature into a number of areas. For example, the Ardennes separates both the Allied and German forces. Thus there could be two players on each side, one each for the north and south sectors. You might also have a commander for the rear areas who would handle replacements and rail movements and what not. You might also have a supreme commander in addition to subordinate commanders who would actually handle the troops. Practically any division of responsibility is possible in order to prevent one from being overwhelmed with detail.

DELAYED COMMAND

One of the major problems the Germans encountered as they plunged into France was a breakdown in communications. This can be recreated in the game if the Simultaneous Movement rule is also used. Simply have the German player make up his moves on the mobilization chart one move in advance. He must do this only when

any of his forces have gone more than two squares for each elapsed turn from the unit's original mobilization square. When this occurs the German player must make up moves for two turns at once. On the next turn he must make up a move for two turns in advance. For example, if the German units go beyond the above limit on move 7 then on move 8 the German player must make up moves for both move 8 and 9. On move 9 instead of making up the simultaneous move on the mobilization chart for move 9 you instead use the one made up on move 8. Let a third player sort out the resulting confusion. His decisions are final. On move 9 you must make up move 10 before making move 9

HIDDEN MOVEMENT UNITS

During the actual campaign the only units of the enemy each side could positively identify were those it encountered in the course of its operations. Therefore only those enemy units you are in contact with need be on the board. All others must be kept track of on a mobilization chart and kept off the board. They are brought back on the board as soon as they come adjacent to an enemy unit. The same applies for your own units. A third player could be used to keep track of these hidden units.

MOVEMENT SEQUENCE CHART

	Move one square of move				
	1	2	3	4	SEQUENCE
move- 4	1	2	4	6	OF
ment 3		3	5	7	MOVEMENT
factors 2		4		8	
of unit 1				9	
	0			10	

Units move in sequence according to their movement factor and the portion of the move in which the unit is moving. A move is divided into four parts as the largest number of squares a unit may move in one turn. Thus units with a movement factor of 4 would move two moves before any other unit moved even one. Then units with a movement factor of 3 would move a square followed by units with 2 for a movement factor. At the same time the 2 factor units were moving the 4 factor units would move simultaneously. See the chart above.

SHORT GAME

As most Avalon Hill gamers are either professionals or students, who often do not have the time to play out a game to its conclusion whenever they would like to, we have included these short game variations. You can make up some more of your own after a little reflection. The only objective should be to shorten the game's playing time without destroying the game itself.

For those who are pressed for time and cannot play the entire game there are two short game variations:

CARBON COPY GAME: This version is played entirely with pencils, mobilization charts and carbon paper and without most of the other game components, such as unit counters and the playing board. Each player uses a different color pencil and marks his initial deployment on the same sheet (after having put it down on separate sheets). Place a carbon paper between the sheet being used now and the next one on the pad. Now mark where you wish units to move. Use the unit's attack factor to indicate the size of the unit. If two units have the same attack factor use an additional letter to differentiate between them. Use the time limit rule and only play the game for six moves before calculating who has won on the basis of victory points.

ABBREVIATED GAME: Use the time limit rule, you might even cut the movement time down to three minutes. Play for only six moves before counting up points.

SOLITAIRE GAME

1914, being in itself an accurate re-creation of the original campaign can often be fascinating even without an opposing player.

Develop what you consider good plans for both French and Germans. Prepare six for each side. Roll the die for each side and, as you have already numbered them 1 to 6, choose the indicated plan. Set up forces as indicated and play the game out for each side. Use optional rules as you wish.

PLAY BY MAIL GAME

The popularity of Avalon Hill games often transcends the availability of in-person opponents. Thus the growing popularity of playing Avalon Hill games by mail. This method is excellent for those who wish to plan their moves with exacting precision but do not have the abundant time in which to play them out in person. You may obtain play by mail opponents by subscribing to Avalon Hill's wargaming magazine, THE GENERAL (see page 3).

To play by mail you arrange to have your play by mail opponent send you his initial deployment on the same day you mail yours. When writing up your initial deployment place a piece of carbon paper under your mobilization chart so that the next chart in the pad will have indicated on it your initial move. All you need then do for your second move is mark a line to your new position. You will also have a record of the move your opponent receives. On your moves indicate with circles which units you wish to attack and which units are attacking them. To resolve combat we use a "ten to six digit conversion" system in which any common (available to both players) source of numbers is converted to the six digit combat results system used in the game's results tables. A common source of numbers could be the last digit in the closing price of a selected stock on the New York (or any other) stock exchange for a certain day. Any common source of numbers can be used just as long as they will be random. Football game and hockey scores would not be random for obvious reasons (football scores depend too much on multiples of six and hockey scores are too low). Use the following system for translating ten digit (1,2,3,4,5,6,7,8,9,0) to six digit (1,2,3,4,5,6) systems:

TEN DIGIT	SIX DIGIT
1	1
2,7	2
3,8	3
4,9	4
5,0	5
6	6

Some versions of the game require a third player. This can also be done in a by-mail version. Before playing any version of the by-mail game make sure that you are agreed on what optional rules and what procedures you are going to use.

GAME THEORY

A game such as this is, technically speaking, a “simulation” of the original event. It cannot re-create the original event in every detail but it CAN “simulate” many of the more important aspects of the events in question. In order to get the most out of the game one should “play” it with an open mind. Think of the rules merely as “guides” for your playing of the game. The game is designed in an open ended fashion. Make improvements where you feel they are necessary. Use the bibliography to find the data you need. In the final analysis it is YOU, the player, who must decide whether or not what you see in the game rings true.

Thus the game is an historical model. What you get out of it is up to YOU.

STRATEGY AND TACTICS

STRATEGY

Strategy can be defined as what you will do in general. How many units the Germans will send through Belgium or how many units the French will keep below Metz are strategic questions as they have a direct bearing on the campaign as a whole as well as one part of it.

Strategy for 1914 is simple in concept but exceedingly difficult in its execution.

GERMAN – The German strategy is quite simple; be where the French aren't and be there with everything you've got. This is so simply because it is almost impossible to break through a line of corps, particularly if these units can be relieved from time to time in order to receive replacements. Obviously, the best opportunity for the Germans to meet these conditions is in Belgium, whose neutrality both Germany and France “guaranteed”. Even if the French have forces massed on the Belgian border this approach is still the best for the Germans as the occupation of Belgium will give them large economic advantages in the event of a protracted war. More importantly, it gives the Germans room to maneuver. Along with this massive offensive in the north the Germans must conduct a skillful defensive in the south as the loss of Metz would seriously impair the German's chance for a victory. The key to German success is in a proper balance of forces between the north and the south. Coupled with this is the need for imaginative and effective tactics as well as some knowledge of what the Allied player might do.

ALLIED – The best allied strategy is to blunt the best German one. The Allies can beat the Germans at their own game by smashing through in the south while delaying the German advance in the north. This requires good timing and careful initial deployment but it can be done. At all costs the Allies should try to prevent the Germans from seizing most of Belgium.

TACTICS

Tactics can be defined as what you do in detail. For both sides it means getting the most out of all units both defensively and offensively.

OFFENSIVE TACTICS – By sending masses of cavalry ahead of the infantry units the Germans, as well as the Allies, can disrupt an enemy line and destroy it. This is particularly effective when used by the Germans against the Belgians early in the game. On any occasion the cavalry can exploit a hole punched in the line. It is a futile tactic to try and batter down an enemy line when your opponent can take units out for replacements. If, however, you have a slight edge along the entire line and your opponent cannot afford to retreat then you may destroy the entire line through constant attacks for only a few moves.

DEFENSIVE TACTICS – It may sound trite, but in this game “the best defense is a good offensive”. If the forces involved are equal (like two corps attacking one corps) the defending corps should retreat in the event of an attack and then counter-attack on the next move. In some cases, however, it will be necessary to stand and take heavier casualties. In this case it is better to pull the entire line back and put replacements into depleted units rather than try to hold a position and see your units wiped out one step at a time. Another good

defensive variant is the “mobile defense” in which you not only seek to delay your enemy’s advance but also strive to cut off his supplies and cut down on his mobility. Cavalry is also very good in the defensive. In fact, that’s about all they’re good for.

WINNING BY POINTS – The way to victory is by occupying those areas which, at the end of the game, will bring the most points to the possessor. Neither player should lose sight of this. Victory may be snatched from the jaws of defeat by suddenly seizing some heretofore ignored area which, as it turns out, gives one side just enough points to win. For example, if the Germans do not invade Belgium and seize the economic squares near Longwy and Nancy they can win a marginal victory 60 to 54. Of course this means that they will probably lose the war. By taking a few more chances they can invade Belgium with a large force and instead of heading for Paris, as the French would expect, head for the channel ports (Calais, Dunkirk, Boulogne) and be content to hold only this area. They can then win a tactical victory by 160 to 58. What it boils down to is, the more chances you are willing to take the greater will be your possible victory, or defeat.

ARMS AND MEN

The men who fought the campaign were only human and their equipment was only as good as they could make it. The game can be more easily understood if the elements of it are.

If there was any one thing which made World War I such a bloody conflict it was the reserve system. This system, perfected by Prussia during the 19th century, had as its core the principle that every able bodied man owed military service to the state. As interpreted by European nations this meant that the bulk of the manpower entered the army for two to three years training at the age of twenty or twenty-one. After their active service they entered the reserve and as they got older they entered different categories of reserve and "home guard" units. After a decade or so of operation the user nation would find itself with upwards of ten percent of its manpower trained for war.

The "active" army in this system was not really an army at all but rather a training organization for the conscripts coming into the army every year. The peace time army organization consisted of a number of corps ("A" corps) which were maintained at 50-70% strength. These corps were assigned a geographical area for which they trained all incoming conscripts. The conscripts were usually called up in the Fall after the crops had been harvested. The Winter was spent teaching the new soldiers the fundamentals of soldiering. In the Spring and Summer field training was carried out with larger and larger units involved. Finally, in the Fall, large scale maneuvers were held after which those men who had completed their two or three year term were discharged and a new group of conscripts were brought in. The men who had a year ago entered the army now assisted the small (10% of the active army) cadre of regular NCO's and officers to train the new recruits. These recently released men would be liable for a few years to recall in the event of mobilization in order to bring the peacetime units up to full strength. In 1914 the French active army had 767,000 men. It contained some 680,000 conscripts. The French then had a three year active service requirement which meant that 230,000 new conscripts entered the army yearly. This was nearly 50% of the available French males in that age group. Germany, with a similar active army (754,000) and a larger population (69 vs. 39 million) had a two year active service requirement and thus inducted more men yearly (340,000). But Germany already had a larger reserve than the French and

this merely widened the gap. In 1914 Germany had 2.3 million first line reserves (24 to 32 years old) and 1.4 second line reserves (33-42 years old). The French had 1.4 million first line (27-36 years old) and 1.08 million second line (37-43 years old).

ORGANIZATION – The basic army unit in 1914 was the corps and not, as it is today, the division. The size of the corps (40 to 45 thousand men) was regulated by the maximum number of men that could be deployed from march column to battle order in one day. The maximum number was the size of a corps. The corps had a standard organization which usually consisted of two infantry divisions plus some supporting units. The three basic corps organizations are shown below. The Belgians and Dutch did not have any corps as such but could operate groups of divisions together. The French also had “groups of reserve divisions” which were not really corps in a strict organizational sense. They were groups of three reserve divisions which operated together. The same applied for “groups of territorial divisions”. The Germans had Landwehr corps which were only groups of four landwehr brigades. Ersatz corps were similar to the French groups of reserve divisions.

The organization of the division was also standardized, even more so than that of the corps. It invariably consisted of 12 (thousand man) infantry battalions. In addition there was divisional artillery and supporting units (cavalry scouts, engineers, medics, supply, etc). The battalion was divided into four 250 man infantry companies which were themselves subdivided into four or eight subunits.

Cavalry was organized into divisions of 5-10,000 men. They had some supporting heavy weapons (artillery, machine guns) but were intended mainly for reconnaissance and raids in enemy rear areas. Each division had a large stock of demolition and engineering equipment for the destruction of telegraph and railway lines.

Supply units were based on railway supplied depots. Supply beyond these points was difficult as the only means available were horse drawn wagons. The British were an exception. All their supplies between depot and division were carried by truck.

