

1914 - Optional Rules

The following rules are intended to make the Avalon Hill game "1914" more playable and up to date with customary wargame mechanics. It is the intention of these rules to maintain as much of the flavor and feel of the original game as possible. All standard (Basic and/or Advanced) rules should be considered in full effect except where specifically noted in these optional rule.

Movement

The cost to enter Rough, Forrest, or Rough-Forrest squares is 1 1/4 Movement Factors. This cost is paid for each Rough, Forrest, or Rough-Forrest square entered. The additional cost to exit a river square (i.e. + 1 M.F.) is not assessed if the unit exits the river from a city square. All units with a Movement Factor of at least 1 may always move at least 1 square, regardless of the overall cost. The only restriction that applies is the movement stacking limit across the side of a square. When using the Inverted Counters rule: units that do not have sufficient M.F.s to enter a square, but move there under the provisions of this rule may not change direction in that destination square.

When using the Inverted Counters rule: The cost to change directions within a square is 1/4 of a Movement Factor. This cost is incurred for each square in which the unit turns and covers the cost of turning from 1 to 3 sides within that square.

Combat

Use the new Combat Results Table and Artillery Table (Fortress Assault), see below. These tables are more delineated for the defender's strength and are easier to analyze. All standard combat procedures still apply.

Cavalry - for use with Face-Up Counters Only

Opponents may not examine the contents of each others stacks aside from the top unit in the stack, unless probed by a Cavalry unit. Each Cavalry unit may probe one enemy square (stack), at the conclusion of a player's movement (before combat). If the probed stack contains enemy Cavalry then a Cavalry battle occurs immediately between the probing attacker and up to 1 corps of defending Cavalry (unless the defenders chooses to retreat before combat - in which case only the Cavalry unit retreats, there is no Cavalry battle, and the defending units in that square may be examined). A Cavalry battle is treated as a normal combat situation with the attacking Cavalry using its probe attack strength. This combat does not prevent other units from attacking that square after the Cavalry action has completed, nor does it necessarily exclude that same Cavalry unit from defending the square a second time in the same turn. The results of the Cavalry battle apply only to the Cavalry units involved; only the defending Cavalry unit may retreat. If the defender has retreated or been eliminated from the probed square as a result of the Cavalry action then the rest of the defending units in the stack may be examined. All probe attacks must be completed before any regular attacks are resolved. Cavalry units may also attack isolated Cavalry units (no other defenders in the square).

If units retreat as a result of combat (not "before" combat) and if those retreating units include Cavalry units, then the attacker may only advance into the vacated square with 1 corps of Infantry, and any number of Cavalry units.

Mobilization - Setup

Use the new German Mobilization Chart and Alternate Set Up Procedure (listed on chart) for setting the game up. The Germans actually began their invasion of Belgium earlier than the game start date of August 14th. To compensate for this, allow the Germans to set up on German/Belgium or German/Luxembourg border squares.

Relieving the Line - use in place of the existing Advanced Game rule

If a unit begins its turn in a square adjacent to more than 1 enemy occupied square and exits that square, it may move no more than 1 square during that turn. If the exit square is occupied by friendly Infantry unit(s) of at least equal size to the moving unit, and those units do not move, then this restriction does not apply.

All Around Defense - for use with Inverted Counters rule only

If a square is attacked in such a way that no single defending corps can be selected that would not be forced to

defend through both its front (trench) and rear (arrow) sides, (i.e. the square is surrounded) and if the square is occupied by at least 2 corps, which if combined would cover all sides of the attack with their trench sides, then the defender may elect to split the attack against that square into 2 separate attacks. The defender selects 2 different corps to defend the square with each defending corps covering its sides of the square (based on its trench sides). Attacks are made against the unit whose trench side covers the side of the square through which the attack is being made. Where defender's trench sides overlap a side, the attacker may chose which defender he will attack.

Retreat Before Combat - use in place of existing Advanced Game rule

Infantry units may not automatically retreat before combat, they must roll a die. If the die roll result is less than or equal to the number of enemy occupied squares adjacent to the unit trying to retreat, then that unit may not retreat before combat and must defend with its attack factor. Each stack may only make one attempt to retreat before combat per turn.

