1914 — Nach Paris

A GAME BY BERTRAND MUNIER

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WORDING COLORS :

In the Game Rules, you will find:

- in bold blue font, rules and chapters references,
- in bold orange font, optional rules and chapters,
- in black italic font, *Belgian, French, British and German names and abbreviations*,
- Errata and clarifications are styled this way.

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[1] INTRODUCTION

[1.1] General Information

[1.1.1] **1914 - Nach Paris** offers small to medium sized scenarios to play only a specific part of the campaign as well as the option to play the great campaign scenario *"En rase campagne"* to simulate the first six weeks of World War I in the West. The belligerents need to obtain a decisive victory, or face the slow descent into trench warfare.

[1.1.2] **1914 - Nach Paris** is very solitaire-friendly. It can also be played with two players, one for the German (GER) side, the other for the Allied side (French (FRE), Belgian (BEL), and British), or with more than two players, splitting Allied nationalities and German armies. The different scenarios will easily show you which possibilities exist.

[1.1.3] The game scale is one game turn for two days of real time, and one hex is 10 km (6 mi) from side to side.

[1.1.4] Only full hexes or noted partial hexes are playable.

[1.1.5] Whatever scenario chosen, all units and possibly fortifications are placed on the associated setup display. Units will be moved onto the map as the game progresses. The Scenario-Specific Rules and victory conditions can be found in the scenario book.

[1.1.6] All rules have specific numbers; this one is Rule [1.1.6], within Topic [1], within Chapter [1.1].

[1.1.7] Scenario-Specific Rules (SSRs), pertaining to each scenario, take precedence over the Game Rules.

[1.1.8] Because of the highly detailed portrayal of each unit's individual characteristics and capabilities, you may wish to use a calculator to play the game.

[1.1.9] A full list of Abbreviations can be found at the end of the rules.

[2] UNIT COUNTERS

[2.1] The Belligerents

[2.1.1] The nationality of a counter is shown by its national flag and the main colors based on their real-life uniforms. More often than not, French and Belgian unit counters will be shown in two-tone colors (jacket & trousers): Dark blue and red for the French, dark blue and gray for the Belgians. Germans will be in *Feldgrau* and British in khaki (as you probably guessed). There will be some exceptions, however: French HQs are black and red (higher-level French officers had black jackets), Austrian heavy artillery in light blue, and the French light infantry Moroccan brigade in light brown khaki.

Allied unit counters

German unit counters

[2.2] Unit Type

[2.2.1] The different types of units are mostly shown as NATO unit symbols:

Symbol	Description
⊠ ⊠ ⊠	Infantry Unit (INF)
••	Ad-hoc unit with several machine gun companies, considered to be the same as INF Units
⊘ ⊘ ⊘	Cavalry Unit (CAV)
⊠	French unit mixing artillery *"groupes d'artillerie issus de Paris"* and cavalry squadrons, considered to be a CAV Unit
•	French Heavy Artillery Unit (HAR)
(1) ↥ (2) ↥ (3) ↧ (4) ⊛	German Heavy Artillery Unit (HAR) using 1914 German military map symbols (1) 10 cm Gun, *10-cm K. 04* (2) 13 cm Gun, *13-cm K.* (3) 15 cm Howitzers, *15-cm s.F.H.02* (4) 21 cm Mortars, *21-cm MrsL/12*
⊓	German Pioneer Unit (PIO). These units are treated as INF units with some specific rules. Note: PIOs are not ENG units
⊛	Railroad Engineer Unit (ENG) able to repair or disable transport capacities
(1) ⬟ (2) ★ (3) ★ (4) QG (5) ⊠ (6) ▨ (7) ▨	Headquarters Unit (HQ) using national 1914 military map symbols. (1), (2) and (3) French HQs, (4) Belgian HQ, (5) British HQ, (6) and (7) German HQs

[2.2.2] German Siege Artillery Units (SAR) are depicted by gun/howitzer/mortar icons. The Allies do not have any SAR.

Symbol	Description
⊿	Gun or Howitzer: *42-cm Kurze Marine Kanonen M-Gerät, 30.5-cm Haubitze, 28-cm Haubitze L/12 i.R*
⊏⊐	Short Naval Gun: *42-cm Kurze Marine Kanonen M-Gamma*
⊿	Heavy Mortar: *30.5-cm Schwere Küstenmörser*
⊿	Semi-mobile Metz Fortress Artillery Gun: *15-cm Kanone in Schirmlafette*
⊿	Austrian Howitzer: *30.5-cm Mörser M11*

[2.2.3] Additional information—some other military map symbols are used as follows:

Symbol	Description
▿▿▿	Four small wheels for Artillery units (ART) moving only by Railroad (RR)
▿▿	Two small wheels for Motorized units
⊠ ⊠	Triangle for Mountain Infantry units (MIN)
⊠	Anchor for ground units coming from the Navy
•	Grey line within unit type symbol for Fortifications-Related Units

[2.2.4] The color of the stripe on top of most German counters distinguishes the different armies. The Belgian, French, and British armies have no such coloring.