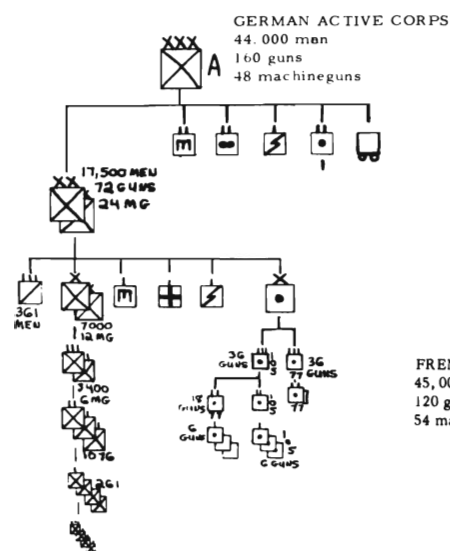
All in all, the German organization was the most effective, although the British were not far behind while the French, with the exception of the ill-prepared Belgians, had the most to learn. The Germans put most of their artillery in the divisions, while also providing more complete “services” (engineers, medical, supply, etc). The British organization had many parallels with the German but most of these were incidental as the British had adopted a corps “organization” because of expediency, not conviction. The French corps was faulted mainly by their misplaced confidence in the offensive.

WEAPONS – Each nation had a distinct “family” of weapons for the infantry, cavalry and artillery. Their merits and defects are shown below.

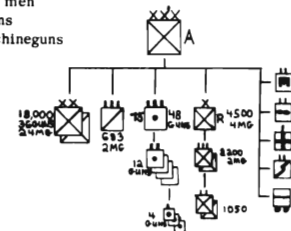
BRITISH – The infantry rifle was the Lee-Enfield ‘08 of 7.71 mm caliber and fed by a five round clip. Each man carried 115 rounds with an additional 250 rounds for each man in unit supply wagons. It was a rugged weapon and had a “fast” action which allowed the British rifleman, who was specially trained in “rapid fire”, to get off 20 aimed shots a minute. Each battalion had two Maxim watercooled machine guns (with tripod) each weighing some fifty pounds. They had a “practical” rate of fire of 200 rounds per minute (or 10 per second).

The basic artillery piece was the 84mm “18 pounder” ‘02. It weighed 4300 pounds and had a range of 8000 meters. 96 rounds were carried with the gun and a further 176 by the ammo train. Maximum rate of fire was 29 rounds per minute. One quarter of the divisional artillery was the 114mm (4.5”) howitzer ‘02 which weighed 4900 pounds and had a range of 4500 meters. 73 rounds were carried with the gun and 90 with the ammo train. Usual rate of fire was 6 rounds per minute. Heavy artillery consisted of 120mm (60 pounder) guns which weighed 12,000 pounds and had a range of 13,600 meters. Rate of fire was 4 rounds per minute. 20 rounds were carried with the gun and 100 with the ammo train.

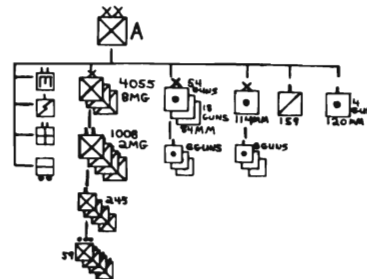
Cavalry weapons consisted of infantry rifles and machine guns as well as a 76.2mm (“13 pounder”) gun which weighed 3600 pounds and had a range of 8,000 meters and a maximum rate of fire of 29 rounds per minute. 96 rounds were carried with the gun and 176 more with the ammo train.



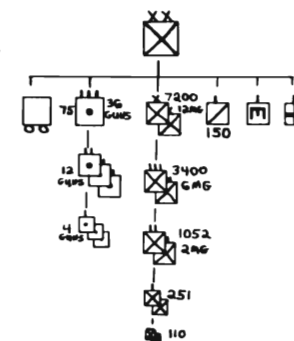
FRENCH ACTIVE CORPS
45,000 men
120 guns
54 machineguns



BRITISH REGULAR DIVISION
18,000 men
76 guns
24 machineguns



FRENCH REGULAR DIVISION
18,000 men
36 guns
24 machineguns



FRENCH – The standard infantry rifle was the Lebel '05. It was an 8mm weapon without a magazine. The usual rate of fire was 8 rounds per minute. Each man carried 120 rounds while 82 more were carried by the unit. The machinegun was the Puteaux-Hotchkiss. It was not water cooled and used a tripod. Its practical rate of fire was 150 rounds per minute (10 per second).

The artillery was armed with the 75mm '97 gun. It weighed 4100 pounds and could fire as many as 40 rounds per minute. Maximum range was 6500 meters. 120 rounds were carried with the gun while a further 312 were carried with the ammo train. Heavy artillery consisted of 120mm and 155mm guns and howitzers of fairly recent design. There were only 308 of them available.

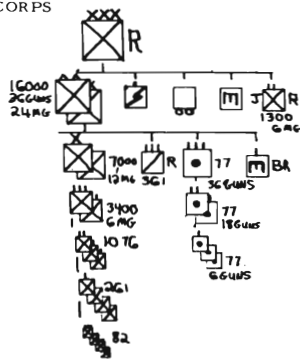
Cavalry weapons were similar to the usual infantry and artillery weapons except that the cavalry rifle was a lighter model.

GERMAN – The Mauser '98 was the basic rifle. It was a 7.9mm weapon fed by a five round clip. Each man had 150 rounds with another 77 in the unit supply wagons. The weapon was mechanically excellent although its action was not as "fast" as the British Lee-Enfield. Its usual rate of fire was 12-15 rounds per minute. The Germans had a Maxim machine gun that was water cooled but mounted on a cumbersome sled and equipped with a shield.

Artillery weapons consisted mainly of the 77mm '96na gun. It weighed 4200 pounds and had a maximum range of 7800 meters. 126 rounds were carried with the gun and a further 100 with the ammo train. Rate of fire was 20 rounds per minute.

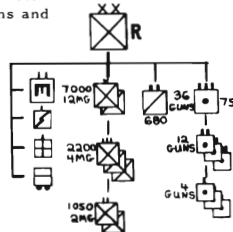
GERMAN RESERVE CORPS

38,000 men
72 guns
54 machineguns



FRENCH RESERVE DIVISION

15,800 men
36 guns
24 machineguns
(Territorial divisions were similar but without their full allocation of guns and no machineguns)



The howitzer was the 105mm '98/'09 model and weighed 5000 pounds. Range was 6300 meters and rate of fire was 6 rounds per minute. 82 rounds were carried with the gun and 86 more with the ammo train. The heavy howitzer was 150mm and weighed 5700 pounds. There were 368 available. There were also 96 210mm howitzers available, each weighing 16,000 pounds and with a range of 9300 meters. There were also 2 420mm and 5 305mm siege howitzers available.

Cavalry weapons were similar to the standard infantry and artillery weapons. Every man was equipped with a lance.

Belgium and Holland had modern weapons similar to those used by the Germans.

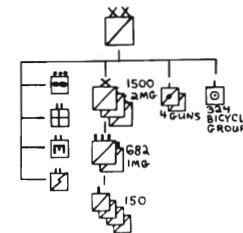
FORTIFICATIONS – The forts shown on the mapboard are mostly underground with only the turrets for the heavy guns and parapets (of concrete and masonry) for the infantry and machineguns showing above ground. A typical one would have a garrison of 400 artillery men and 400 infantry. It would have a dozen or so guns of 75mm or larger caliber plus perhaps as many machineguns. The forts are usually placed within supporting distance of one another. The 2,000 to 5,000 meter intervals between the forts must be held by additional infantry or else the enemy can slip through at night (despite the searchlights the forts usually had). The forts usually interdict rail lines without which an invading army would soon starve to death.

TACTICS – Tactics had changed little in the past hundred years. True, no commander still advocated attack in massed columns. Yet the tactics in use at the

time amounted to the same thing. It was common practice to attack in a thick "skirmish line" which was, for all appearances, very nearly a shoulder to shoulder advance. It was not until 1916-17 that most commanders became convinced that machine guns and rapid firing artillery simply made slaughter of such a tactic. When it came to defensive tactics the prevailing doctrine was only slightly less inept. The French refused to dig in. The Germans did, but not deep enough at first. Only the British dug deep and effectively from the first. Even so, the defensive had an enormous advantage over the offensive. The only hope the attacker had was to either overwhelm the defender with sheer weight of numbers (a costly tactic) or else outflank him. The latter tactic was the most effective. Overall, the campaign could not help but be a blood bath. There were too many men available for so small a front (320 miles). Each side could muster close to a hundred divisions, which gave each division 3.2 miles of front, or perhaps a bit more if you deduct divisions pulled out of the line for reserves and replacements. Each 12 battalion division normally defended 5 to 6 miles (1,000 meters per battalion). It normally attacked on a frontage of 2 to 3 miles. The deadlock, obviously, was inevitable.

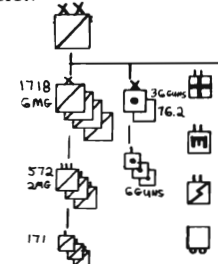
FRENCH CAVALRY DIVISION

5400 men
8 guns
6 machineguns



BRITISH CAVALRY DIVISION

9200 men
36 guns
24 machineguns



ORDER OF BATTLE

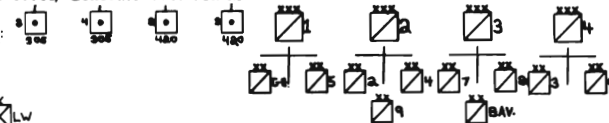
The following order of battle shows the armies as they were in mid August, 1914. As you can see, we had to make certain modifications in the unit counters in the name of playability. These changes did little to detract from the games historical accuracy or realism.

Das Deutsche Heer

Das Deutsche West Heer

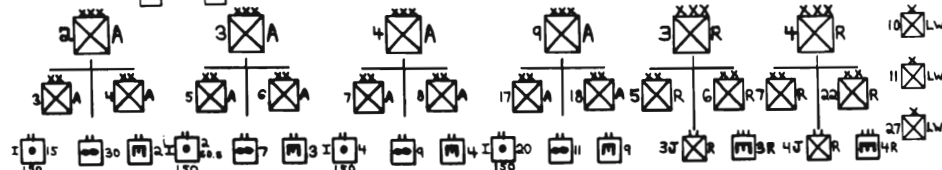
Oberfeldherr - Deutscher Kaiser Wilhelm II, König von Preussen
 Chef des Generalstabes des Feldheeres, Generaloberst Von Moltke

Grossen Hauptquartier Verbänden:



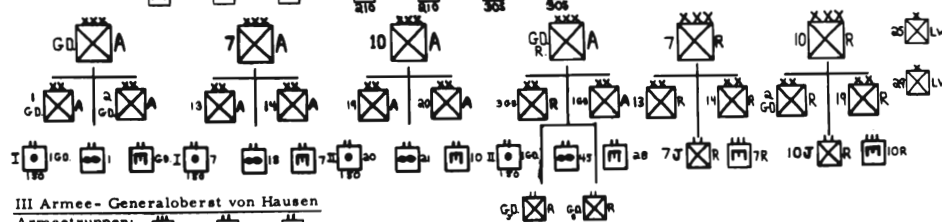
I Armee - Generaloberst von Kluck

Armeetruppen:



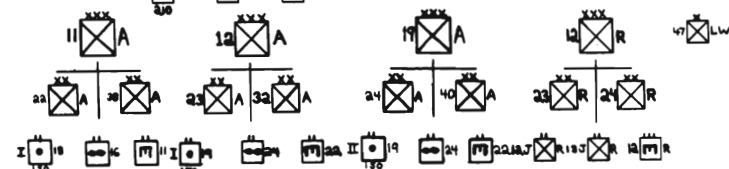
II Armee - Generaloberst von Bulow

Armeetruppen:



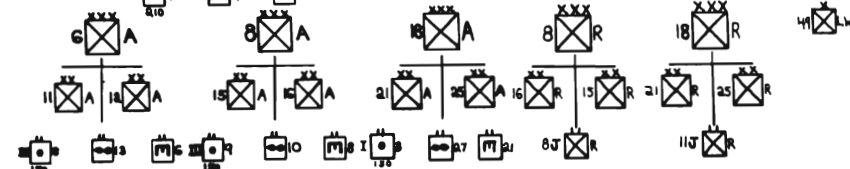
III Armee - Generaloberst von Hausen

Armeetruppen:



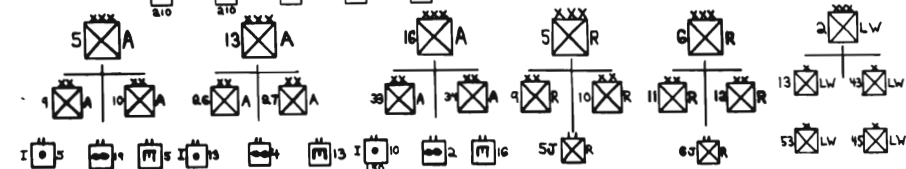
IV Armee - Generaloberst Albrecht, Herzog von Württemberg

Armeetruppen:



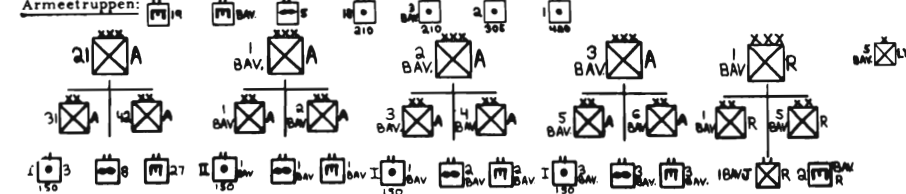
V Armee - Generalleutnant Wilhelm, Kronprinz des Deutschen Reiches und von Preussen

