

# 1914 – Fixed

*“1914 – Fixed” represents a total new re-write of Avalon Hill's classic World War I game “1914”. This is not a variant, nor is it a set of patched together “fixes”, but rather these rules can be taken in their entirety as a whole new game. Much of the original flavor was maintained in these new rules, however significant changes have been made to the game system. Some of the more notable changes include:*

- ☐ *German, French & British Infantry Corps now consist of only 3 steps for absorbing losses (instead of 4). In conjunction with this change, replacements provided reflect that the original strength of a fighting unit cannot be re-established simply by the influx of new men.*
- ☐ *A new Combat Results Table has been provided, which hopefully will be more in line with combat actions of this period. The basic combat results system has been maintained.*
- ☐ *A simplified set-up and more logical (historical) provision for British involvement has been provided.*
- ☐ *More realistic fortification rules*
- ☐ *Simplified supply and rail movement rules*
- ☐ *More conventional stacking rules*

*With that, we present “1914 – Fixed”.*

*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 marshals 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 . . .*

## DESCRIPTION OF PLAY

The object of 1914 is to capture enough enemy cities to force the opposing side to sue for peace. For the Germans, this specifically means capturing Paris. The Allies must hold Paris, while at the same time capture enough German cities to convince the Kaiser of the futility of a Western Front Campaign against France. See the “How To Win” section below.

To start the game, set out the starting forces for each side as described in the Set-Up section below. Reinforcements are placed on the Turn Record Card according to their turn of arrival. Reduced strength units are placed on the Unit Counter Charts (UCC). The German player then secretly allocates the starting position of his forces by placing them in the appropriate Starting box on his UCC. The Allied player then places his starting forces on the mapboard, after

which the German player places his units on the mapboard according to their assigned positions from the UCC.

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 a number of complete turns defined by the German's assignment of units to the Eastern Front.

## **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 "hexes".

The effect of most of the more important mapboard features has been shown on the mapboard itself. Note that for these "1914 – Fixed" rules, the terrain features effects on movement and combat are modified, therefore the descriptions on the mapboard are not entirely accurate.

Modifications to the 1914 Standard rules for terrain are as follows:

**RIVER:** all units pay an extra movement point if they cross a river during their movement. Units starting on a river hex and moving "across" do NOT pay the extra movement cost. Units that enter and leave from the same side of a river during movement do not pay the extra cost. Units that cross a river at a hex that contains a city do not pay the extra cost. Units that attack a hex on the same side of the river from which the attacking unit entered the river hex are not assessed the combat penalty of having their attack factors halved.

**ROUGH/FOREST:** units pay an extra 1/2 movement point for each rough/forest hex entered. Strategic movement bonus may not be applied to infantry units to move an extra hex in rough/forest hexes (see Strategic Movement section below). Cavalry units do NOT incur the extra movement point cost when moving through forest hexes, i.e. they move through forest hexes at the normal cost of 1 movement factor.

Other mapboard features are described below.

**RAILROADS** — Thin red lines running from hex to hex. Units use railroad movement to travel extended distances (beyond their basic movement rate).

**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 hexes 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 HEX** - These are not used with these "1914 – Fixed" rules.

**CITIES** — A dot in a hex. Some city dots have circles around them indicating that city is a major city. The name is written nearby. Cities are controlled by the last side to have passed through them. Cities are all assumed controlled by their own home country at the start of the game.

**ECONOMIC HEX** - These hexes, which are indicated by the presence of a crossed hammer and pick symbol, represent territorial objectives for the victory conditions. Economic hexes are controlled/occupied with the same criteria as cities.

**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

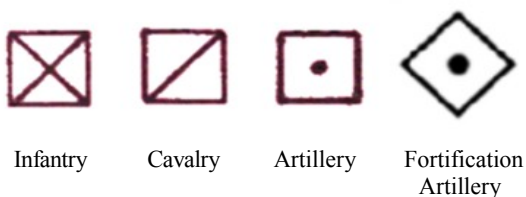
The die-cut hex counters represent the units which took part in the actual campaign. These pieces will hereafter be called "units". The blank units are for making up additional replacement counters should you need them.

**ATTACK FACTOR** — Combat value of unit when attacking. Cavalry units' attack factor are shown with parenthesis around the attack factor to indicate their limited attack abilities. For example; (7)-3-4 (British cavalry division).

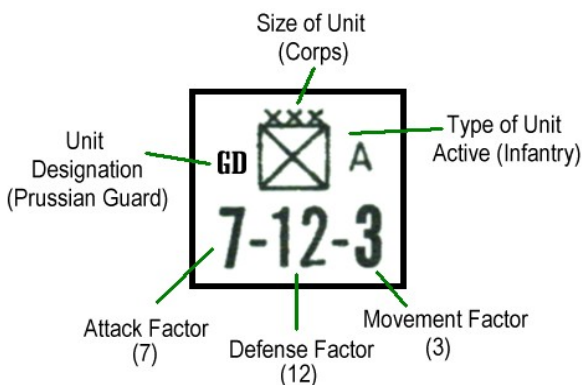
**DEFENSE FACTOR** — Combat value of unit when defending.