[2.2.5] In August 1914, to reinforce German Heavy Artillery, two battalions of Siege Artillery, ÖFAB.2 & ÖFAB.8, with a total of eight Austrian howitzers (*Mörser M11 30.5cm*) were sent to the Western Front. These two Austrian units are also considered to be part of the German SAR [2.2.2].

[2.3] Unit Size

[2.3.1] To show the different size of unit counters, NATO size military map symbols are used.

XX	X	III	II
Division	Brigade	Regiment	Battalion

[2.4] Unit steps, Step Losses & Attrition Level

[2.4.1] A unit's number of steps is indicated by the number of black dots in the upper-right-hand corner. At mobilization, units are at full strength, with only black dots shown on the counter. If there is no dot on the counter, the unit has one step.

[2.4.2] The number of red dots on the upper-right-hand corner indicates the number of step losses, i.e. the increase of the Attrition Level of the unit. Units can lose steps as a result of artillery bombardment [8.3.3] or combat [9] or Assault ABF *vs.* Fortifications [11.5].

[2.4.3] At full strength, INF units can have up to five steps:

Full Strength	Force represented	Ctr.	Unit depiction Front side | Back side
One Step (no dot)	Less than 6,300 soldiers. INF regiment or ad-hoc unit with several battalions. Represented by a one-sided counter.	1st	<image>
Two Steps ••	6,300 to 10,500 soldiers. INF brigade or ad-hoc unit with several regiments or battalions. Rep. by a two-sided counter.	1st	<image>
Three Steps •••	10,501 to 14,700 soldiers. Reduced INF division or three INF regiments. Represented by a two-sided (1) and a one-sided counter (2).	1st / 2nd	<image>
Four Steps ::	14,701 to 18,900 soldiers. Nearly all INF divisions in the game. Represented by two different counters, both two-sided (1-2).	1st / 2nd	<image>
Five Steps •••	18,901 to 23,100 soldiers. INF division with five regiments or with four regiments and several independent battalions. Represented by two two-sided counters (1-2) and a one-sided counter (3).	1st / 2nd / 3rd	<image>

[2.4.4] At full strength, CAV units can have up to three steps:

Full Strength	Force represented	Ctr.	Unit depiction Front side | Back side
One Step (no dot)	Less than 4,000 soldiers. Brigade or small CAV division. Represented by a one-sided counter.	1st	<image>
Two Steps ••	4,000 to 6,700 soldiers. Nearly all CAV divisions in the game. Rep. by a two-sided counter.	1st	<image>
Three Steps •••	6,701 to 10,500 soldiers. CAV division with several independent battalions Represented by a two-sided (1) and a one-sided counter (2)	1st / 2nd	<image>

[2.4.5] All other unit counters have only one step, be they HAR (with about thirty guns each), PIO [2.2.1], ENG, HQ, or SAR [2.2.2], and accordingly are only depicted by one counter each, although it could be a two-sided counter as for SAR [7.9] & [12.5].

[2.4.6] The table below gives a unit's current Attrition Level according to the number of step losses it has suffered.

Full strength	Attrition level • (1st step loss)	Attrition level •• (2nd step loss)	Attrition level •• (3rd step loss)	Attrition level :: (4th step loss)	5th step loss
	First Counter	Second Counter		Third Counter	
(no dot) 1 One step	✖				
Front	Remove				
•• 1 Two steps	•• 1 One step	✖			
Front	Back	Remove			
••• 1 Three steps	••• 1 Two steps	••• 2 One step	✖		
Front	Back	Front	Remove		
:: 1 Four steps	:: 1 Three steps	:: 2 Two steps	:: 2 One step	✖	
Front	Back	Front	Back	Remove	
••• 1 Five steps	••• 1 Four steps	••• 2 Three steps	••• 2 Two steps	••• 3 One step	✖
Front	Back	Front	Back	Front	Remove

If a unit loses all its steps [2.4.1], it is destroyed and removed from play.