Armeetruppen:



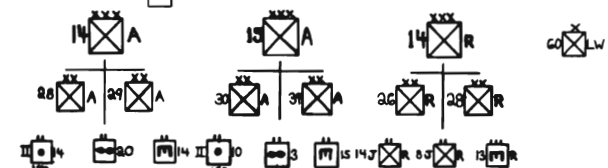
VI Armee - Generaloberst Rupprecht, Kronprinz von Bayern

Armeetruppen:



VII Armee - Generaloberst von Heeringen

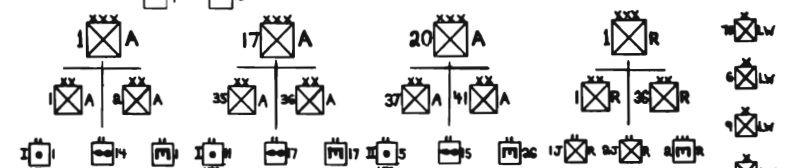
Armeetruppen:



DIE DEUTSCHE OSTARMEE

VIII Armee - Generaloberst von Beneckendorff und von Hindenburg as of 8/22/14

Armeetruppen:

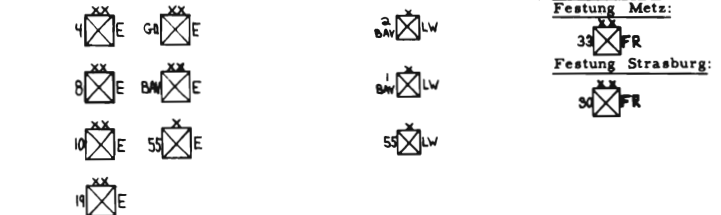


Nord Armee

General der Infanterie von Boehm



Mobile Ersatz Formationen Deckungstruppen am Oberrhein Mobilstruppen



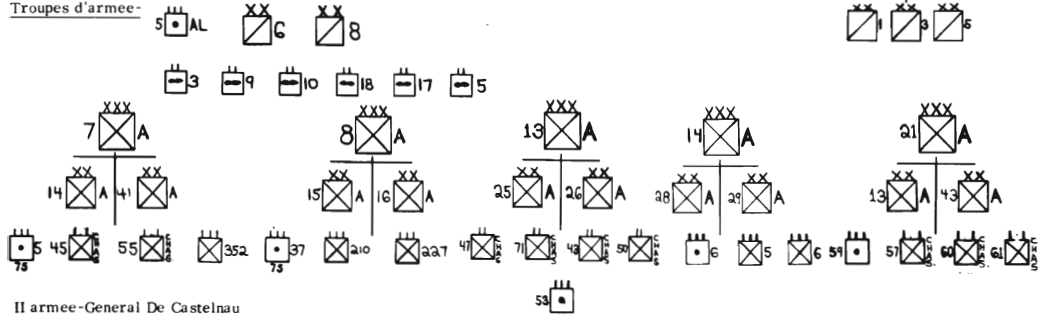
TRANSLATIONS: Oberfeldherr-Supreme Commander; Chef des Generalstabes des Feldheeres-Chief of the General Staff of the Field Army. Generaloberst-Colonel General. Grossen Hauptquartier Verbänden-General Headquarters Units. Armeetruppen-Army troops. Herzog-Duke. Bayern-Bavaria. Ostarmee-East Army. Nord Armee-North Army. Deckungstruppen am Oberrhein- Covering Troops on the Upper Rhine.

- Aviation Detachment (6 planes)
- Engineer Battalion
- Light Infantry (LW) Battalion.
- 150mm Artillery Battalion (16 guns)

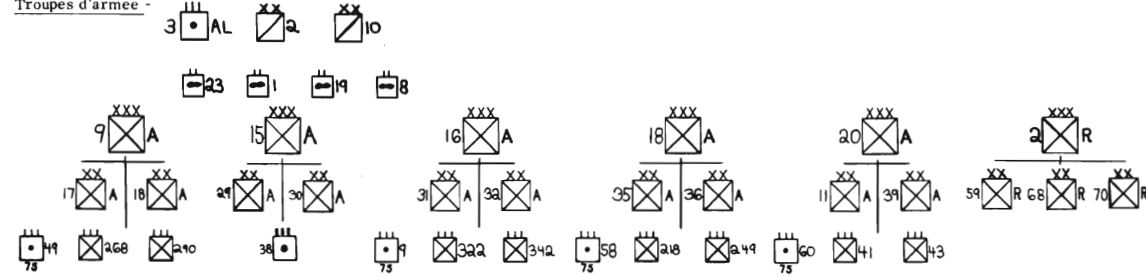
L'ARMÉE DE FRANCE

Chef des Armées - General Joffre
 Chef d'état major - General Belin
 Troupes de GHQ

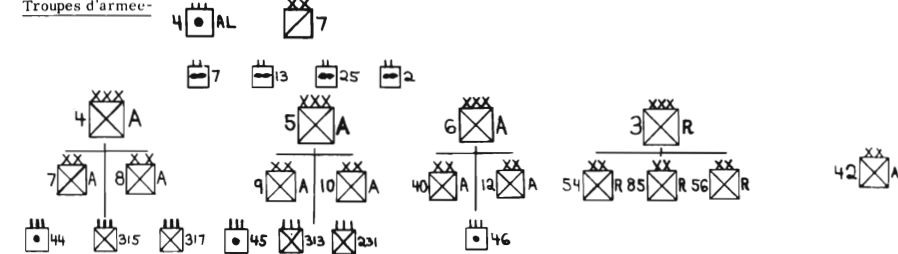
I Armée - General Dubail
 Troupes d'armée -



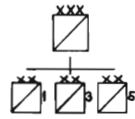
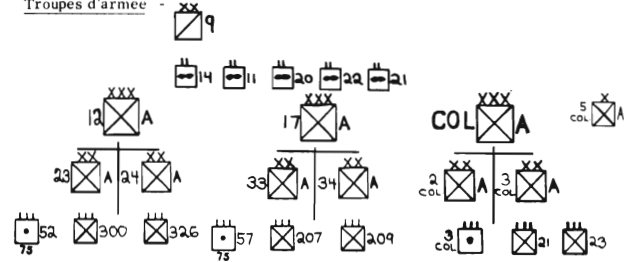
II Armée - General De Castelnau
 Troupes d'armée -



III Armée - General Ruffey
 Troupes d'armée -



IV Armée - General de Langlé de Cary
 Troupes d'armée -



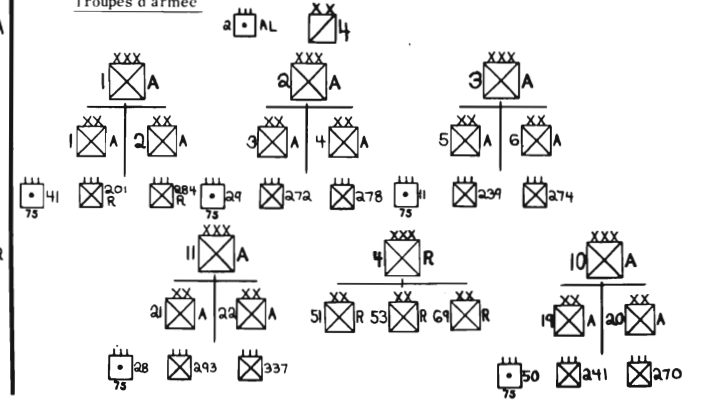
Armée de L'Afrique du Nord - General Lyautey



Armée des Alpes



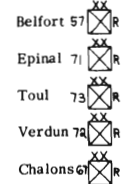
V Armée - General Lanrezac
 Troupes d'armée -



Les Forces de l'Intérieur



Reserves Mobiles des Fortresses



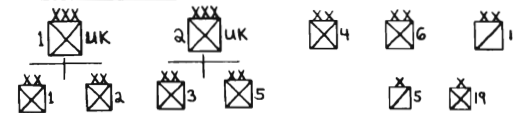
Reserves Divisions de l'Intérieur



Fusiliers Marins



British Expeditionary Force
 Fieldmarshal Sir John French



L'Armée Belge
 Prince Albert -





HISTORICAL COMMENTARY

“The lights are going out all over Europe. We shall not see them lit again in our time.”

It was a war to end all wars, yet there could only have been a real victory in 1914. Only a decisive victory in that year could have averted a bloodbath.

There had been no major war in Europe for a hundred years. But in that hundred years the political face of Europe had changed considerably. The major change was in central Europe-Germany. Germany was now, for the first time in centuries, a united nation. Not only were her people united but they were also among the most energetic and ambitious occupants of the continent. These qualities, expressed in the form of energetic commercial and political activity, had turned most of the other major nations of Europe against her. Russia feared Germany for the support she might give her only ally-Austria Hungary-as a result of conflicts over the fate of the slavic people in the Balkans. The slavs of the Balkans, who felt an ethnic kinship with the Russians, had recently freed themselves from the crumbling Turkish empire. Yet German speaking Austria-Hungary was making a mighty effort to bring these slavic peoples under her influence. Russia could only see eventual armed conflict with Austria-Hungary over who should hold sway in the Balkans. In order to strengthen her position, Russia sought an alliance with the Central Power's (Germany and Austria-Hungary) worst enemy - France. In 1870 Prussia had used a provoked war with France to unify the scattered Germanic states. As a result of this war France lost the provinces of Alsace (the area on the west bank of the Rhine from Strassburg to the Swiss border) and Lorraine (the area from Metz to Strassburg). The above conditions caused passions to run high throughout Europe. Britain even became involved and joined France in the face of Germany's attempt to challenge Britain on the high seas commercially and militarily. Above all the people of Europe had forgotten what a major war was like. So convinced had each become of their own power that they failed to see how futile and mutually destructive a major war would be. A nasty incident in the Balkans involving the assassination of an Austrian noble had brought about a confrontation between Russia and Austria-Hungary. Because of the numerous Alliances the declaration of war between Russia (France's ally) and Austria-Hungary (Germany's ally) set all of Europe at war. The carefully laid military.

PLANS

were now set in motion. These plans were a result and development of the 1870 war between France and Prussia. In that war Prussia had shown what careful planning and mobilization of military resources could do to insure victory. In the following thirty years nearly every other

major power adopted the Prussian system which included the reserve system (see the ARMS & MEN section) as well as the Prussian method of mobilizing for and conducting a carefully prepared plan. The result was that by 1914 both the Entente (Russia, France and Britain) and the Central Powers (Germany, Austria Hungary and, in theory, Italy) had developed such enormous armed forces that a repeat of the rapid Prussian victory of 1870 became practically impossible.

Until 1898 the French were content to merely plan a successful defense against another German invasion. But in that year the French general staff developed plan 14 (see table A9). When this became known to the Germans they realized that a massive French push against Alsace-Lorraine would force them to make their major effort against the French rather than, as in their 1879 and 1888 plans, against the Russians. The German 1899 plan was the first German plan to include deliberate violation of Belgian neutrality in order to outflank the major French effort in Alsace-Lorraine. These plans set the stage, militarily at least, for 1914.

Subsequent French plans became bolder and bolder. All of them, with the exception of an unofficial (and unaccepted) plan by a French chief of staff (PLAN MICHAEL) ignored the possibility of a German sweep through neutral Belgium. The Germans, in the meantime, did not make any major modifications in their original plan although they did become more concerned with the growing size and efficiency of the Russian forces. This concern caused them to weaken their drive through Belgium in order to augment the weaker forces which were to "hold" the French in Alsace-Lorraine and the Russians in the east.

The French eventually adopted Plan 17, which had as its objective the recapture of the lost provinces of Alsace-Lorraine. The plan did recognize the possibility of a German advance through Belgium but because the French refused to believe that the Germans would use their reserve divisions as active corps they did not think that the Germans would have enough troops to advance north of the Liege-Namur line. The French were also ignorant of the German heavy siege artillery with which the Germans eventually smashed the Liege fortresses and opened the way for an advance across the Belgian plain. The Liege fortresses and the difficult terrain of the Ardennes were to have slowed a German advance through neutral Belgium. The French 5th Army (all forces on and above mobilization square 16) had a dual mission.

It would either attack southeast in support of the attack on Metz or, if the Germans were seen to come through Belgium in force, they would march on Namur and hold the Meuse river. There was no provision for a major German advance NORTH of the Meuse.

The Germans had a new plan for 1914, the Von Moltke II plan, which further weakened the northern wing in favor of the southern front and the eastern forces. Still it was a formidable plan with 25 corps coming through Belgium, 12 of which would advance through the Belgian plain. The only possible mistake the Germans could make with this plan would be to take forces from the northern front to reinforce either the south or the eastern front. Unfortunately, this is exactly what they did and the main reason why the German plan was not able to win a decisive victory in the face of the faulty French Plan 17.