**MOVEMENT FACTOR** - Basic distance a unit may move in one turn. A unit does not have to move its maximum factor each turn and may move less or not at all. Each hex moved equals one movement factor (subject to terrain penalties).

### TYPE OF UNIT -



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 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** — Separate and organize the playing units for each sides' forces based on the initial forces (see below), reinforcements, and reduction/replacement units. Place all reinforcement units (for the first 12 turns) on the Turn Record Chart. Place the reduced replacement units on their appropriate box on each sides' Unit Counter Chart.

Reinforcements that arrive after turn 12 are taken from eliminated units (if available).

Initial German Forces:

- 26x 7-12-3 (A Inf Corps)
- 16x 5-8-3 (R Inf Corps)
- 3x 4-4-2 (LW)
- 1x 2-2-2 (LW)
- 4x 1-1-2 (LW)
- 11x (4)-3-4 (Cav Div) \*
- 4x 8-0-2 (210 Art)
- 4x 0-0-2 (305 Art) \*
- 1x 0-0-1 (420 Art)
- 1x 0-0-0 (420 RR Art) \*\*
- 3x 3-4-2 (FR Inf Div) - see Game Turn Record for placement requirements
- 3x 2-4-3 (Inf Div)
- 2x 3-5-3 (IT Inf Corps) \*\*
- 3x 0-0-2 (Eng Bat)

North Army (turn 7 or 2 turns after BEF Arrival, whichever is later)

- 1x 5-8-3
- 1x 4-4-2

\* 305 Art and (4)-3-4 Cav units may need to be deployed with Russian Front units (see Step 4 below)

\*\* optional unit (see Optional Units below)

Initial French Forces:

- 21x 6-10-3 (A Inf Corps)
- 8x 6-9-3 (R Inf Corps) – see Game Turn Record for placement requirements
- 3x 2-4-3
- 2x 1-1-3
- 1x 1-2-4
- 4x 6-0-2
- 10x (2)-1-4 (Cav Div)

Territorial Forces

- 6-6-2 (x4): Paris, Calais, Dijon, Rouen
- 1-1-3 (x1): Le Harve
- 1-1-2 (x1): Langres

Territorial Forces may not move from their starting location until an enemy unit comes within 5 hexes of any of these units, after which all Territorial units are released and may move and operate normally.

North African Army (turn 4 - Dijon)

- 4x 2-4-3
- 1x 1-1-3

#### British Expeditionary Force (BEF)

2x 8-14-3

2x 4-7-3

1x (7)-3-4

1x (2)-1-4

1x 1-2-3

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 hexes from the edge of the board and not on the border hexes. Note that an optional rule allows for a variation in the Belgium starting forces (see below). Place all fortification artillery units in their home country forts as indicated on the mapboard. Each internal fort receives a fortification artillery unit of size/type indicated in the mapboard (caliber of fortification guns). Hexes without an internal fort, but with external forts on at least 2 of their hexsides also receives a fortification artillery unit (of the size/type indicated on the mapboard).

STEP 4 - To start, the German player secretly which "A" and "R" infantry corps will be placed within 3 hexes of Coln, 4 hexes of Metz, 5 hexes of Strasburg, and how many infantry corps will be sent to Russia. Units are placed in their appropriate Initial Placement boxes on the German Unit Counter Chart. The units sent to Russia must adhere to the following restrictions:

- there cannot be more "R" Corps sent than "A" Corps
- If any German infantry corps are deployed to Russia, 1 artillery unit (305) and 1 cavalry division must also be deployed to Russia, if 5 or more infantry corps are sent to Russia, a second 305 artillery unit must also be deployed there as well.

Artillery and cavalry units sent to Russia do not count as units sent to Russia for Victory Point purposes, nor in determining the number of game turns in the game

STEP 5 - The Allied player then places all French units on the mapboard subject to the following restrictions:

- One 6-9-3 must be in each of the fortified hexes of TOUL, BELFORT, EPINAL & VERDUN
- Cavalry units; each cavalry unit must be placed within 2 hexes of an infantry corps
- no units may be placed on German border hexes
- all Allied units are initially placed inverted

STEP 6 - The German player then places his units according to his initial assignments. He may not examine the inverted Allied units during his placement, and he does not have to reveal his initial assignments to the Allied player (until the end of the game). The German player may also place his units inverted, and additionally may use up to 10 blank units. The following restrictions apply to German unit placement:

- no unit may be placed on French, Belgian or Dutch border hexes
- all cavalry units must be within 3 hexes of an infantry corps
- Landwehr, non-Corp infantry, EBs and artillery units may be placed anywhere in Germany at the owner's choice (not subject to initial assignments)
- one 3-4-2 each must be in METZ & STRASSBURG.