EXAMPLE 1: UNIT STEPS

The French 1ere DI at full strength with 4 steps [2.4.3] suffers 1 step loss. It becomes a unit at Attrition Level ● with 3 steps.
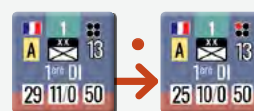
The German 5.KD, at full strength with 3 steps [2.4.4] suffers 2 step losses. It becomes a unit at Attrition Level ●● with one step.
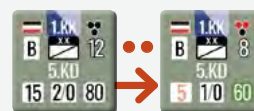
[2.4.7] Henceforth, "Total Steps" will mean the sum of the number of remaining steps of the units involved.

EXAMPLE 2: TOTAL STEPS

If these two French units are in the same hex:
- 1ere DI with 3 steps
- 71e DR with 4 steps.
Then in this hex, there is a total of 7 steps (3+4).
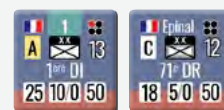
[2.5] Unit Explanations

[2.5.1] Infantry (INF) or Cavalry (CAV) Units

Unit Size•
A brigade [2.3.1]

Unit Type
INF Unit [2.2.1]

Nationality•
A German unit [2.1.1]

Unit Ranking [2.5.14]
A+, a very good unit

Split Unit [2.5.13]
Unit split from the 17.ID

Combat Factor (CBF) [2.5.12]
Light red type indicates a
weak unit.

Artillery Factor (ARF) [2.5.11]•
(Red type indicates bonuses
from heavy howitzers).

Corps designation & Color [2.5.7]
Units operating autonomously
from their corps have a diagonally
split corps color.

Attrition Level [2.4.6]
Army Color (Only German)
[2.2.4]

Combat Ability (CAB) [2.5.8]

Historical Des. [2.7.1]
French units from Africa
are marked by white lines
above and below their
historical designations.

**Movement F. (MF) &
mobility type** [2.5.9]

**Artillery Factor
vs. Fort. (AFF)** [2.5.10]

[2.5.2] Heavy Artillery (HAR) Units

Fortifications-Related unit
Coming from *Straßburg* Fortress
Garrison [2.2.3] & [2.5.15]

Nationality
A German unit [2.1.1]

Historical Des. [2.7.1]
Combat Factor (CBF) [2.5.12]

Artillery Factor (ARF) [2.5.11]•

**Army Color
(Only German)** [2.2.4]

Unit Size & Type
A HAR regiment [2.2.1] & [2.3.1]
Unit with 15-*cm* howitzers.

Combat Ability (CAB) [2.5.8]

**Movement F. (MF)
& mobility type** [2.5.9]

**Artillery Factor
vs. Fort. (AFF)** [2.5.10]

[2.5.3] Siege Artillery (SAR) Units

SAR Units are two sided. One side depicts the unit in movement mode
with Railroad or Motorized symbols [2.2.3]; the other side depicts the
unit in Firing Position (FIP), and ready to fire [7.9] & [12.5].

FIP Side

Nationality•
A German unit [2.1.1]

Historical Des. [2.7.1]
Combat Factor (CBF)
[2.5.12]

**Artillery Factor
(ARF)** [2.5.11]•

Unit Type
SAR regiment [2.2.2]
In this case, short naval guns,
*42-cm Kurze Marine Kanonen
M-Gamma.*

Null Movement F. in grey
Reduced to 0 as a reminder
that unit may not move in FIP.

**Artillery Factor
vs. Fort. (AFF)** [2.5.10]

**Transported
Side**

Low Ammo [2.5.17]
Unit suffers from low ammo
right from the start of the war.

Long-Range Fire [2.5.16]
Unit can barrage at
distance.

**CBF in grey
not usable**

Combat Ability (CAB) [2.5.8]

**Movement F. (MF)
& mobility type** [2.5.9]
Four small wheels imply
unit moving only by Rail-
road [2.2.3].

Null Artillery Factors in grey
Reduced to 0 as a reminder that
unit cannot fire in motion.

[2.5.4] Pionier (PIO) Units

Unit Size & Type
A PIO regiment [2.2.1] & [2.3.1]

Nationality•
A German unit [2.1.1]

Unit Ranking [2.5.14]
A+, all PIOs are A+

Combat Factor (CBF) [2.5.12]

Artillery Factor (ARF) [2.5.11]•

Army Color [2.2.4] (Only German)

Combat Ability (CAB) [2.5.8]

Historical Des. [2.7.1]

**Movement F. (MF) & mobili-
ty type** [2.5.9]

**Artillery Factor
vs. Fort. (AFF)** [2.5.10]

[2.5.5] HQ Units

Historical Des. [2.7.1]
A small "•" shows a unit
deemed to be "evolved"
[2.6.1]

Command Range in hexes•
[2.5.20]

Unit Type
HQ unit [2.2.1]
Gray symbols mark low
Command Range HQ.