Great Britain had not become seriously involved with war plans until after 1900, mainly as a result of the increased rivalry between Germany and France. The British Expeditionary Force (BEF) which was actually a strategic "strike" force whose name was modified to sound less aggressive, was not organized until 1907. It was kept in readiness for immediate intervention in an European war. British troops were expected to land on the north channel ports and join the northern part of the French army. In the event of a German invasion of Belgium north of the Liege-Namur line the BEF would be practically all there would be to stop them — two corps against as many as a dozen.

Belgium did not begin to seriously prepare for a massive German invasion until after 1900. This meant preparing a large field army. Previous to this she had relied mainly on her various fortress cities such as Liege and Namur. Liege was most important because it guarded the only rail lines entering the Belgian plain from Germany. Should it fall there would be only such field forces as the Belgians could scrape together to bar its way. There was no guarantee that French forces would arrive in time and thus a small army was organized. The Belgian army was only partially prepared in 1914. It lacked replacements and many of its men and units lacked training and some equipment. What it lacked the most was a plan, for the small Belgian army would not stand a chance out in the open against the Germans. The Belgians knew nothing of the massive German siege artillery with which the Liege forts would be reduced thus their plans would have to be made after the war began anyway.

Holland was in a similar position to Belgium. There was one major difference in that Holland was not really in the way of a German advance unless the Germans were unable to get through Liege. Even then the price to Germany would be high as the capture of Holland would deny them a neutral outlet in the face of a British blockade should the war become protracted. Furthermore an invasion should tie up valuable troops needed for the plunge through Belgium into France.

MOBILIZATION

The first half of August was taken up by the mobilization of the armies. Although a state of war existed between France and Germany since the beginning of August neither nation was able to launch any serious operations until mobilization was complete. Within 24 hours of the beginning of mobilization each side had its "covering forces", troops kept at nearly full strength on the border during peacetime, ready on the border. For the French these covering forces comprised five corps and seven cavalry divisions. For the Germans it consisted of seven corps and ten cavalry divisions, although the cavalry divisions came to the border over a period of a week. The function of these forces was mainly to protect the mobilization of the rest of the army, which would occur just behind the border. These units, as well as the mobilizing ones, could not engage in any raids or similar operations until mobilization was complete because the supply units, which were reserve units and not attached to the corps in peace time, were the last ones to reach the mobilizing units. Despite this both the French and the Germans engaged in some operations before the completion of mobilization. The Germans sought to seize Liege while the French attempted to occupy the mountainous portion of Alsace south of Strassburg. The Germans failed because they miscalculated the defensive power of machine guns and artillery. The tenacity of the well protected Belgian fortress troops was expected although the Germans only anticipated a small peacetime garrison. The Belgians had mobilized their fortress troops faster than the Germans could get their assault troops to Liege. The German heavy siege guns were not yet ready, they were not scheduled to be ready until late 1914, and thus the Germans were able to seize only one of the Liege forts with infantry alone. The French operation failed mainly because of the lack of supply support and of a massive effort. The German

covering troops threw back the multibrigade French probe. All in all, operations before the completion of mobilization were usually a failure. Mobilization itself was simply the execution of a massive, carefully prepared railroad movement plan. Both sides completed their mobilization by August 14 with the exception of a few minor units. It was impossible to change plans during mobilization itself because of the complexity of the railroad movement operations with their time tables and schedules.

THE ASSAULT

The four maps on the following pages show graphically how the original campaign developed. The course of the battle is simple to describe, particularly if you are familiar with the play of the game.

From the 14th to the 19th two offensives began simultaneously. In the north the massive German right wing plunged through Belgium. The French Third and Fourth armies, which were to attack north of Metz, were stopped cold before they were even able to get their attack off the ground. In the south the French First and Second armies began their advance into Alsace. It was stopped by the rough terrain as much as by the defending German troops.

Between August 20th and 25th the French came to the conclusion that plan 17 wasn't going to work. The French Fifth army was shifted north where it was knocked aside by the German Second and Third armies. The German First army, after bottling up the Belgian army in Antwerp, now pushed back the BEF. The constant French attacks and counter attacks during this period had reduced many French units to half strength. The French army was now weakened and outflanked. There was only one thing left

to do – retreat. By waging a skillful delaying action the French began to pull back unmolested.

Between the 26th and 31st the French sought to strengthen their left wing to offset the German advantage there. They were aided in this by the German insistence on trying to break through in Lorraine as well as in Belgium. The ease with which the Germans repulsed the French offensive in Alsace-Lorraine ignited hope that they might be able to envelop both wings of the French army. Unfortunately the Germans soon ran into the French fortifications as well as the ridge like escarpments which guarded eastern France. A furious battle developed around Verdun and the heights of Nancy. The French line held and the reinforcements which the German right wing was to have received instead went to support the futile attacks in the south. This was the German mistake, and it cost them the war.

Between the first and sixth of September the Battle of the Marne developed. The Germans, with a weakened (by half a dozen corps) right wing, were now closing on Paris. The French, however, were ready. Having moved forces from the south front to the Paris area they were able to attack the dangling German right flank as it swept past Paris. The Germans realized the danger of their position and pulled back. They also had bad news from the eastern front. Thus the advance in the west was over.

POSTSCRIPT

There followed in the latter part of September a "race to the sea" as each side sought to outflank the others exposed flank. But the two armies were too evenly matched. A trench line was soon established from the channel to the Swiss border. It moved no more than 10 miles (one mapboard square) either way for over thirty

months. The Germans attempted one more offensive with some newly raised corps in late October. This Battle of Ypres also failed in the face of machine guns and rapid fire artillery. The war then stagnated for a number of months until the peace time ammunition stocks, now exhausted, could be replenished.

THE "GREAT" WAR

World War I was the greatest disaster of the twentieth century. Not only did it maim an entire generation of European manhood, it also laid the groundwork for nazism and world wide communism. The financial cost of the war was directly responsible for the series of economic depressions during the twenties. When one considers that we are still suffering from the after effects of World War II you can easily see what we owe to the mistakes made during the Summer of 1914.

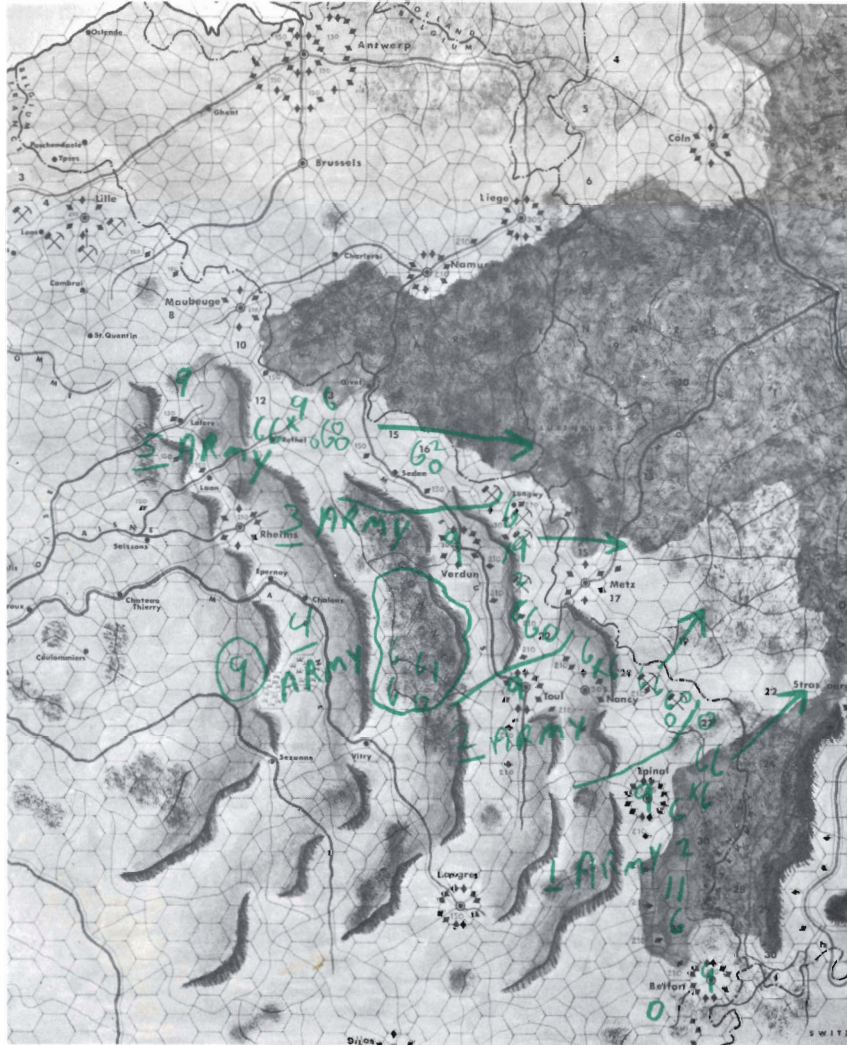
But perhaps the most damaging effect of the war, and one not overly emphasized, was the loss of manpower. For ALL men aged 20 to 40 in 1914 the following losses were incurred between 1914 and 1918.

Germany	17% killed	16% maimed	out of 9.7 million
Austria	15%	14%	out of 6.1 million
France	24%	12%	out of 5.9 million
Britain	13%	10%	out of 6 million
Belgium	34%	5%	out of .8 million
Russia	13%	6%	out of 17 million

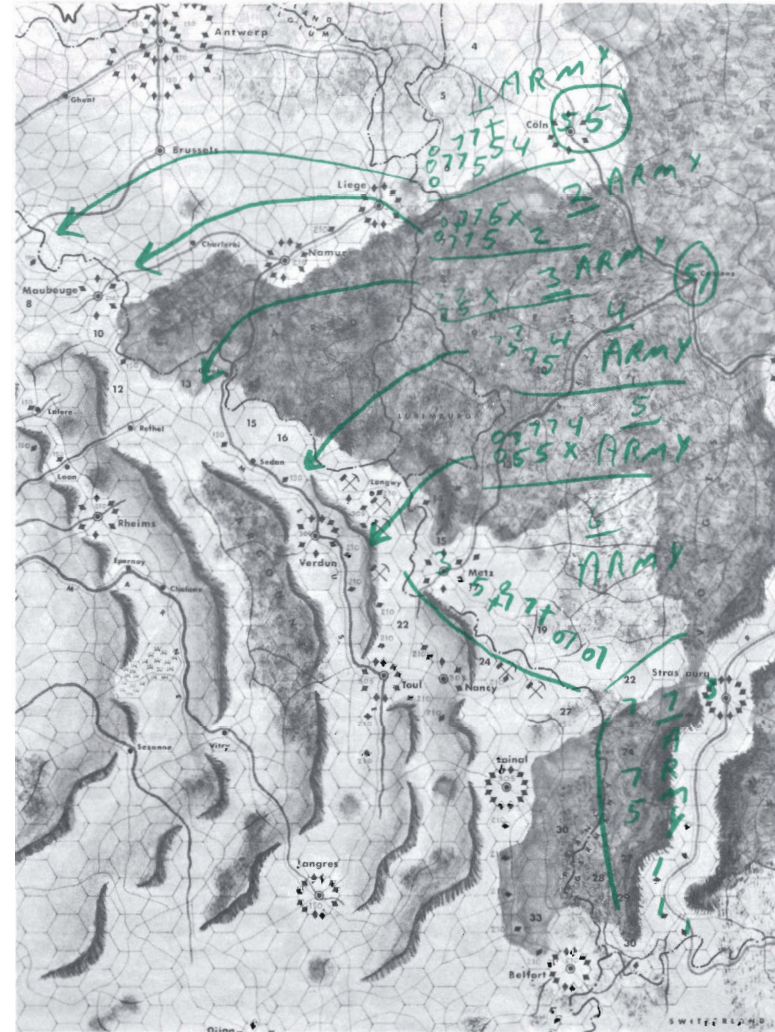
These losses, from which many nations have obviously not recovered, could only have been prevented if a decisive victory was won in 1914. Could it have been won? Play the game and find out.



FRENCH PLAN 17 The purpose of the plan was to liberate Alsace-Lorraine. The 5th Army had a double mission. Should the Germans come through Belgium the 5th Army would advance to Namur and stop them. The French did not believe that the Germans had enough troops to advance north of Namur.