For both sides, units may remain inverted until they become adjacent to an enemy unit, or exit their home country. When either of these conditions occurs, the inverted units are turned face-up. Blank units are removed when revealed. Note that

the standard game inverted counter defense/movement symbols have no function in these “1914 – Fixed” rules.

STEP 7 – the German player secretly records the length of the game based on the number of units he has assigned to Russia. This number is kept secret from the Allied player until the start of the final Game Turn. To facilitate this secrecy, the German player should remove his Russian assigned units from sight after his initial deployment. Use of blank counters is vital to maintaining this element of the start of the game (i.e. the Allied player will see “some” units in the Russian deployment box when the German reveals his starting assignments – since these units are inverted, it will be unknown to the Allied player which are real and which are blanks). Blank units are removed once revealed, but may move a maximum of 2 hexes per turn as if they were regular units. Remember though, once they cross a border into enemy territory, they become revealed and removed.

### **Number of Game Turns**

The number of game turns is based on the number of infantry corps the Germans send to Russia at the start of game:

0 :15 game turns	6: 24 game turns
1: 16 game turns	7: 26 game turns
2: 17 game turns	8: 28 game turns
3: 18 game turns	9: 30 game turns
4: 20 game turns	10: 32 game turns
5: 22 game turns	

This number is secretly recorded by the German player at the start of the game and does not have to be revealed until the start of the last game turn.

### **Optional Units**

The Allied player may optionally increase the size of the Belgian Army at the start of the game but must make this announcement prior to the German's completing their secret force deployment selections (during Step 3 above). The Belgian 3-4-2 infantry divisions may be replaced by 6-8-2 infantry corps, however for each division replaced with a corps, the number of turns that the Allies must wait before entering Belgium (after the Germans invade Belgium, if at all) is increased by 1; i.e. if both infantry divisions are replaced by corps, the Allies must wait 7 turns after the Germans occupy Liege or Namur before they can cross the border. Additionally, if the Allies increase the strength of the Belgian divisions, the Germans may include with their initial forces either the 420RR artillery unit OR the two 3-5-3 Italian (IT) corps.

The Allied player may also elect to augment the Belgium Army by up to two additional 6-8-2 infantry corps, in which case the Germans receive both the 420RR artillery unit AND the Italian corps. The penalty against the Allies for these additional Belgium corps is that the BEF activation is delayed by 1 turn for each Belgian corps added. These additional Belgian corps may only be initially placed in Brussels or Ghent.

## **HOW TO PLAY**

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

STEP 1 - (German Reinforcement/Replacement Phase): The German player checks the Time Record Chart 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 Movement Phase): German player now moves all of his units on the board that he chooses to move. No Allied movement is allowed (except zero-defensive strength cavalry retreats).

STEP 3 - (German Combat Phase): All battles the German now wishes to initiate are resolved one at a time.

STEP 4 - (Allied Reinforcement/Replacement Phase): The Allied player now consults the Time Record Chart to see if he is to receive any reinforcements this turn. If so, he brings them into play on the indicated locations. If he has any

units in position to receive replacements he may now add them and make the appropriate unit counter substitutions.

STEP 5 - (Allied Movement Phase): The Allied player now moves all of his units on the board that he wishes to move. No German movement is allowed (except zero-defensive strength cavalry retreats).

STEP 6 - (Allied Combat Phase): All Battles the Allied player now wishes to initiate are resolved one at a time.

STEP 7 - The Allied player then advances a turn marker on the Game Turn Record Chart 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.

Allied units may only enter Belgium if Germany invades Belgium and then only on the turn after either Brussels or Antwerp is occupied by the Germans, OR 5 turns after either Liege or Namur is occupied by the Germans. Note that the number of turns the Allies must wait before crossing the Belgium border may be modified by use of optional Belgium units at the start of the game.

Allied units may enter Belgium the turn after Germany invades any part of Holland. Note that moving along a border hex without crossing a hexside entirely within Holland does not constitute an invasion.

## **BRITISH ARRIVAL/ACTIVATION**

British units are activated the turn after the Germans invade Belgium or Holland. Note that this waiting time for activation may be increased by the use of optional Belgian units.

On the turn following a German invasion of Belgium, Luxembourg or Holland, all BEF units are placed on the game board in a staging area (off the playing area). At the start of each subsequent Allied turn (prior to movement), for the next 3 turns, if there are more than 2 French infantry corps or cavalry divisions within 2 hexes of the Belgium border, or within 4 hexes of either Dunkirk or Lille remove 2 BEF units (Allied player's choice) from the staging area. These removed BEF units may not be brought into play at any time. Later British reinforcements may arrive as scheduled (see Game Turn Record), whether the initial force (BEF) landed any units or not.

The remaining BEF units from the staging area may land on any coastal city in France on the 3rd turn after BEF activation (after any BEF units are removed from the staging area per the previous rule).