Combat Ability (CAB) [2.5.8]

**Movement F. (MF)
& mobility type** [2.5.9]

Number of Air Squadrons used for aerial reconnaissance, [2.5.21]
used with optional rules [20]
If the HQ symbol is red, subordinated units will have to obey
"Offensive à outrance" doctrine rules [21]

In addition to standard HQ characteristics, German HQ counters
represent a different state of organizational flexibility on each side. The
Restricted Side shows the HQ's original capabilities and the Unrestricted
Side is used to depict increased flexibility beginning in GT22.

**Restricted Side
(Pre GT22)**

Command Range in hexes
[2.5.20] The first, reduced
value is used only with INF
units belonging to a Corps.
The second value is used
with all other units [13.2.1].

Army Color [2.2.4]
German units are restricted
using their specific HQ's
Command Range [13.2.1].

**Unrestricted Side
(Flipped on GT22)**

Command Range in hexes
[2.5.20] Only one value is
used for all units [13.1.1]

No Army Color
German units are no longer
restricted to just their initial
army HQ's Command Range,
and are now able to use any
German HQ's [13.2.3].

[2.5.6] Engineer (ENG) Units

Historical Designation [2.7.1]
SCF, Sapeurs du Chemin de Fer, for French and Belgian units,
& *Ebk, Eisenbahnbaukompanie* for German units.
British units of this kind did not exist in the time frame of the game.

Unit Type
ENG [2.2.1]

Combat Factor [2.5.12]
This unit has none.

Artillery F. [2.5.11]
This unit has none.

Combat Ability (CAB) [2.5.8]

**Movement F. (MF)
& mobility type** [2.5.9]

**Artillery Factor
vs. Fort. (AFF)** [2.5.10]
This unit has none.

These units can destroy bridges and railroad structures [16.1],
and of course they have Engineering capabilities [17.1].

[2.5.7] Corps
The color and numbering of the box in the center above the unit type
icon show which corps each unit belongs to. Units belonging to the
same corps should fight together to get the most out of their offensive
capabilities. If there is a diagonal filling in the box, the unit is auton-
omous and will not suffer from the negative effects of rule [9.4.11]. A
unit is said to be "orphaned" when the other unit belonging to the
same corps is destroyed, (because in 1914, the corps were composed
of 2 INF divisions).

[2.5.8] Combat Ability (CAB)
This is the courage, "*élan*", and will to fight of the unit. It goes from
15 for the best units to 5 for the worst ones. The higher the CAB, the
lower the risk of a step loss. Step loss after step loss, the CAB will
steadily decline.

[2.5.9] Movement Factor (MF) and mobility type
The MF, graded in points (PTS), shows the individual movement ca-
pability of a unit. Black numbers in white boxes 10 mean normal
mobility. If there are white numbers in a green box 10, the unit has
superior mobility, and if there are white numbers in a black box 10 it
gives MIN [2.2.3] movement advantages in mountainous terrain. ART
units depending on railroads [2.2.3] for movement have their MF in
a yellow box 10.

[2.5.10] Artillery Factor versus Fortifications (AFF)
AFF is the capability of some ART units to damage fortifications.

[2.5.11] Artillery Factor (ARF)
The ARF is used to barrage adjacent enemy units. When the ARF is red, it means that field guns (7.7-cm, 10.5-cm or 18-lb) are supported by several heavy howitzers. This red ARF gives some advantages during combat [6.1.3] & [9.5.2].

[2.5.12] Combat Factor (CBF)
The CBF is used during combat. When shown in light red, the unit cannot attack or advance after combat [9.1.7] & [9.6.5].

[2.5.13] Units eligible for splitting and split units

A unit is eligible for splitting when its unit type symbol is made up of two parts. These units can be split into two smaller units. On the smaller units, the parent formation is shown left of their Unit Ranking [2.5.14]. Rules [6.6.3], [6.6.4] and [6.6.5] will provide further details regarding the German 4. KK and 17. ID, as well as the French 14ᵉ CA.

[2.5.14] Unit Ranking (INF & CAV units only)
INF & CAV units are rated for quality, with 5 levels, the best being A+, then A, B, C and D. A + and A have their Unit Ranking in a yellow box, as this is important during combat and its aftermath.

[2.5.15] Fortifications-Related Units
Fortifications-Related Units are more effective when operating near the fortress garrison to which they belong [5.1.4], and will have better offensive coordination there [11.3.8] & [11.4.8].

[2.5.16] Long-Range Fire
This indicator ⟩1 shows that a SAR unit is equipped with artillery equipment able to fire beyond a range of 13 km. These units can barrage non-adjacent objectives.