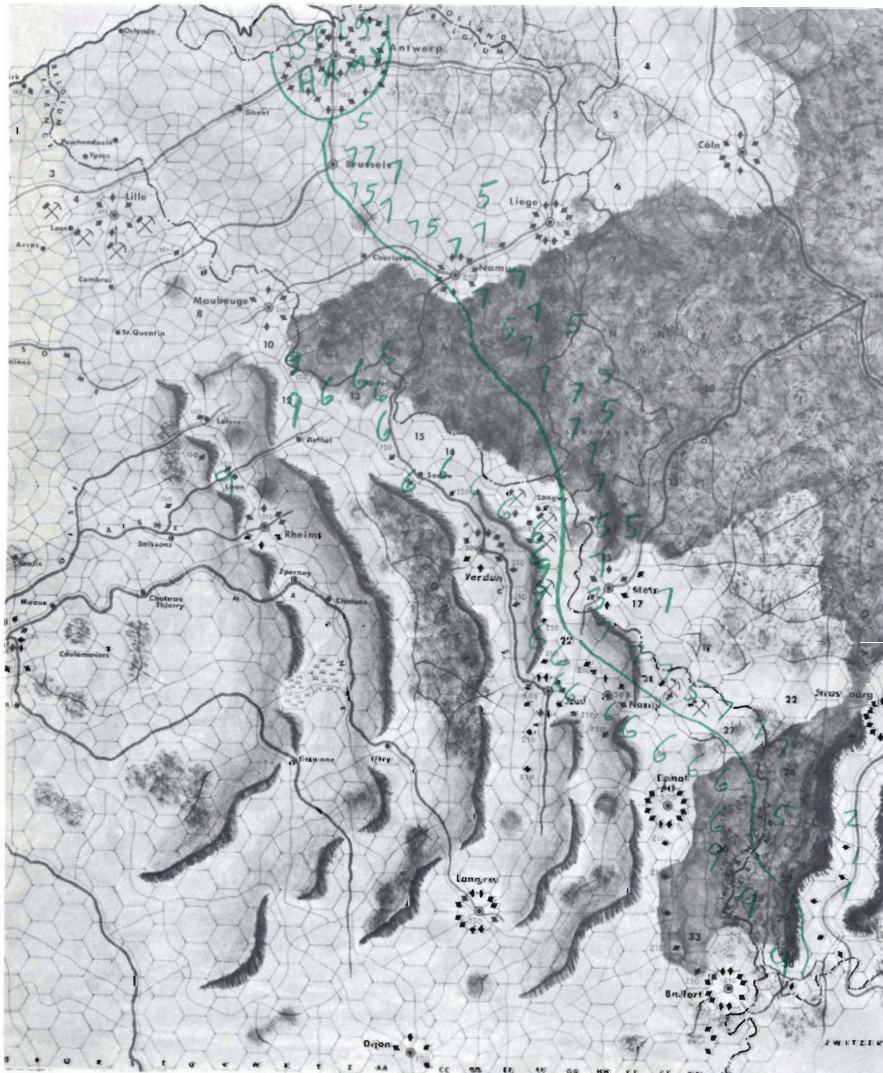
GERMAN 1914 PLAN The objective of the plan was to turn the flank of the French army by advancing through north Belgium. The battle had to be won by mid-September so that units could be shifted to the eastern front to face the advancing Russians.



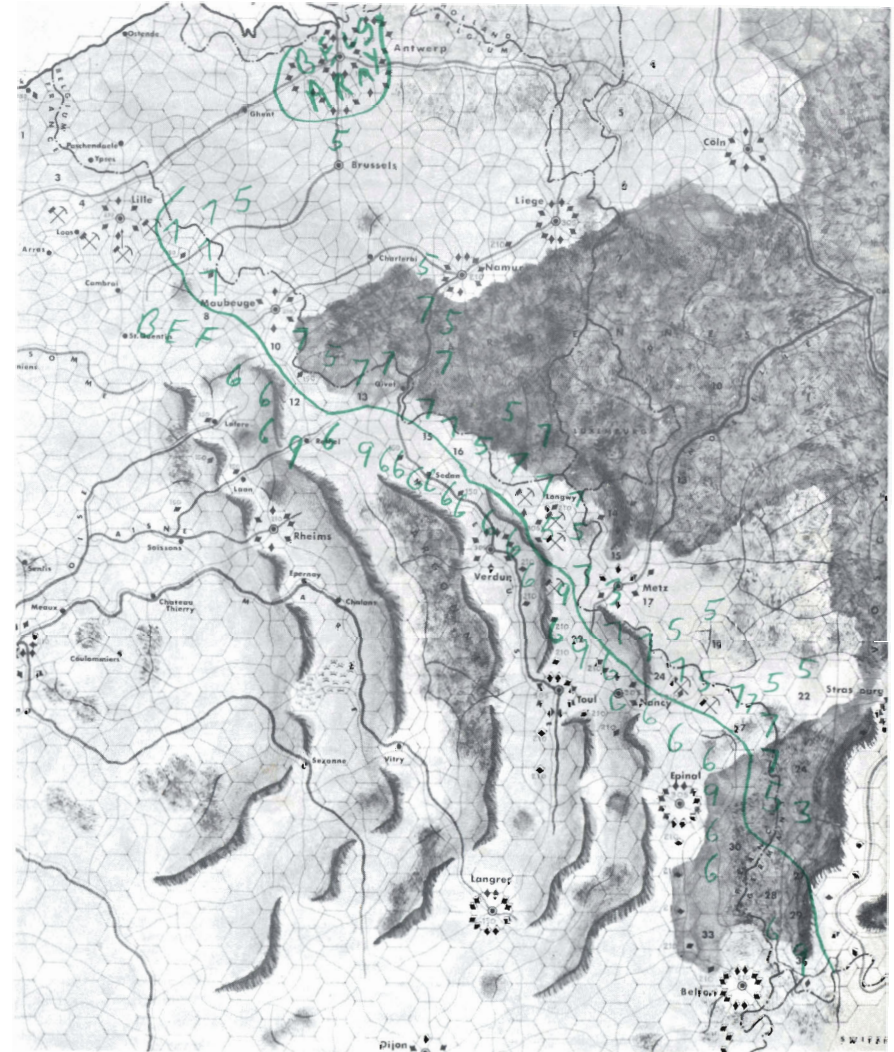
ORIGINAL MOBILIZATION PLANS. The original deployment of the armies in August, 1914, is shown above. Units are depicted as they would look on the mobilization charts. The symbols used are those used on the mobilization charts.

SITUATION MAPS. Only active and reserve corps are shown (for the most part). Unit codes from the mobilization chart are used to designate units. Units are shown at full strength throughout the campaign although many were at half strength or less before the campaign ended.

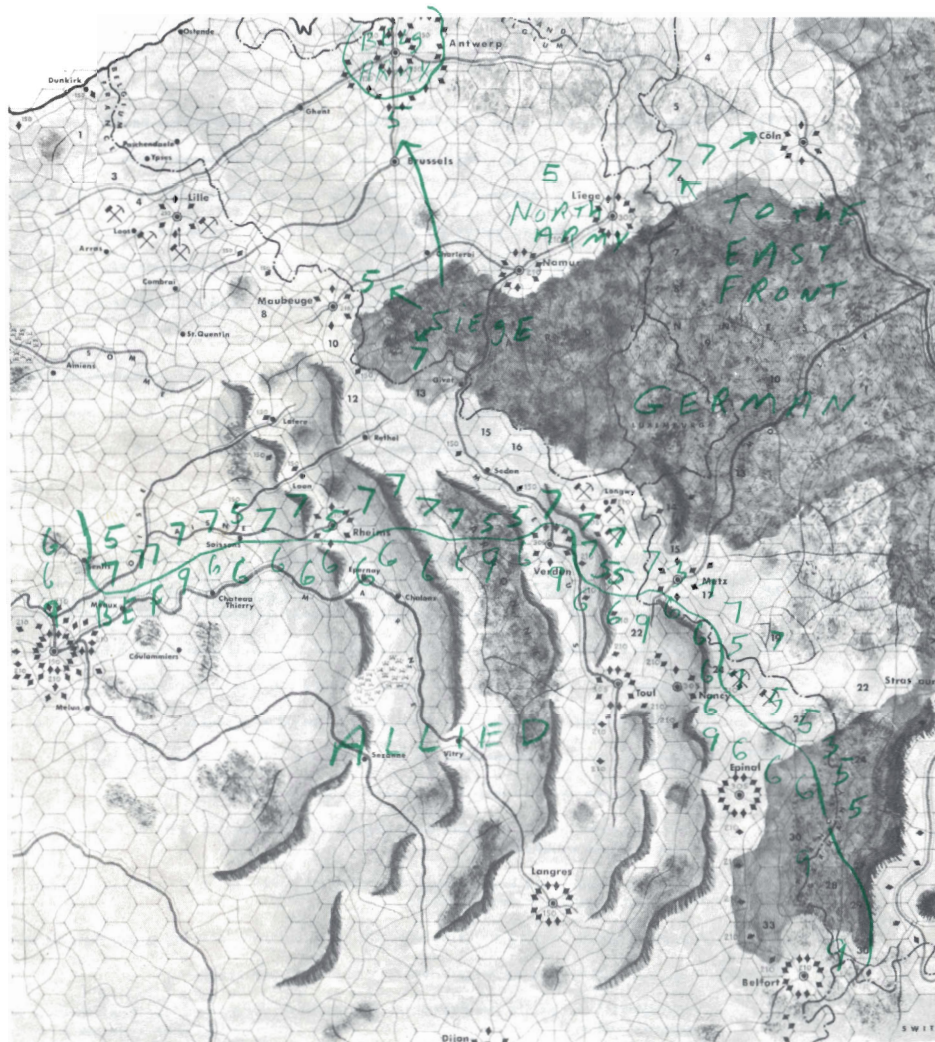
AUGUST 14-19 Positions as of the 19th. Germans bottle up the Belgian Army in Antwerp and continue to sweep towards the French border. The French shift their 5th army towards Namur in an attempt to cut off the German advance.



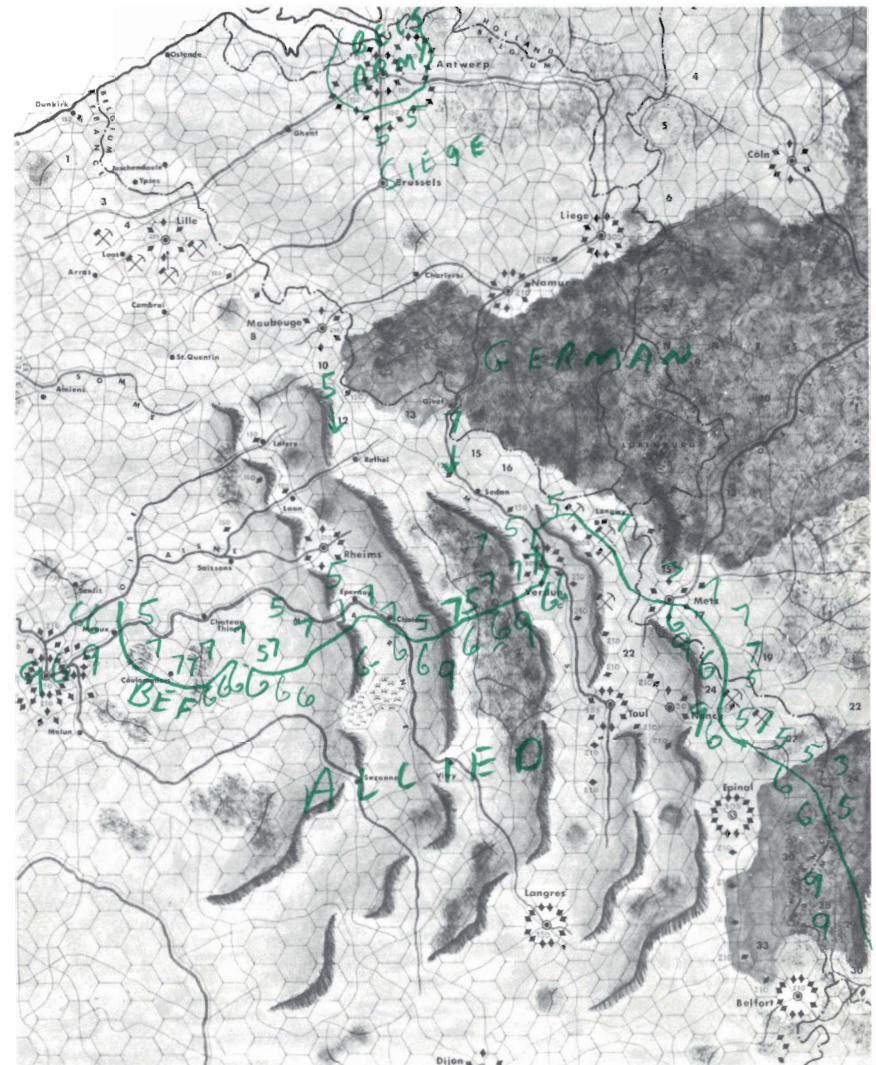
AUGUST 20-25 Positions as of the 25th. British (BEF) land and are driven out of Belgium along with the French. French attacks in the south fail and French decide that Plan 17 will not work. General Allied retreat begins.