Once the BEF units are placed, they may move normally in the turn of placement, however Belgium Neutrality restrictions still apply.

BEF units receive a bonus railroad movement allowance on their turn of arrival; 2 BEF units may move up to 15 hexes by railroad movement over and above the normal Allied rail limits (see Railroad Movement below).

## **VICTORY CONDITIONS ( How to Win)**

The German Player wins by:

- occupying Paris at the end of any game turn
- or
- controlling Metz and Strasburg and by occupying 3 of the following at the end of the game:
  - Belfort

- Epinol
- Toul
- Nancy
- Verdun
- Langres

The Allied Player wins by:

- occupying Metz and Strasburg at the end of any game turn, while also controlling Paris and at least 4 of the following cities:
  - Belfort
  - Epinol
  - Toul
  - Nancy
  - Verdun
  - Langres

If neither side fulfills their victory condition, the winner is declared based on the following victory point assignments:

- each German major city controlled/occupied = 5 pts
- each German Inf Corp sent to Russia at the start of game = 1 pt (German only)
- each French major city controlled/occupied = 2 pts
- each resource center controlled/occupied = 1 pt
- each German interior fortification hex occupied = 1 pt (Allied Player only)
- occupying all Belgian major cities = 4 pts (German only)
- each Belgian major city controlled/occupied = 2 pts (Allied only, n/a if Belgium remains neutral)
- each opposing infantry "A" or "R" Corps totally eliminated = 1 pt

If both sides end up with the exact same number of victory points the game is declared a draw.

"Occupied" means having a supplied infantry or cavalry unit (any size) on the hex in question. "Control" means being the last side to physically occupy the hex (with a supplied infantry or cavalry unit of any size). Cities are all assumed to have been "last occupied" by their own country at the start of the game.

## **MOVEMENT (How to Move Units)**

In any turn you may move all your units on the board.

You may move units in any direction or combination of directions you wish in the same turn.

Unlike chess or checkers you may move all units you chose *to* move before resolving any battles, however all movement must be completed before resolving any battles. Movement as a result of battles is described in the Combat section below (retreats/advance).

You may not move your units into a hex occupied by opposing units with a non-zero defense factor. You may move into a hex occupied by opposing units if all opposing units in that hex have a defense factor of 0 (zero). Opposing cavalry with zero defense may retreat whenever an enemy unit enters their hex. All other zero defense units (e.g. artillery units) are immediately eliminated and may not retreat.

You may move your units onto or over friendly units, subject to the stacking restrictions (see below).

Movement factors are not transferable from one unit to other nor may they be accumulated from one turn to the next.



You are not allowed to move units onto or through hexes that contain the grid coordinate numbers.

All units may always move a minimum of 1 hex in a turn regardless of any terrain restrictions (exception; EBs and RR Artillery may only move by railroad movement – see below).

### **Strategic Movement**

Infantry and cavalry units that are not adjacent to enemy units at the start of their movement and do not move adjacent to enemy units during their movement receive 1 extra movement factor per turn. Units moved by rail automatically get this extra movement factor at the end of their rail movement.

### **Forced March**

All "A" and "R" infantry units may attempt to move one extra hex to move adjacent to enemy units during their movement phase by the use of Forced March (FM). Units attempting a FM must use the extra movement to move adjacent to an enemy unit (hence strategic movement is not allowed). The Force Marching unit(s) is not required to attack the enemy unit to which they moved beside, but they must be capable of attacking that enemy unit.

To perform this move, each unit attempting a FM rolls the die; if the result is a "1" or "2" the FM fails with no ill effects. If the die roll is a 3-6 the unit may move the extra hex, however if the die roll is "6" for an "A" unit or "5" or "6" for an "R" unit, the unit suffers a step reduction upon completion of the FM move.

"R" units that roll a "5" may elect not to move the extra hex and not take the step loss.

Losses from Forced March are reflected by replacing the unit with its next lower step as indicated on the Unit Counter Chart. Units that have only 1 step remaining when they suffer losses due to a Forced March are eliminated.

### **Rail Movement**

Units that begin their movement phase on a friendly rail hex and not adjacent to an enemy unit, may be moved by rail up to the limits specified below. Units may only move along rail lines within their own country and may not move adjacent to any enemy unit during the course of their rail movement. Units using rail movement may not use regular movement in the same turn (however see "Strategic Movement" above).

Rail limits:

- Germans may move up to 3 units by rail per turn, and units using rail movement may be moved up to 25 hexes within Germany and/or Luxembourg
- French/British may move up to 2 units by rail per turn, and units using rail movement may be moved up to 15 hexes within France.
- Belgians may move 1 unit by rail per turn (up to 15 hexes, but only along Belgian rail lines)

More than 1 unit may not use the same rail line (hex) for railroad movement in the same turn. If you have two parallel railroad lines running through the same hex you may double (to two corps) the load carrying capacity of that hex by using both rail lines separately for different units. The Rhine river railroad hexes are an obvious example.