[2.5.17] Low Ammo
The scarcity of some higher-caliber shells, indicated by a black shell in a white box ❚ (42-cm) or a white shell in a blue box ❚ (30.5 cm or 28 cm) will require some accounting [8.8.2].

[2.5.18] Eye-catching Uniforms
Most French & Belgian units, those with bi-color counters [2.1.1] have eye-catching uniforms, which gives them penalties during combat.

[2.5.19] BCA, BCP, and Jäger Btl units
BCA, BCP, and JB units are French or German elite light infantry. Even if not all *Chasseurs or Jäger* formations are present in the game, rest assured that they are all factored into the different INF or CAV divisions to which they were detached.

[2.5.20] Command Range
Command Range is the maximum number of hexes away from an HQ that a unit can be and still be fully effective [13.1.1].

[2.5.21] (Optional) Air squadrons
Number of Air Squadrons, which can be used for aerial reconnaissance [20.1].

[2.6] Upgrading Units

[2.6.1] During the course of the campaign, some units had their Order of Battle modified in some major way. To show these changes, such units will be identified with a small dot after their Historical Designation so that they can be easily identified on the scenarios' setup displays.

[2.7] Historical Designation

[2.7.1] The historical designations used in the game are those used by the belligerents in 1914. You can find the key to these acronyms in the "Abbreviations" chapter [23].

[3] GAME TURN AND SEQUENCE OF PLAY

The first turn of a scenario usually only allows for placement of units, entrenchment attempts and sometimes the use of replacements.

[3.1] Game Turn (GT)

[3.1.1] The German side of the Game Turn marker is put on the Game Turn Track in the first turn box of the scenario played. The Game Turn starts with a German player turn, where the German player is the attacker (a) and the Allied player the defender (d). This is followed by an Allied player turn where these roles are reversed. The Allied player is now the attacker and the German player is the defender. One game turn thus consists of two player turns.

[3.2] Player Turn

[3.2.1] Each Player Turn is divided into four phases. On the Player Turn overview on the Player Aid Card you will find the following symbols :

a = attacker | **d** = defender | **GER** = German player

▇ **Phases:** Means you must follow the phases successively.

▇ **Sequential Steps:** Means more small steps to follow.

▇ **Optional Steps:** Means that for each unit, you must make a choice during the Combat Phase.

▇ **Marker Removal:** Means certain markers should be adjusted or removed.

I		ADMINISTRATIVE (ADMIN) PHASE
		For the first GER Admin Phase only, RR Network Delimitation [12.1]
1	GER	GER rolls for heavy rain if indicated on the Game Turn Track [15.1.2]
2	a&d	Line of Communications Determination [13.1]
	GER	German restriction until after GT21 [13.2]
3	a	Structure Repair [17.1]
	a	Beginning with GT14, FRE or BEL Sluice Opening [17.2]
II		**BARRAGE PHASE**
1	a	Preparatory Artillery Barrage Step
	a	• ABU [8.2]
	a	• ABF [8.5]
2	a	Declaration of Assault ABFs [11.5]
III		**MOVEMENT PHASE**
		Units which acted in the Barrage Phase do not act in this phase.
	a	Remove FOM markers [7.5.4]
1	a	Mandatory Withdrawal [7.8]
	a	Movement, Facing, and Unit Arrivals [7]
2	a	• Specific Structures Destruction [16.1]
	a	• Railroad Network Delimitation [12.1]
	a	• Split or Recombine Units [6.6]
IV		**COMBAT PHASE**
		ART and CAV units which acted during the Barrage Phase may not conduct any action during this phase, and for INF units, they can only attempt to build fieldworks.
		Resolution of Assault ABF [11.5]
A	a	Combat [9]
	d	• Early CAV Withdrawal [9.2]
	a&d	• Combat results, retreat, advance, change facing [9.6]
	a	Remove "Step Loss" markers [3.2.5]. Flip "2+ Step Loss" markers to "Step Loss" side
B	a	Combat Movement [9.7]
C	a	Unit Consolidation [6.5]
D	a	Replacement Absorption [14.1]
E	a	Fieldworks Construction [10.1]
	a	Remove EXM [7.4.2], Preparatory Barrage Launched [8.1.3], and ABF Assault markers [11.5.1]