AUGUST 26-31 Positions as of the 31st. The Allies fall back to the Marne. French rebuild their depleted units with replacements while the advancing Germans are unable to do the same. Many German units are at half strength.



SEPTEMBER 1-6 Positions as of the 6th. Germans race past Paris. The Allies hit the exposed German flank. The Germans pull back to defend their exposed flank. Both sides race to the sea in a vain attempt to outflank each other. Both sides dig in.



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GLOSSARY

These are the abbreviations used on the Unit Counters.

AL	- Artillerie lourde, heavy artillery (120mm & 155mm) ineffective against forts.
A	- Active (Regular) army troops. These units contained about 40% reservists.
B, Bav	- Bavarian troops. Bavaria was a part of the German Empire but had its own king.
CD'A	- Chasseurs d'Afrique, native african light cavalry serving in the French army.
CHAS	- Chasseurs, light infantry used mainly in rough terrain and mountains.
COL	- Colonial troops, a combination of French and native troops- Regular army.
DA	- Dutch Army.
E	- Ersatz (replacement) troops. These replacement troops were organized into units.
EB	- Eisenbahn Baudruppen, railway labor troops. Repaired destroyed rail lines.
FR	- Festung Reserve (Fortress Reserve) troops. Used a mobile garrison for fortresses.
GD	- The Prussian Guard, elite troops who proved no better than other troops in battle.
GDR	- The Prussian Guard Reserve, a corps of half active and half reserve troops.
IN	- Indian troops. One third of these units were British troops. Active army.
IT	- Italian troops. According to treaty these troops were to aid the Germans in the event of war. In the original campaign the Italians decided to remain neutral at first.
LE	- Legion Etrangere (Foreign Legion), foreign troops serving as French regulars.
LW	- Landwehr, German second line (33 to 42 years old) reserve troops.
M	- Marine troops. Many of these were actually naval reservists.
MOR	- Moroccan troops, native soldiers serving in the French army.
N	- Naval troops, sailors who volunteered to fight as infantry.
NR	- New Reserve troops. The Germans organized new reserve units in August, they were ready in October.
R	- Reserve troops, for both armies they were men just out of the regular army in their late twenties or early thirties.
SEC	- Secunderabad Cavalry Brigade, a native indian brigade serving in the British army.
SPAHIS	- Spahis, native cavalry brigade serving in the French army.
T	- Territorial troops, in the French army they were the second line (men in their late twenties and early thirties) of reserves. In the British army they were the first line of reserves.

1914 COMBAT RESULTS TABLES

The Combat Results Tables have been constructed from information on the actual tactical doctrine and weapons effectiveness of the original campaign - thus the reason why some parts of it make no sense to you. For one, it was far better to attack with just the right number of troops instead of larger, often unwieldy, masses - the essence of the highly successful "infiltration tactics" developed by the Germans.

Only defending Units on clear terrain which lose a step in an attack may be forced to lose two steps for not retreating a square.

Whenever possible a retreating unit should not move adjacent to an enemy unit; it may if no other squares are available.

All units on a square being defended must retreat along with the unit actually being attacked.

When units are using the Inverted Counter rule they may only retreat in the direction its movement arrow is pointing. If, under these conditions, it can not retreat it must stand fast. Other units on the defending square may retreat in whatever direction the defending unit retreats regardless of the direction(s) their arrow(s) points.

Odds are always rounded off in favor of the defender. Thus 9 to 10 odds become 1 to 2 and 39 to 10 odds becomes 3 to 1. The first number always represents the attacker, the second the defender.

SIEGE ARTILLERY TABLE

ATTACKING ARTILLERY	305/420	210	210	150	150
DEFENDER	150/210/305	210	150	150	210
1 D		D	D	D	D
2 D		D	D	D	-
3 D		D	D	D	-
4 D		D	D	-	-
5 D		-	D	-	-
6 D		-	D	-	-

D - All forts in or on the sides of the fortress square being attacked are destroyed. Otherwise nothing happens, unless an attack on an infantry unit in the fortress square was successful. In this case the defeated does not have to move back one square nor does it lose more than one step. Defenders number refers to number in Allied Fortress Squares. It indicates strength of fort.

DIE ROLL

		BATTLE ODDS							
DIE ROLL		1-4+	1-3	1-2	1-1	2-1	3-1	4-1	5+1
10-14 DEFENSE FACTORS	1	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
	2	1 0	1 1	1 1	1 1	1 1	1 1	1 1	1 1
	3	0 0	0 0	0 1	1 1	1 1	1 1	1 1	1 1
	4	0 0	0 0	0 0	0 1	0 1	0 1	0 1	0 1
	5	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0
	6	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0
		1-4+	1-3	1-2	1-1	2-1	3-1	4-1	5+1
7-9 DEFENSE FACTORS	1	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
	2	1 0	1 0	1 1	1 1	1 1	1 1	1 1	1 1
	3	1 0	1 0	1 1	1 1	1 1	1 1	1 1	1 1
	4	0 0	0 0	0 0	1 1	1 1	1 1	1 1	1 1
	5	0 0	0 0	0 0	0 0	0 1	0 1	0 1	0 1
	6	0 0	0 0	0 0	0 0	0 1	0 1	0 1	0 1
		1-4+	1-3	1-2	1-1	2-1	3-1	4-1	5+1
3-6 DEFENSE FACTORS	1	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
	2	1 0	1 0	1 0	1 1	1 1	1 1	1 1	1 1
	3	1 0	1 0	1 0	1 1	1 1	1 1	1 1	1 1
	4	1 0	1 0	1 0	1 1	1 1	1 1	1 1	1 1
	5	0 0	0 0	0 0	0 0	0 1	1 1	1 1	1 1
	6	0 0	0 0	0 0	0 0	0 1	0 0	0 1	0 1
		1-4+	1-3	1-2	1-1	2-1	3-1	4-1	5+1
1-2 DEFENSE FACTORS	1	1 0	1 0	1 0	1 0	1 0	1 0	1 1	1 1
	2	1 0	1 0	1 0	1 1	1 1	1 1	1 1	1 1
	3	0 0	0 0	0 0	0 1	0 1	0 1	0 1	0 1
	4	0 0	0 0	0 0	0 0	0 0	0 1	0 1	0 1
	5	0 0	0 0	0 0	0 0	0 0	0 1	0 1	0 1
	6	0 0	0 0	0 0	0 0	0 0	0 0	0 0	0 0

ATTACKER'S LOSS →

1 0

 ← DEFENDER'S LOSS

NOTE: Units which take casualties are usually not destroyed outright but reduced in strength through the use of a "STEP" system in which each unit contains one or more STEPS. Each STEP represents a portion of the unit's combat power. The STEP system is shown more graphically on the Unit Counter Chart.

HOW TO HAVE COMBAT

GENERAL EXPLANATION – Each unit controls only that square which it occupies. When it moves next to an enemy unit it may, in its turn, choose to attack ONE of the enemy units it is adjacent to. If attacking, one simply compares the attacking units' ATTACK FACTOR with the defending units' DEFENSE FACTOR and then refers to the Combat Results Table. The proper section of the Combat Results Table is selected (according to the defense factors being attacked), the attacker rolls the die and the Combat Results Table is referred to for losses. The defender, if he has to take a loss, then decides if he wants to move back a square or remain where he is and double his losses. Losses, if any, are reflected by replacing depleted units with similar unit counters of lesser strength. A step by step combat procedure is given on the Combat Results Table card. Replacement counters are kept on the Unit Counter Chart.

1 – You may attack as many enemy units as you find yourself in contact with in any one turn. Of course, each unit may attack only one unit each turn.

2 – The attacker has the choice of resolving battles in any order he wishes.

3 – The attacker does NOT have to attack every enemy unit he has units next to.

4 – In the Standard Game cavalry units may only attack isolated artillery units. In the defense they have a choice when attacked: They may either pull back two squares (allowing the attacker to move into the vacated squares) and sustain no casualties (the die is not even rolled in this case) or they may stand where they are and receive the attack in the normal manner.

5 – You may defend a square with no more than ONE corps or its equivalent.

6 – In the attack you may not attack with more than TWO corps (or their equivalent in divisions or brigades) from each side of a square. Thus four corps on one square could attack in two directions from two different sides of the square with two corps for each attack.

7 – Cavalry units with a defense factor of "0" may stop enemy cavalry units but may be pushed back by enemy infantry as the infantry advances. If any unit cannot go back for any reason it is eliminated.

Cavalry units with a "0" DEFENSE FACTOR are destroyed when attacked. Attacking units advance into their squares. Otherwise they operate like other cavalry.

8 – Artillery units (except for 305 & 420 units) may support infantry units in attacks. These units may not be used within three squares of each other. These units must be on the same square as the units they are supporting. As these units have no defense factor they are considered destroyed if caught by themselves (not on the same square as friendly infantry or cavalry) by enemy cavalry or infantry units. Enemy units need only be adjacent to isolated artillery units in order to destroy them. Enemy units need not actually attack – they may attack someone else. Artillery units may not attack by themselves, only in conjunction with infantry.

9 – The attack factor of a unit changes when attacking in certain terrain conditions (see notes on mapboard).

10 – When the defending unit chooses to retreat one square all other units in that square retreat with it.

11 – If a unit has only two steps left and must either retreat one square or be destroyed it may stand its ground, be destroyed, and still prevent the attacker from occupying its square. The attacker may only occupy the defender's square if the defender retreats, or if the defending unit has only one step left and is destroyed in that attack.

12 – The defender designates, before the attack, which units in a stack will defend.

COMBAT PROCEDURE

STEP 1—In the attack phase of your move you may attack any units you are adjacent to. You may attack with no more than two corps per side of a square you are attacking from. Total up all of the attack factors of the units you are attacking with.

STEP 2—The defender may defend with no more than one corps per square. Taking the defense factor of the square you are attacking select the proper section of the Combat Results Table. Compare the attack factor with the defense factor and reduce them to "basic" odds. For example, if the attacker had two 7-12-3's attacking from one square and one 5-8-3 and one 4-9-3 from another he would have a combined attack factor of 23 (7+7+5+4=23). The defender was defending with one 6-10-3 thus the defender's defense factor was 10. The odds are thus 23 to 10. These are easily reduced to 2 to 1. Thus we use the "10-14" portion of the Combat Results Table.

STEP 3—The attacker rolls the die and consults the "2-1" column of the "10-14" portion of the Combat Results Table. Let's say he rolled a 3. This means that both the attacker and the defender lose one step.

STEP 4—The attacker designates which of his attacking units shall lose a step. He consults the Unit Counter Chart and takes the appropriate substitute counter for the unit suffering the loss. Let us say he chose one of his 7-12-3's to take the loss. He would take one of the 7-12-3's off the board and replace it with a 5-10-3. The defender has a choice. If he wishes to lose only one step he must move back one square and allow the attacking units to move into the square he vacated. (The attacker decides how many of his attacking units he wishes to move into the vacated square. He may move as many of the attacking units as he wishes, or none at all. Only the units which participated in attacking this square may advance into it after combat. This is the only instance in which a unit may move out of turn.) If the defender does not wish to vacate his square he must lose TWO steps. If he only has one step left he is destroyed and the enemy may move into his square. If he has two steps left and he decides to stand fast he is destroyed but the enemy may not advance into his now empty square until it's the enemy's turn to move.

NOTE: UNLIKE OTHER AVALON HILL GAMES, UNITS IN THIS ONE DO NOT HAVE "ZONES OF CONTROL".



UNIT COUNTER CHART

Place all unit counters on the indicated areas. Arrows (→) designate the units which are to be used for replacement counters. The numbers in parentheses - (21), (26), etc., - show the number of units you have. Place blank spare counters to the left.

<p> A (26) 7-12-3 <h1 style="text-align: center;">A</h1> </p>				<p> REDUCE TO → A (11) 5-10-3 </p>	<p> REDUCE TO → A (6) 4-9-3 (6) This unit is destroyed if forced to go down 2 steps. </p>	<p> A (5) 2-7-3 (5) This unit is destroyed if forced to go down 1 step. </p>
<p> R (13) 5-8-3 E (3) 5-8-3 <h1 style="text-align: center;">R</h1> </p>		<p> R (7) 4-6-3 (7) NR (6) 4-6-3 (6) "E" units are reduced as "R" units. </p>	<p> R (5) 3-5-3 (5) R (3) 2-4-3 (3) "NR" units are reduced as "R" units. </p>			
<p> LW (4) 4-4-2 (4) <h1 style="text-align: center;">LW</h1> </p>	<p> LW (5) 2-2-2 (5) </p>	<p> LW (6) 1-1-2 (6) </p>	<p> E (2) 1-1-2 (2) "LW" units do not go down in strength as they sustain losses. Instead they are broken into smaller units whenever a step is lost. One step equals one LW or E brigade. If a LW corps lost a step it would be replaced by one LW division and one LW brigade or by three LW or E brigades. </p>			
<p> CAVALRY (11) (4)-3-4 (11) <h1 style="text-align: center;">CAVALRY</h1> </p>				<p> CAVALRY (6) (3)-1-4 (6) </p>	<p> CAVALRY (5) (2)-1-4 (5) </p>	<p> CAVALRY (4) (1)-0-4 (4) </p>
<p> 210 (4) 8-0-2 305 (4) 0-0-2 </p>	<p> FR (3) 3-4-2 (3) </p>	<p> FR (2) 2-2-2 (2) </p>	<p> EB (3) 0-0-2 (3) </p>			
<p> 420 (4) 0-0-1 RR 420 (4) 0-0-0 </p>	<p> (3) 2-4-3 (3) </p>	<p> (2) 1-2-2 (2) </p>	<p> IT (2) 3-5-3 (2) Use R (2) for reduction 2-4-3 </p>			



UNIT COUNTER CHART

Place all unit counters on the indicated areas. Arrows (→) designate the units which are to be used for replacement counters. The numbers in parentheses - (21), (26), etc., - show the number of units you have. Place blank spare counters to the left.