Terrain restrictions and penalties never apply to units moving by railroad movement.

RR artillery may only move along railroad lines by use of railroad movement. RR artillery may move up to ten hexes per turn along any rail line, which does not count against the normal German railroad movement limits. RR artillery may move along enemy rail lines (Belgian, French) provided all such movement is along a connected rail line between an EB unit and a German (or Luxembourg) rail hex. The connected line between the EB and the German/Luxembourg rail hex may be of any length provided no hex along the line is an enemy controlled city or enemy occupied, and no hex along the line may be further from the German/Luxembourg rail hex than the shortest distance between the EB and that German/Luxembourg rail hex. RR artillery may also use railroad movement to move adjacent to an enemy unit, however it must end its movement for that turn upon first moving adjacent to any enemy unit.

German engineering battalions (EBs), likewise may only move along railroads. EBs may move along enemy railroads, and their movement does not count against normal German railroad limits. EBs may not use Forced March, nor may they use Strategic Movement, however they may move adjacent to enemy units. The rate at which EBs may move along railroads is their basic movement factor (2), however when 2 or more EBs are stacked and move together, their movement rate is increased to 3. EBs may switch rail lines within a hex; i.e. they may move off one rail line onto another rail line in their occupied hex, even if the two rail lines are not physically (graphically) connected within that hex.

### **MORE THAN ONE UNIT PER HEX (Stacking)**

You may have no more than 3 units in a hex at the end of your movement turn and at the end of your combat turn subject to the following additional restrictions:

- no more than 2 corps sized units (or equivalent) in a hex
- no more than 1 artillery unit in a hex

Stacking restrictions do not apply during your movement; you may move as many units as you wish through any hex so long as all limits are fulfilled at the end of your movement. There are also no restrictions on how many units may move through any given hex side.

Stacking restrictions apply for the initial set-up.

### **THE CORPS (or it equivalent)**

A corps, "or its equivalent", means the standard corps of the period which contains two divisions or four brigades or a combination of division and brigades. Thus two corps could actually be one infantry division, one cavalry division, one infantry brigade, two heavy artillery brigades and one 305 artillery unit.

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. The exception is German Landwehr units which may be broken down or re-combined at any time, as long as the total strength remains the same before and after any break-down/re-combination.

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.

### **FORTIFICATIONS**

There are two types of fortification hexes in the game, defined by the location of the fort symbol in/on a hex. Internal forts are those whose fort symbol is contained inside a hex's borders. An external fort is one that is displayed on the border of a hex.

Forts only apply their defensive benefits to units of their home country (i.e. the country in which the fort is located). British units may receive the defensive benefits of any fort in France or Belgium. French units only receive defensive benefits from forts in France, likewise German units only receive defensive benefits of German forts and Belgian units from Belgian forts.

Forts by themselves offer no defense; they must be "occupied" and only infantry units may receive the defensive benefits of forts (not cavalry nor artillery). Note that zero-defense strength units may receive defensive benefits of a fort by being attached to an infantry unit (as described in the Combat rules – see below).

An external fort is considered "occupied" if either hex on the border is occupied by defending infantry units.

Forts are permanent fixtures; they are never destroyed.

External forts (border forts), reduce the attack strength of any attack coming across that border by 1 attack factors per fort symbol (e.g. a border with 3 fort symbols would reduce the attack strength across that hex border/side by 3). This reduction is applied after any halving of attack strength due to terrain. Attack factor reductions across a fortified hex side due to the external forts may never reduce the total attack strength across that hexside to less than 1.

Internal forts increase the defensive strength of all infantry units occupying that hex by +1 (per internal fort symbol).

Note that fort defensive benefits may be increased by fortification artillery (see below).

Units defending on an internal fort are never required to retreat to avoid absorbing an extra step loss. Similarly, units defending against attacks exclusively across border fort hex sides are also not required to retreat to avoid the extra step loss. If the defending hex is attacked by at least 1 attack factor from a non-fort border, then the defending units would be required to retreat to avoid taking the extra step loss.

Defensive benefits of internal and external forts may be combined.

A unit occupying an internal fort in their home country is always considered to be in supply; maximum one corps size unit (or equivalent) per internal fort symbol.

### **Fortification Artillery**

Fortification artillery units are placed at the start of the game in their designated locations. Once placed they may never be moved. Fortification artillery do not count against normal stacking limitations; including the prohibition against more than 1 artillery unit in a hex. Fortification artillery units alone do not prevent enemy units from entering their hex. If an enemy unit moves into a hex occupied by fortification artillery, that fortification artillery unit is immediately destroyed (removed from play). (which immediately destroys the fortification artillery unit). Fortification artillery units are treated as zero-strength units for all intents and purposes.