During the Allied Player Turn, during each step (Sequential and Optional), Belgian units always go first, followed by the French, and then the British. This sequence is followed for each step, i.e. you do not go through all phases with the Belgians, and then start again with the French.
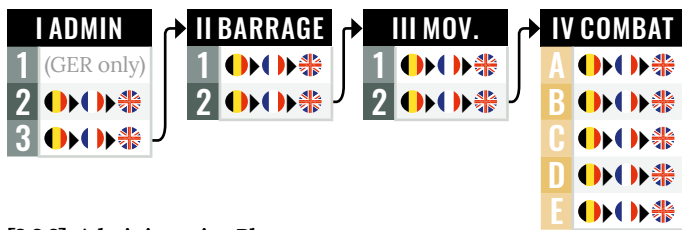
[3.2.2] Administrative Phase:
During the first German Admin Phase of each scenario (only), the German player will have to undertake a Railroad Network Delimitation [12.1] and only that. Beginning with the Admin Phase of the next game turn, proceed with the following 3 steps:

1. If a rain symbol 🌧 is indicated for the current turn on the turn track, in the German player turn only, the German player rolls for heavy rain [15.1.2].
2. Line of Communications Determination, first for the attacker, then for the defender. Note: German restriction until after GT21 [13.2.1].
3. Perform Engineer Actions (only for the attacker [17.1] & [17.2]).

[3.2.3] Barrage Phase:
In the Barrage Phase only the attacker conducts activities. The purpose is to inflict losses on the defender before a potential combat, or to barrage fortifications according to the two following steps:

1. Preparatory Artillery Barrage Step, against enemy units or fortifications [8.2] & [8.5].
2. Declaration of Assault ABFs [11.5] (which are carried out at the start of the Combat Phase).

[3.2.4] Movement Phase:
Only the attacker's units that did not act during the Barrage Phase may act in the Movement Phase. It is divided into two steps, the second one being further divided into several small steps. After the removal of FOM markers, proceed with:

1. Mandatory Withdrawal, only for the attacker [7.8].
2. Movement and unit's facing, and concurrently Unit Arrivals, only for the attacker [7.1], [7.2], [7.3], [7.4], [7.5], [7.6], [7.7] & [7.9]. At any time during this step the attacker can perform:
   - Specific Structure Destructions [16.1],
   - Railroad Network Delimitation [12.1],
   - Split or Recombine Units [6.6].

[3.2.5] Combat Phase:
Before all other actions in this phase,
   - Declared Assault ABFs [11.5], which were declared during the Barrage Phase, are resolved, and the results implemented immediately.

ART and CAV units which acted during the Barrage Phase may not conduct any action during this phase, INF units which acted during the Barrage Phase can only attempt to build fieldworks (Optional Step E).

Then, the attacker with these other units may initiate combat wherever and with whatever units he wants. Each combat must be resolved before starting the next.

➥ A combat is declared by the attacker [9.1], [9.3], [9.4] & [9.5]
   - Cavalry Withdrawal might be performed by the defender's Cavalry units [9.2],
   - Combat results are implemented where both players' units might advance after combat, retreat, or change their facing [9.6].

After resolving all combats, "Step Loss" markers get removed and "2+ Step Losses" markers get flipped to their "Step Loss" side ==except those acquired by the attacker during the just concluded combat phase. Trust your memory or place an extra marker on the attacker's units that suffered one or more step losses and remove one marker only==, [8.3.4], [9.3.6], [9.6.2], [11.5.6].

Then, the attacker can undertake one (and only one) of the following actions with each of their units that did not take part in any combat:

➥ Combat Movement, only with units that did not act in any way during the preceding Barrage Phase, Movement Phase and current Combat Phase [9.7],
➥ Unit Consolidation [6.5],
➥ Replacement Absorption [14.1],
➥ Fieldworks Construction [10.1].

Before ending the Combat Phase, remove EXM [7.4.2], Preparatory Barrage Launched [8.1.3] and ABF Assault markers [11.5.1].

[3.2.6] At the end of the German player's Combat Phase, the Game Turn marker is flipped to the Allied side and an Allied Player Turn begins. At the end of the Allied Player Turn, one game turn has elapsed and the Game Turn marker is moved to the next space on the Game Turn Track. A new game turn begins with a German Player Turn.

[3.3] Setup displays & Game Turn Track

[3.3.1] The setup displays will show the following information:

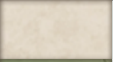|	
●	Units having already suffered one step loss (●), or those having suffered two step losses (●●) [2.4.6].
▢	Hex numbers in a grey box show unit(s) able to start the game in fieldworks [10].
⚡	A red "⚡" after the hex number shows the weakened state of the Line of Communications [13.1.5].
⊕	SAR starting a scenario in Firing Position (FIP) [7.9] & [12.5] are marked with a FIP icon.