Forced March

Infantry and Cavalry units with at least 2 steps remaining may attempt to Force March (move 1 extra square, or change direction) at the completion of their regular movement. The owner must declare the Forced March attempt immediately after the unit's regular movement, before moving another unit. Each unit has its Forced March resolved individually; roll the die and add the number of squares the unit entered during regular movement to the die roll. Cross index this number on the Forced March Table to determine the result. A Forced March may not be canceled once rolled for; losses must be rolled for if so indicated by the Forced March Table. Units using RR movement may not Force March. Stacking restrictions apply in both squares.

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FORCED MARCH TABLE

Number of Squares entered during regular Movement + Forced March die roll *		LOSSES	
-	result	Forced March die roll + second die roll	result
0-4	Unit may move to any adjacent square. Free change of direction in both squares. Roll for losses if unit enters a ROUGH, FORREST, or ROUGH-FORREST square, or exits a RIVER square (unless to a connected river, or from a city), or exits a SWAMP square.	2 - 4	lose 1 step
5,6	Forced March Failed - unit may move no further in this turn.	5 - 9	-
7-9	Unit may enter any adjacent square, but may only change direction in 1 square. Roll for losses.	10 - 12	lose 1 step
* for Cavalry; subtract 1 from Force March Die roll on Forced March Table			

COMBAT RESULTS TABLE

Defender	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	Attacker Losses
Strength	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	< 1:1 > 1:1
13 - 14+	-	2	2-3	2-4	2-4	2-4	2-4	2-4	1-2 1-2 1-3
11 - 12	-	2	2-3	2-4	2-4	2-4	2-5	2-5	1-2 1-2 1-3
9 - 10	-	2	2-3	2-4	2-5	2-5	2-5	2-6	1-2 1-2 1-4
7 - 8	-	-	2-3	2-4	2-6	2-6	2-6	2-6	1-3 1-3 1-4
5 - 6	-	-	2	2-4	2-5	2-6	2-6	2-6	1-4 1-4 1-5
3 - 4	-	-	2	2-4	2-4	2-5	2-6	2-6	1-3 1-3 1-4
1 - 2	-	-	-	2-3	2-3	2-5	2-6	2-6	1-2 1-2 1-2

Numbers under Battle Odds columns are die roll results needed to cause defender to suffer a 1 step loss (based on defender's strength - found in left most column). Numbers under Attacker Losses columns are the die roll results (use same die roll as defender losses) required to cause attacker to suffer a 1 step loss.

ARTILLERY TABLE

ATT	DEF	D
420	any	1-6
305	305	1-5
	210	1-6
	150	1-6
210	305	1
	210	1-4
	150	1-6
150	210	1
	150	1-3

D= die roll needed to destroy fort

TERRAIN EFFECTS CHART

Terrain	MOVEMENT FACTOR COST	ADDITIONAL COMBAT EFFECTS
OPEN	1 M.F. to enter	-
ROUGH		when defender is on this terrain its maximum loss = 1 step; does not have to take double losses if it doesn't retreat.
FORREST	1 1/4 M.F. to enter	
RIVER	+ 1 M.F. to exit, unless moving along river to another river square, or unless square is also a city square.	attacker's strength is halved if defender is on a non-river square
SWAMP	+ 1 Movement Factor to exit	same as river
RIDGE	1 M.F. to enter	attacker's strength is halved if attacking "up" the ridge
RAILROAD	GERMAN: Range = 25, limit 3 Corps/turn, (cost = double on converted RR) ALLIED: Range = 15, limit 2 Corps/turn (Br & Fr), 1 Corps/turn (Bel)	
TURNING	+ 1/4 M.F. per square in which unit changes direction by 1 to 3 sides	
FORT SIDE	No enemy RR/Supply Movement through a sqr. with forts on 1 side of the square (may be into sqr.) No enemy Movement of any kind through a square with forts on 2 or more sides (may be into sqr.)	see FORT ASSAULT rules Each fort has a def. strength = 14 Def. units in forts are not required to take double losses if they do not retreat.
DETACHED FORT	No enemy Movement of any kind through a square with a detached fort (may be into the square)	

City and Economic Squares have no additional terrain effects (use other terrain in square)
Squares that are combination Forrest and Rough have no additional terrain effects
(same as Forrest or Rough Square)