Fortification artillery units increase the defensive strength of forts by their printed defense factor. This defensive bonus only applies to internal forts in the same hex with the fortification artillery and to external forts on the fortification artillery's hex side border. Fortification artillery's defensive bonus is applied to all internal forts in their hex, and all external forts on their hex's borders. For example, a 305 fortification artillery unit (0-4-0) increases the defense factor of an internal fort from 1 to 5, and the attack reduction across external forts from 1 to 5 (per fort symbol).

Fortification artillery units defense factor is never added directly in with other defending units. However, for internal forts, it's bonus effectively does get applied to each defending infantry unit.

Fortification artillery units may never retreat; if all other defending units in their hex retreat due to combat, the fortification artillery unit is destroyed. Fortification artillery units are also destroyed if the attacker is able to advance into their hex as a result of combat.

Fortification artillery's defensive bonus is neutralized by an enemy infantry attack that is supported by attacking artillery of a higher caliber than the defending fortification artillery.

If the supported infantry attack results in a defending unit taking a step loss, and the supporting artillery is of a higher caliber than the fortification artillery, then the fortification artillery is destroyed. The fortification artillery is not destroyed if the defending unit takes only 1 step loss in lieu of retreating (i.e. a "0" defender CRT result).

Note that if the attacker is launching multiple attacks against a hex defended by fortification artillery, only the attack that is supported by artillery may be used to neutralize the fortification artillery.

French AL artillery units are ineffective against neutralizing German fortification artillery.

## **SUPPLY**

To maintain its strength a unit must be able to trace a supply route to a supply source. Supply lines are determined at the end of a player's segment of a game turn. Any unit unable to trace a supply line is immediately reduced in strength by one step.

To trace a supply line, a unit must be able to trace a clear path of up to 3 hexes in length either to a supply source, or to a supply link.

A supply link can be:

- a) any friendly unit in supply
- b) a railroad hex in the unit's home country (France for British units) from which a path of connected rail hexes can be traced to a supply source
- c) for the Germans, an EB unit which can trace a clear line of railroad hexes (friendly or enemy) back to a German supply source.

German supply sources are:

- a) any major city in Germany
- b) the east edge of the mapboard

Allied supply sources are:

- a) Paris
- b) Dijon
- c) any port city in France (i.e. Le Harve, Boulogne, Calais, Dunkirk)

Belgian supply sources are:

- a) Antwerp
- b) Brussels

All supply lines (over land and by rail), either to a supply link or to a supply source, must be free of enemy occupied hexes and may not be traced through neutral territories. A supply line may also not be traced through an enemy controlled city.

Interior (detached) forts may provide supply to one Corp size unit (or smaller) occupying the fort hex per turn. This supply is provided regardless of the unit's ability to trace a normal supply line. Exterior forts do NOT provide supply.

British units depend on the French for supply; i.e. British units trace supply as if they were French units.

Dutch units have supplies as long as they stay within Holland, and none outside Holland.

## **REPLACEMENTS**

France and Germany receives 6 replacement factors (RF) per turn, starting on turn 3, however see German reductions below.

- if the German sends 3-6 units to Russia at the start of game: replacement rate = 5 per turn
- if the German sends 7-10 units to Russia at the start of game: replacement rate = 4 per turn

Even though the exact number of German units sent to Russia is kept secret from the Allied player, starting on turn 3, the German player must announce his replacement rate, thus revealing an estimate of the number of units sent to Russia.

Britain receives 2 replacement factors per turn, starting on the turn after their arrival (which occurs 3 turns after their activation – see BEF Rules above).

Replacement factors may only be used to replace infantry units at a rate of 1 Replacement Factor per step for "R" corps, and non-corps infantry, and 2 RFs per step for all "A" corps.

Replacement Factors may only be used for infantry units of the nationality of the Replacement Factors, i.e. you may not use British RFs to replace French units, etc.

Each infantry unit may receive RFs to increase their strength by only one step per turn.

Replacement factors may not be accumulated from turn to turn.

If Britain joins the Allies, the French replacement rate increases to 8 RFs per turn, starting on the turn after BEF activation, but decreases by 1 RF for every 2 French cities occupied by German units at the start of the Allied turn. This RF rate may fluctuate from turn to turn, but can never be less than 4 RFs per turn for the French. The French RF reduction is not imposed if Britain does not join the Allies.

To receive a RF, the infantry unit must be in supply and not adjacent to an enemy unit at the start of their turn. The unit may move and operate normally in the same turn that it receives a RF.

Belgians and Dutch units may not receive RFs.

Italian units (German "IT" units) are treated as German units for replacement purposes.

Allowable replacements and their cost is indicated on the Unit Counter Chart (UCC). Units not indicated on the Unit Counter Chart as eligible to have RFs may not receive RFs to increase their strength. Once any unit has been totally eliminated, it may not be revised (brought back into play) by use of RFs. For example, Landwehr units may not receive RFs; the double arrows on the LW track only indicate that Landwehr may recombine factors into consolidated units of equal total strength of the smaller combining units (or vice versa).