FRENCH

A (21) 6-10-3 <h1 style="font-size: 4em;">A</h1>	REDUCE TO → A (16) 4-8-3	REDUCE TO → A (14) 3-7-3	REDUCE TO → A (10) 2-5-3 This unit is destroyed if forced to go down 1 step.
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This unit is destroyed if forced to go down 2 steps.

R (8) 6-9-3 <h1 style="font-size: 4em;">R</h1>	→	R (6) 4-7-3	→	R (4) 3-5-3	→	R (3) 2-3-3
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T (4) 6-6-2	→	T (3) 4-4-2	→	T (3) 3-3-2	→	T (2) 2-2-2
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A (7) 2-4-3	→	A (5) 1-2-3
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A (1) (5) T (1) (2) AL (4) 1-2-4 1-1-3 1-1-2 (1)-0-4 6-0-2
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(10) (2)-1-4	→	(7) (1)-0-4
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BRITISH (BEF)

A (3) 8-14-3	→	A (2) 6-11-3	→	A (2) 4-7-3	→	A (3) 2-3-3	→	A (3) 4-7-3	→	A (2) 2-3-3	→	T (7) 2-4-3	→	T (6) 1-2-3	→	(2) 1-2-3	→	(1) 1-1-3	→	(3) 1-1-2	→	(2) (2)-1-4	→	(1) (1)-0-4
												(7) (7)-4-4	→	(6) (6)-2-4	→	(5) (5)-2-4	→	(4) (4)-3-4	→	(3) (3)-1-4	→	(2) (2)-1-4	→	(1) (1)-0-4

BELGIUM

(6) 6-8-2	→	(3) 4-6-2	→	(2) 3-4-2	→	(2) 1-2-2	→	(2) 3-4-2	→	(2) 1-1-2	→	(2) 1-1-2	→	(2) (2)-1-3	→	(1) (1)-0-3
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DUTCH

DA (4) 3-4-2	→	(4) 1-2-2	→	DA (1) (1)-1-3	→	LW (2) 2-2-2	→	DA (2) 1-1-2
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GERMAN UNIT COUNTERS

GERMAN

1A 7-12-3	2A 7-12-3	3A 7-12-3	4A 7-12-3	5A 7-12-3	6A 7-12-3
14A 7-12-3	15A 7-12-3	16A 7-12-3	17A 7-12-3	18A 7-12-3	19A 7-12-3

5-10-3	5-10-3	5-10-3	5-10-3	5-10-3	5-10-3
4-9-3	4-9-3	4-9-3	4-9-3	2-7-3	2-7-3

5-8-3	6R 5-8-3	7R 5-8-3	8R 5-8-3	9R 5-8-3	10R 5-8-3
4-6-3	4-6-3	4-6-3	4-6-3	4-6-3	10R 4-6-3

3-5-3	3-5-3	3-5-3	3-5-3	3R 2-4-3	2-4-3
3LW 2-2-2	4LW 2-2-2	5LW 2-2-2	11LW 1-1-2	27LW 1-1-2	10LW 1-1-2

35FR 3-4-2	FR 2-2-2	FR 2-2-2	3R 2-4-3	16R 2-4-3	M 2-4-3
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7 (4)-3-4	8 (4)-3-4	9 (4)-3-4	10 (4)-3-4	11 (4)-3-4	(3)-1-4
(2)-1-4	(2)-1-4	(2)-1-4	(1)-0-4	(1)-0-4	(1)-0-4

3 0-0-2	4 0-0-2	1 0-0-1	5 0-0-0	11 0-0-2	21 0-0-2
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ALLIED

7A 7-12-3	8A 7-12-3	9A 7-12-3	10A 7-12-3	12A 7-12-3	13A 7-12-3	11A 7-12-3
20A 7-12-3	21A 7-12-3	22A 7-12-3	23A 7-12-3	24A 7-12-3	25A 7-12-3	26A 7-12-3

5-10-3	5-10-3	5-10-3	5-10-3	5-10-3	4-9-3	4-9-3
2-7-3	2-7-3	2-7-3	1R 5-8-3	14R 5-8-3	3R 5-8-3	4R 5-8-3

11 5-8-3	18 5-8-3	19 5-8-3	3 5-8-3	1 5-8-3	2 5-8-3	4-6-3
27NR 4-6-3	27NR 4-6-3	23NR 4-6-3	24NR 4-6-3	25NR 4-6-3	26NR 4-6-3	3-5-3

2-4-3	1LW 4-4-2	2LW 4-4-2	3LW 4-4-2	4LW 4-4-2	1LW 2-2-2	2LW 2-2-2
37LW 1-1-2	70LW 1-1-2	75LW 1-1-2	55L 1-1-2	17L 1-1-2	30FR 3-4-2	33FR 3-4-2

1-2-2	1 (4)-3-4	2 (4)-3-4	(4)-3-4	(4)-3-4	5 (4)-3-4	6 (4)-3-4
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(3)-1-4	(3)-1-4	(3)-1-4	(3)-1-4	(3)-1-4	(2)-1-4	(2)-1-4
(1)-0-4	8-0-2	8-0-2	8-0-2	8-0-2	1 0-0-2	2 0-0-2

3 0-0-2	7 3-5-3	7 3-5-3				
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BELGIUM

1B 6-8-2	2B 6-8-2	3B 6-8-2	4B 6-8-2	5B 6-8-2	6B 6-8-2
1-1-2	1-2-2	1-1-2	1-1-2	1-2-2	1-1-2

4-6-2	4-6-2	4-6-2	3-4-2	3-4-2	3-4-2	3-4-2
(2)-1-3	(1)-0-3					

ALLIED & NEUTRAL UNIT COUNTERS

FRENCH

1 A 6-10-3	2 A 6-10-3	3 A 6-10-3	4 A 6-10-3	5 A 6-10-3	6 A 6-10-3
14 A 6-10-3	15 A 6-10-3	16 A 6-10-3	17 A 6-10-3	18 A 6-10-3	20 A 6-10-3

A 4-8-3	A 4-8-3	A 4-8-3	A 4-8-3	A 4-8-3	A 4-8-3
A 3-7-3	A 3-7-3	A 3-7-3	A 3-7-3	A 3-7-3	A 3-7-3

A 2-5-3	A 2-5-3	A 2-5-3	A 2-5-3	A 2-5-3	A 2-5-3
5 R 6-9-3	6 R 6-9-3	7 R 6-9-3	8 R 6-9-3	R 4-7-3	R 4-7-3

R 3-5-3	R 2-3-3	R 2-3-3	R 2-3-3	1 T 6-6-2	2 T 6-6-2
T 3-3-2	T 2-2-2	T 2-2-2	37 A 2-4-3	38 A 2-4-3	42 A 2-4-3

A 1-2-3	A 1-2-3	A 1-1-3	A 1-1-3	A 1-1-3	A 1-1-3
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1 (2)-1-4	2 (2)-1-4	3 (2)-1-4	4 (2)-1-4	5 (2)-1-4	6 (2)-1-4
 (1)-0-4	 (1)-0-4	 (1)-0-4	 (1)-0-4	 (1)-0-4	 (1)-0-4

7 A 6-10-3	8 A 6-10-3	9 A 6-10-3	10 A 6-10-3	11 A 6-10-3	12 A 6-10-3	13 A 6-10-3
21 A 6-10-3	A 6-10-3	A 4-8-3	A 4-8-3	A 4-8-3	A 4-8-3	A 4-8-3

A 4-8-3	A 4-8-3	A 4-8-3	A 4-8-3	A 4-8-3	A 3-7-3	A 3-7-3
A 3-7-3	A 3-7-3	A 3-7-3	A 3-7-3	A 3-7-3	A 3-7-3	A 2-5-3

A 2-5-3	A 2-5-3	A 2-5-3	1 R 6-9-3	2 R 6-9-3	3 R 6-9-3	4 R 6-9-3
R 4-7-3	R 4-7-3	R 4-7-3	R 4-7-3	R 3-5-3	R 3-5-3	R 3-5-3

3 T 6-6-2	4 T 6-6-2	T 4-4-2	T 4-4-2	T 4-4-2	T 3-3-2	T 3-3-2
44 A 2-4-3	45 A 2-4-3	A 2-4-3	72 A 2-4-3	A 1-2-3	A 1-2-3	A 1-2-3

LE A 1-1-3	A 1-2-4	T 1-1-2	2 AL 6-0-2	3 AL 6-0-2	4 AL 6-0-2	5 AL 6-0-2
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7 (2)-1-4	8 (2)-1-4	9 (2)-1-4	10 (2)-1-4	 (1)-0-4	 (1)-0-4	 (1)-0-4

BRITISH (REF)

1 A 8-14-3	2 A 8-14-3	11 A 8-14-3	A 6-11-3	A 6-11-3	A 4-7-3
19 A 1-2-3	21 A 1-2-3	T 1-1-2	R 1-1-2	M 1-1-3	41 T 2-4-3

 (1)-0-4	5 (2)-1-4	 (1)-0-4	REC (1)-0-4	 (2)-1-4	
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DUTCH

1 DA 3-4-2	2 DA 3-4-2	3 DA 3-4-2	4 DA 3-4-2	DA 1-2-2	DA 1-2-2
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A 4-7-3	A 2-3-3	4 A 4-7-3	6 A 4-7-3	7 A 4-7-3	A 2-3-3	A 2-3-3
T 1-1-2	T 1-2-3	1 (7)-4-4	 (6)-2-4	 (5)-2-4	 (4)-3-4	 (3)-1-4

DA 1-2-2	DA 1-2-2	LW 2-2-2	LW 2-2-2	DA (1)-1-3	DA 1-1-2	DA 1-1-2

GAME VARIATION CARD



German

GAME VARIATION CARD



German

GAME VARIATION CARD



German

GAME VARIATION CARD



German

GAME VARIATION CARD



German

GAME VARIATION CARD



German

GAME VARIATION CARD



German

GAME VARIATION CARD



German

GAME VARIATION CARD



German

CARD G1

Italy declares war on the Allies. Germany may add two 3-5-3's to their mobilized forces. They must be used below Strasbourg and are reduced in strength as a German 3-5-3.

CARD G2

German High Seas Fleet enters the English Channel. BEF may not land on or before move 10. This cancels Card G4.

CARD G3

Amount of German siege artillery varies. Roll die and consult table G3 in the Battle Manual. Do not tell Allies the results.

CARD G4

Germans have North Army (off the board in north Germany) of 1 5-8-3 and 1 4-4-2. Third Player will inform you of the outcome of this card.

CARD G5

Germans have a North Army of only 1 2-4-3 and 1 2-2-2. Use in place of original North Army and place the excess units with the original deployment forces in the Standard Game. This card over rules Card G4.

CARD G6

Turkey enters the war on the side of Germany in early August.

CARD G7

Belgians allow Germans free passage through their country. Roll die and consult table G7 in the Battle Manual. Card G8 cancelled.

CARD G8

British will enter war only if Belgium's neutrality is violated by the Germans. Tell the Allies.

CARD G9

German variable mobilization. Roll die and consult table G9 in Battle Manual. Germans **MUST** set up forces as indicated. Do not, of course, tell the Allies.

GAME VARIATION CARD



Allies

GAME VARIATION CARD



Allies

GAME VARIATION CARD



Allies

GAME VARIATION CARD



Allies

GAME VARIATION CARD



Allies

GAME VARIATION CARD



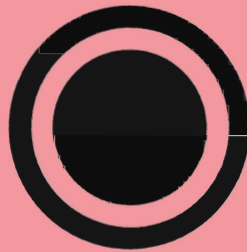
Allies

GAME VARIATION CARD



Allies

GAME VARIATION CARD



Allies

GAME VARIATION CARD



Allies

CARD A1

Belgium has a secret treaty with France. French may deploy Belgian forces as they wish on Mobilization chart. French may use Belgian railroads as if they were French. Belgians may still move only one corps per turn by railroad. Card A7 cancelled.