[3.3.2] In several spaces of the Game Turn Track, players will find some specific chronological rules as a reminder:

GT1	**August 2nd-3rd, 1914.** **The German Empire declares war on France.** All German fortified zones are operational [11.2.1].
GT2	**August 4th-5th, 1914.** French and Belgian units must remain on their side of the border. This restriction is lifted beginning with GT3.
GT3	**August 6th-7th, 1914.** All entrenchments are operational [11.1.4], the Belgian Railroad Network can be used by French units, the Railroad Network of Luxembourg is put under German control [12.1.7].
GT10	**August 20th-21th, 1914.** French and Belgian units can more easily build fieldworks [10.1.3].
GT14	**August 28th-29th, 1914.** The Belgians can open the sluice to flood the surroundings of Anvers or near Yser River. The French can do the same near Dunkerque [17.2].
GT18	**September 5th-6th, 1914.** French DR & DT can now freely initiate combat [9.4.12].
GT20	**September 9th-10th, 1914.** Ammo restrictions start to impede barrages [8.8.1].
GT22	**September 13th-14th, 1914.** Fieldworks attempts are easier [10.1.3] & restrictions of German Command Range are lifted. Flip German HQ counters [13.2.3]. GER fieldworks can be upgraded to entrenchments [11.1.7].

[4] TOPOGRAPHY

[4.1] Hex Terrain Types

The terrain of a hex is defined by its dominant terrain type. Ignore small nubs of terrain in a hex. Use common sense here.

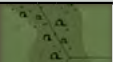| Hex Terrain Type		Comments
Clear		Lacks any major ground cover or broken terrain.
Broken		Has an important ground cover or numerous hills.
Rough		Is heavily covered by ground cover or has important ground cover as well as steep hills.
Mountainous		Is more or less heavily covered by ground cover in a mountain range with altitudes above 800 m.
Lowland		Is near or below sea-level with numerous small drainage ditches.
Flood Plain		Same as Clear terrain until sluice opening [17.2], then it becomes flooded. Only 2 hexes: AI41 & AI42.
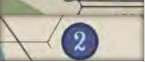
[4.2] Hexside Terrain Types

Hexside Type		Comments
Deep Forest		Hexsides without an adequate road network to allow normal movement.
Mountain Range		Hexsides without an adequate road network to allow normal movement.
Minor River (single or double), Canal, Underground Canal		Bridges can exist on some hexsides; underground canals in a dotted line have no effect on play.
River (single or double), Marshes or Pond		Bridges can exist on some rivers or a little space around the pond.
Major River (single or double)		Can only be crossed at bridges.
Flood-Susceptible Banks		After sluice opening [17.2], these hexsides can become partially flooded or flooded banks. In this last case, Minor River or River hexsides become a Major River hexside (possibly with bridges).

Depiction of rivers and hexside terrain on map

[4.3] Railroad Network

Description		Map symbols	Comments
High Capacity Railroad (HCR)	Strengthened		Can support major railroad traffic in multiple directions.
	Regular		
Low Capacity Railroad (LCR)			Can support limited railroad traffic in only one direction
Railway Connection	Multiple Directions		Shown on the map by a black dot. It allows changes in rail traffic in all directions. Old fortification [4.4] and towns of all sizes [4.5] also allow for such changes.
	One Direction		A rail junction that supports changes in rail traffic in one direction.
Railroad Station (outside of town)			In this case, embarking and disembarking takes place in the location of the station, not of the town.
Railroad Number			Important for reinforcement arrival as indicated on the scenario's setup display.
Specific Railway Structures			"V" means *Viaduc*, "P" means "*Pont*", (Bridge), "T" means Tunnel, on the map you can also find the date when they were destroyed. When the Specific Railway Structure is with a : • red circle: it is a critical structure, • orange circle: it is an important structure, • yellow circle: it is a normal structure, • and with a white circle: there is no impact on play, only for historical reference.

[4.4] Strategic Obstacles

Description	Map symbols	Comments
Regular Entrenchments		Entrenchments exist at the start of the game as printed on the map. Regular Entrenchments [11.1] can also be built by GER units in fieldworks [10] beginning on GT22. Strengthened Entrenchments can only be found in Entrenched Camps (ENC) [11.6.1].
Strengthened Entrenchments		
Fortified Zones		Are specific German defensive works [11.2].
Fortifications — Masonry Fort		Has a white background [11.3]. If it is equipped with guns, they are under turrets or in prepared positions; you will find a black dot inside.
Fortifications — Strengthened Masonry Fort		Partially made up of concrete, with or without guns, has a black background [11.3].
Fortifications — Strengthened Concrete Fort		Always with guns, has a yellow background [11.3].
Fortifications — Normal *Feste* Ultra-modern *Feste*		A specific German fortification, made up several decentralized modern forts, shielded batteries and trenches. The last *Feste* installed were particulary optimized. The US Army would discover its toughness during the battle for Metz in autumn 1944 [11.4].
Entrenched Camp (ENC)		Is a beltline defense spread on several hexes, strengthened by several fortifications [11.6].
Old Fortifications		Exist in normal or large Towns. Can provide some protection to a few units within its hex [11.7].