Note that unlike the 1914 standard game, these "Fixed" rules provide for only 3 steps per "A" or "R" infantry corps (not 4). An infantry corps may never be replaced back to its original strength. Step losses are indicated on the UCC by the directional arrows between unit boxes. For example, A German "A" corps is originally at strength 7-12-3, but upon suffering its first step loss is reduced to a 4-9-3. If that unit receives 2 RFs (since it is an "A" corps) it may increase its strength to a 5-10-3, but will never get back to its original strength. Belgian corps and French Territorial units still have a total of 4 steps to their strength, however these units may not receive RFs.

## **REINFORCEMENTS**

Units which come into play after the initial deployment are indicated on the Game Turn Record Chart.

Reinforcements are placed on the mapboard in their indicated starting location at the beginning of a player's turn and may move and function normally on their turn of arrival.

Note that some reinforcement arrivals are dependent on game conditions; see Game Turn Record Chart for details.

## **COMBAT**

GENERAL EXPLANATION - Each unit controls only that hex which it occupies. When it moves next to an enemy occupied hex, it may chose to attack that hex.

The attacker has the choice of resolving battles in any order he wishes. The attacker may attack a hex with any or all units adjacent to that hex. He is not required to use all available units to attack an adjacent hex, however any one defending unit may only be attacked once per turn.

When attacking, one simply compares the attacking units' ATTACK FACTOR with the defending units' DEFENSE FACTOR and then refers to the Combat Results Table. Reduce the compared attack to defense ratio to one of the odds column shown on the CRT; always round down in favor of the defender.

The new CRT is divided into 4 categories depending on the classification of the defending unit. Categories are listed in the left most column

The attacker rolls the die and consults the Combat Results Table (CRT) for the results under the appropriate defender's "type" section of the Combat Results Table (according to the predominant defending unit).

When multiple units are attacked in a single attack, the CRT section used is determined by the predominant strength unit in the defending stack (i.e. the defending unit with the highest defense strength). If there is a tie, use the higher classification.

Attacks at odds less than 1:4 are not allowed.

Belgian corps size infantry is considered “R” strength for CRT category purposes.

Combat result losses are applied to only one unit, regardless of how many defending units are attacked, however where the defender chooses to stand and take an extra step loss, the extra step loss may be taken by a second defending unit (provided that unit was included in the battle).

Combat Results Explanation:

-/-: no effect to either the attacker or defender

1/-: attacker loses one step from one attacking unit

1/0: attacker loses one step, defender must either retreat or take a step loss to stand,

1/1: attacker loses one step, defender loses 1 step and retreats or loses 2 steps

-/0: defender retreats or takes a step loss

-/1: defender takes a step loss and retreats, or takes 2 step losses

You may attack with any or all units in a hex, however you may not split the attack factor of any one unit into different attacks.

When more than one unit is in a defending hex, the attacker must attack the top unit in the defending stack before (or at the same time) attacking units beneath the top unit. Similarly, the attacker must attack the second unit in the defending stack before he attacks the bottom unit. The attacker may elect to attack all units in a hex or attack them individually with separate attacks. In no case may any attacking unit or one defending unit be involved in more than 1 battle per player turn.

When attacking multiple units in a hex, all the defense factors are combined.

An attacking unit may only attack 1 specific enemy hex; it may not attack 2 (or more) enemy occupied hexes. Different units on the same hex may attack into different enemy held hexes as separate attacks.

Defending units with 0 defense factors are considered attached to the defending unit directly on top of them in a stack. Therefore, 0 defense units cannot be attacked separately if a non-zero defense unit is stacked on top of it.

If a defending hex is vacated as a result of the last defending unit retreating or being eliminated without the option to retreat, any and all attacking units against that hex may advance into the vacated hex (subject to normal stacking restrictions). This includes attacking units from a separate attack against that hex.

If a defending hex is vacated because the last defending unit elected to stand and take an additional step loss instead of retreating, only supporting cavalry units may advance into the vacated defending hex (i.e. cavalry that supported the final infantry attack against that hex).

If a retreating unit is forced into a hex already fully stacked, the original retreating unit must retreat an extra hex into a non-fully stacked hex. Such a retreat may only be performed if there are no other eligible hexes in which to retreat. If there is no second hex available to retreat without violating the stacking limits, then the original unit must stand in its original hex and take the extra step loss (or be eliminated in the case of retreating zero-strength cavalry). Over-stacking as a result of a retreat is not allowed.

## **Unit Losses**

Attacker losses are always taken prior to defender losses (retreats).

If the defender has to take a loss, he may elect to move back (retreat) one hex or remain where he is and take an additional step loss. Note: see terrain and fort rules for clarification on units not being required to take the extra step loss to stand and not retreat.