CARD A2

Size and composition of Belgian or Dutch forces varies. Roll die and consult table A2 in Battle Manual. Belgian and Dutch forces deployed as usual although added Belgian forces must be divided up evenly between Gent and Antwerp with Brussels getting units if they are not divisible.

CARD A3

Variable employment of French Reserve and Territorial units. Roll die and consult table A3 in Battle Manual. You do not have to inform German player of the restrictions you may be placed under because of this rule.

CARD A4

French have no mutual defense treaty with Russia. You don't have to tell Germans about this. The Third Player will handle the details.

CARD A5

Variable conditions in North Africa. Roll die and consult table A5 in the Battle Manual. You do not have to tell the Germans the results of your die roll. Let him sweat it out.

CARD A6

Italy enters the war on the side of the Allies. The Third Player will inform both sides of the results of this action.

CARD A7

French may invade Belgium or Luxembourg on their first turn or before Germans reduce and destroy Liege. If the French do invade these countries before they're supposed to they do not receive the victory points they usually would receive.

CARD A8

Size of BEF varies. Roll die and consult table A8 in the Battle Manual. Do not inform German of changes.

CARD A9

French initial deployment varies. Roll die and consult table A9 in the Battle Manual. French MUST set up forces as indicated. Do not, of course, tell the Germans.

GAME VARIATION CARD



German

GAME VARIATION CARD



Allies

CARD G10

Rumania comes into the war on the side of the Central Powers (Germany) in return for concessions in Transylvania.

CARD A10

British launch amphibious invasion of Germany. The Third Player will handle the details and inform the German player at the proper time. Invasion is on move 5. If the Germans have no North Army they must roll die and take twice the number on the die in corps from the board. These troops stay out for rest of game. No BEF lands in France.

MOBILIZATION CHART



HOW TO USE THE MOBILIZATION CHART

The Introductory Game Card shows a typical set up for the mobilization chart. You use the unit codes to indicate, on the mobilization chart, where your units are. The numbers next to both sides of the French-German border are there for reference. You may place your units anywhere you wish on your side of the border. You may not place any units on border squares themselves. You must place your units on the mapboard EXACTLY as they appear on your mobilization chart.

STANDARD GAME

UNITS AVAILABLE

UNIT CODES	UNIT
(7) 23 7-12-3's	GERMAN
(5) 14 5-8-3's	
(4) 3 4-4-2's	
(2) 1 2-2-2	
(1) 4 1-1-2's	
(3) 2 3-4-2's	
(+) 2 3 0 5's	
(+) 1 4 2 0	
(x) 4 8-0-2's	
(0) 10 (4)-3-4's	
	FRENCH
(6) 21 6-10-3's	
(9) 8 6-9-3's	
(2) 3 2-4-3's	
(1) 2 1-1-3's	
(1) 1 1-2-4	
(x) 4 6-0-2's	
(0) 10 (2)-1-4's	

ADVANCED GAME/EAST FRONT ROLE

TOTAL UNITS	VALUE OF EACH	IN THE WEST	IN THE EAST	TOTAL
26	7-12-3	10		260
16	5-8-3	6		96
3	3-4-2	3		9
1	2-4-3	3		3
4	4-4-2	4		16
5	2-2-2	2		10
4	1-1-2	1		4
11	(4)-3-4	1		11

All Artillery stays in west

Total in the WEST EAST 409 Total

HOW TO WIN: By acquiring "victory points" through the possession of key areas at the end of the game or by meeting other conditions. The table below should be filled out at the end of the game to determine which side "won" the campaign.

Points are gained through possession of geographical areas at game's end. Possession is determined by who last held or passed through the area. An enemy "captures" a foreign area by either passing a unit through it or by blocking (at the end of the game) all railroad lines (if any) between the area in question and forces from its side (such as Metz).

AREA	French Points if in possession of the area	German Points if in possession of the area
Economic Squares shown by symbol on map:		
P7	2	5
Q8	2	5
R9	2	5
S9	2	5
EE22	2	5
FF23	2	5
FF24	2	5
FF25	2	5
KK31	2	5
JJ30	2	5
Rouen	2	5
Rheims	2	5
Amiens	2	5
Dunkirk	5	10
Boulogne	5	10
Calais	5	10
Paris	5	10
Metz	40	20
Strassburg	20	10
Gent	2	5
Liege	2	5
Namur	6	15
Antwerp	8	20
Brussels	2	5

Points are also scored for each enemy unit destroyed. Points shown below are for each enemy unit of the size shown.

Enemy corps destroyed	4 each	5 each
enemy division destroyed	2 each	2 each
enemy brigades or artillery units	1 each	1 each

If the Germans violate the neutrality of certain countries the French receive points.

Germans invade Belgium	30	—
Germans invade Holland	50	—
Germans invade Luxembourg	5	—

If Belgium remains neutral her cities are counted in the French column.

Germans receive double the points for British and Belgian units destroyed.

Cross out in your column those points you do not receive. Add up —

Total _____ Add up. Total — _____

TIME RECORD

DATE	MOVE
Aug. 14-15	1
16-17	2
18-19	3
Reinf. 20-21	4
22-23	5
24-25	6
Reinf. 26-27	7
28-29	8
Reinf. 30-31	9
Sept. 1-2	10
3-4	11
Reinf. 5-6	12
STANDARD GAME ENDS	
7-8	13
9-10	14
Reinf. 11-12	15
13-14	16
15-16	17
Reinf. 17-18	18
19-20	19
Reinf. 21-22	20
23-24	21
25-26	22
27-28	23
29-30	24
Oct. 1-2	25
Reinf. 3-4	26
5-6	27
Reinf. 7-8	28
9-10	29
11-12	30
13-14	31
15-16	32
17-18	33
19-20	34
21-22	35
23-24	36
25-26	37
27-28	38
29-30	39

END OF GAME

Reinf. — Reinforcements. These forces are available at the beginning of the turns indicated.

British Move 4—British Expeditionary Force (BEF) may land at Rouen, Dunkirk, Boulogne, Calais or Le Havre and may move by railroad or by foot on the same turn. BEF consists of 2 8-14-3's, 2 4-7-3's, 1 (7)-3-4, 1 (2)-1-4 and 1 1-2-3. French North African Army—Place on Dijon (BB35) 4 2-4-3's and 1 1-1-3. They may move by rail or foot in the same turn. Entry of BEF varies. See BELGIAN NEUTRALITY section. The BEF may be moved in one turn (although, as the movement rules state, you must still move corps sized units over independent lines) without being held to the usual "units per turn" restriction for railroad movement. On the next turn the French must again return to their two corps per turn rail movement

limit.

German Move 7—German North Army, one 5-8-3 and one 4-4-2. Anywhere on the east bank of the Rhine north of Mainz. Entry of North Army must be three turns after BEF.

French Move (it varies)—one 6-6-2, each in Paris, Calais, Dijon and Rouen. One 1-1-3 in Le Havre, one 1-1-2 in Langres. Whenever an enemy unit comes within five squares of ANY of the above cities ALL of the units in ALL of the above cities may move. Until that time they must remain where they are.

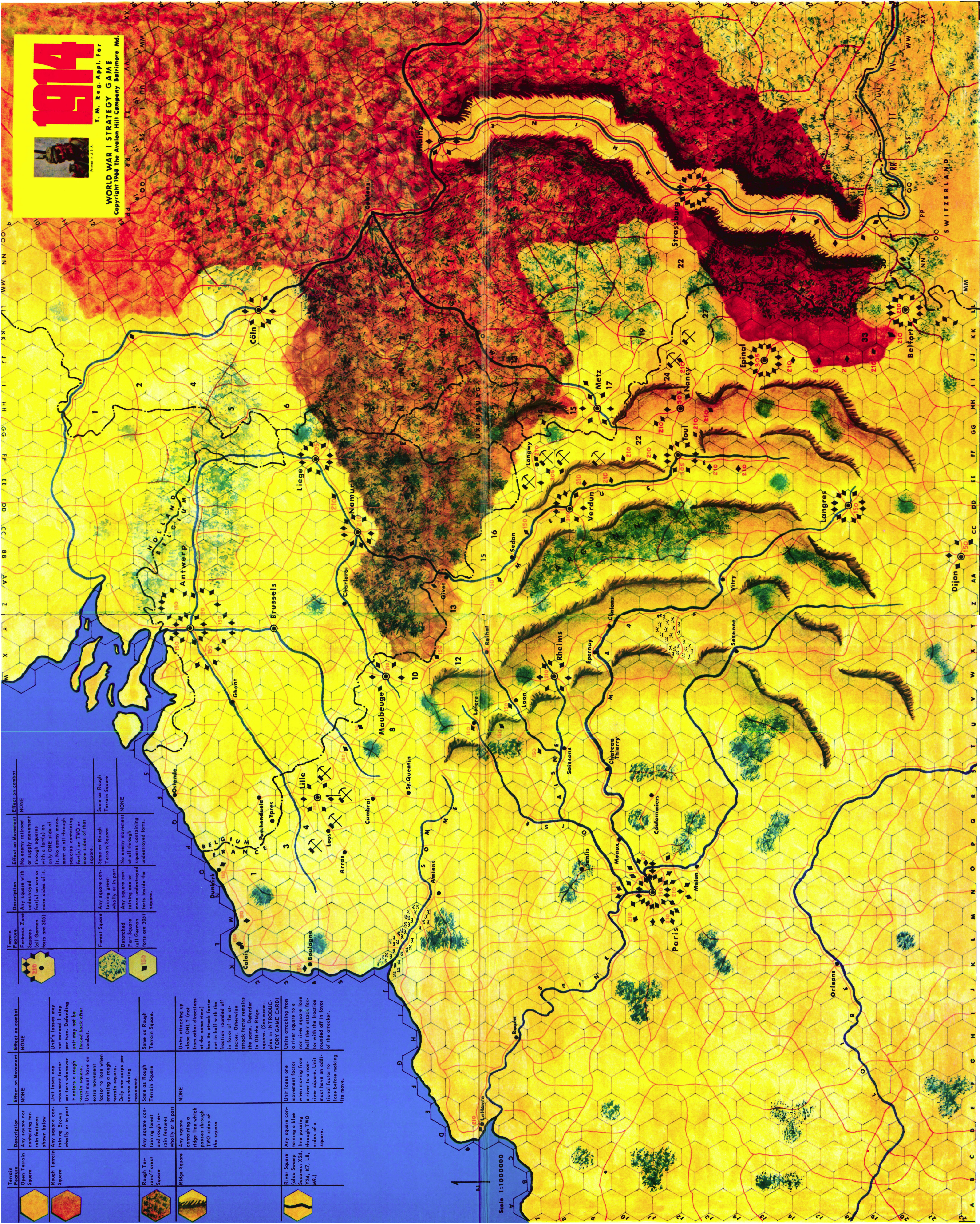
French Move 9—Place one (1)-0-4 in Dijon, may move the same turn.

British Move 12—One British 1-1-3 which may land as the BEF did except for the rail movement bonus.

1914



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WORLD WAR I STRATEGY GAME
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Terrain Feature	Description	Effect on Movement	Effect on Combat
	Any square not containing terrain features shows below	NONE	NONE
	Any square containing Brown terrain features wholly or in part	Unit loses one movement factor per turn whenever it enters a rough terrain square. Unit must have an extra movement factor to lose when entering a rough terrain square. Only one corps per square during movement.	Same as Rough Terrain Square
	Any square containing forest and rough terrain features wholly or in part	Same as Rough Terrain Square	Same as Rough Terrain Square
	Any square containing a ridge line which passes through TWO sides of the square	NONE	Units attacking up slope ONLY (not from other directions at the same time) has its attack factor cut in half with the fraction rounded off in favor of the attacker. Otherwise the attack factor remains the same. Defender is ON the Ridge square. (See examples in INTRODUCTORY GAME CARD)
	Any square containing a blue line passing through TWO sides of a square	Unit loses one movement factor when moving from a river to a non-river square. Unit must have an additional factor to lose before making its move.	Units attacking from a river square to a non-river square lose half their attack factor with the fraction rounded off in favor of the attacker.

Terrain Feature	Description	Effect on Movement	Effect on Combat
	Any square with fort(s) on one or more sides of it.	No enemy movement through squares containing fort(s) on TWO or more sides of their square.	No enemy movement or supply movement through squares containing fort(s) on one or more sides of it. No enemy movement at all through squares containing fort(s) on TWO or more sides of their square.
	Any square containing green terrain features wholly or in part	Same as Rough Terrain Square	Same as Rough Terrain Square
	Any square containing one or more undestroyed fort(s) inside the square.	No enemy movement through squares containing undestroyed fort(s).	NONE

Scale 1:1,000,000