Only defending units actually involved in a battle are affected by the results of that battle; other friendly units in the same attacked hex are not affected by the combat results against another friendly unit in their same hex (exception; 0-strength units attached to another defending unit are affected by the combat results of the unit to which they are attached).

If the regular combat unit to which a zero strength unit is attached retreats or is eliminated due to standing and taking double losses, the attached unit retreats. If the regular combat unit to which a zero strength unit is attached is eliminated because it was already at its lowest step level, the attached unit is eliminated as well.

Losses, if any, are reflected by replacing depleted units with similar unit counters of lesser strength as indicated on each sides' Unit Counter Chart.

"R" and "A" infantry corps are made up of 3 steps (not 4 per the standard game). See the Unit Counter Chart for details on unit step reductions for all types of units. The first step loss for a full sized "R" or "A" sized unit reduces the unit from its initial full strength down to its half strength step; e.g. a 7-12-3 gets reduced down to a 4-9-3, a 6-10-3 gets reduced down to a 3-7-3. "A" and "R" infantry units may never receive replacements back to their original strength. Such units may receive replacements back to their step 2 strength (i.e. a 7-12-3 reduced to a 4-9-3 may be replaced back to a maximum of 5-10-3, a 6-10-3 that was reduced to a 3-7-3 may be replaced back to a 4-8-3).

"R" and "A" units replaced back to their "2nd level" are considered to be a full strength for all intents and purposes (e.g. CRT defending unit classification).

Landwehr unit step losses are reflected by a one-for-one reduction in the units strength; i.e. 1 step loss reduces a 4-4-2 down to two 2-2-2s and a 1-2-2.

Territorial units are reduced according to their Unit Counter displays (i.e. up to 4 step losses per unit).

Cavalry units may use as many step reductions as indicated on their unit display card, however cavalry units never receive replacements.

Belgium units have their standard allotment of step reductions per unit (4 steps), but receive no replacements.

## **Terrain**

The attack/defense factor of a unit may be altered by terrain as follows:

- river hexes; attacking units on river hexes against defending unit(s) that are not on a connected river hex, have their attack factors halved (round up). If any attack from a river hex is against a defending hex on the same side of the river from which the attackers entered the river hex, then the attack factors are not reduced.
- rough; units defending in rough terrain are not required to retreat to avoid taking an extra step loss. Units attacking from rough terrain into either rough or forest terrain have their attack factors halved.
- forest; units defending in forest terrain are not required to retreat to avoid taking an extra step loss.
- ridges; units attacking "up" a ridge against defending units on a ridge hex have their attack factors halved.

## **Cavalry**

Cavalry units may not attack opposing infantry by themselves, however they may be used in conjunction with other friendly infantry against opposing infantry units. When cavalry supports infantry from the same hex, the cavalry unit's attack strength is one half of the attack strength of the infantry unit they are supporting, up to a maximum of the printed cavalry attack strength. When supporting infantry from a separate hex the cavalry's attack strength is the lesser of the cavalry's attack factor or "1" (i.e. zero attack strength cavalry may support infantry from a separate hex, however their attack contribution is zero).

When cavalry supports an infantry attack, any attacker losses from the CRT are applied to both the attacking infantry unit AND the supporting cavalry unit.

Cavalry units attacking solely other cavalry units use their printed attack strength.

Cavalry units that are attacked exclusively by infantry (with or without artillery support) may elect to retreat before combat instead of allowing the attacker to roll the die for CRT results. When such a retreat is performed the cavalry unit must move back 2 hexes and if the retreat vacates their hex, the attacking infantry may move into that vacated hex.

Zero defense strength cavalry is automatically eliminated if attacked, however it may retreat (2 hexes) before any "infantry only" attack against it (per the previous rule). Additionally, any non-zero attack strength enemy unit may enter a hex occupied solely by zero defense strength cavalry and force it to retreat 1 hex (it is not automatically eliminated by moving enemy units). If the zero defense strength cavalry unit is unable to retreat without causing an over-stacked hex situation, it may not retreat and is eliminated instead.

A cavalry unit that retreats 2 hexes to avoid combat may retreat through fully stacked friendly hexes, however it may not end its retreat in an over-stacked hex. If unable to retreat 2 hexes without ending in an over-stacked hex, the cavalry unit may not retreat.

## **Artillery**

These artillery rules apply only to field artillery units, not to fortification artillery units.

Artillery may only support infantry attacks; they may never attack by themselves. To support an infantry attack, the artillery must be stacked in the same hex as the attacking infantry, and they must both be involved in the same attack.

Only 1 artillery unit may support an attack against a single defending hex per turn; even if defending units are attacked separately.

Different artillery units may not be used to support attacks against adjacent defending hexes in the same turn.

Artillery units are automatically eliminated if attacked while alone in a hex.

Artillery units alone in a hex do not prevent enemy units from moving through their hex; should such an event occur, the artillery unit is eliminated without any combat taking place (i.e. the moving units may attack some other unit in their combat phase).