[4.5] Other Symbols

Description	Map symbols	Comments
Towns		In three sizes: small, normal and large.
Urban Area		The cities of Bruxelles (Brussels), (AG37 and AH37), Anvers (AG41), and Paris (AY14, AY15, AX15) with its suburbs (AX14 and AX16) in 1914.
Road Bridge		Allows more efficient Major River crossings
Mountain pass		Where some important roads exist in a Mountain Range.
State Border		At the start of August 1914.
Harbor		The small number inside the anchor symbol indicates the capacity to embark or disembark troops by Naval Transport at this site.
Objectives and Iron Mines		Depicted as medals (German *Eisernes Kreuz* / Iron Cross, French *Croix de Guerre* / War Cross) to identify victory points (VPs) hexes; Lorraine Iron for historical knowlege, and for the scenario N°12 gives VPs.

[5] COMBAT ABILITY TEST

[5.1] Combat Ability test (CAB test)

[5.1.1] At different times in the game, units or fortifications will have to test their Combat Ability (CAB) [2.5.8]. To pass a CAB test, the player must roll a d20 with a result equal to or less than the unit or fortification CAB at the time of the test. If the result is higher than the CAB, the CAB test is failed, often with a step loss.

[5.1.2] Several modifiers can change the CAB of the unit or fortification being tested; they are always applied to the CAB before rolling the die. Negative modifiers lower the CAB and will make the CAB test more difficult. With positive modifiers, the CAB test will be easier. After modification, and before rolling the die, if the CAB is equal to or less than "0", the CAB test is automatically a failure.

[5.1.3] When a unit incurs one or more step losses during an artillery barrage or combat [8.3.3] & [9.3.2], the CAB used in the upcoming CAB test is the one before the losses.

[5.1.4] Fortifications-Related Units [2.5.15] within or adjacent to their Entrenched Camp (ENC) get a + 2 bonus when testing their CAB.

[6] UNIT DETAILS

In August 1914, with the exception of cavalry units, regiments, brigades and divisions had very few means to know what was on the other side of the hill, as all these formations moved slowly by foot. Small units of regimental or brigade size with almost no cavalry can only exert fairly weak control over adjacent terrain (ZOC) and have a very limited front line (Unit Facing). For larger units like infantry divisions that have only a few cavalry squadrons at their disposal, the front line and control over adjacent terrain are improved but still inferior to that of a cavalry division.

To take into account these important parameters, the "Unit Facing" rules were introduced. Following the various tests we carried out, we realized that this did not create problems and made the game more realistic. However, if you find these rules overly complex, you can do without them. In this case, treat all units as CAV units for ZOC and UFA, which, of course, will make the game less realistic.

DIAGRAM 1

ZONE OF CONTROL
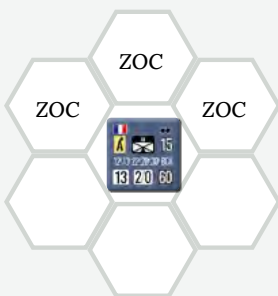
INF unit with 1 or 2 steps, PIO or HAR

INF unit with 3 or more steps

CAV unit

UNIT FACING
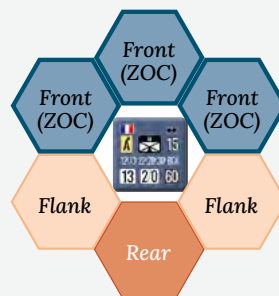
INF unit with 1 or 2 steps, PIO, HAR or SAR (but SAR have no ZOC [6.1.2])
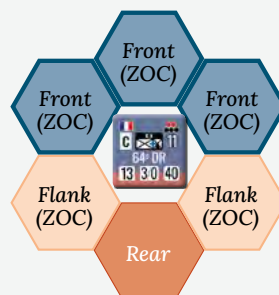
INF unit with 3 or more steps
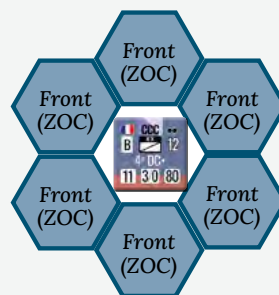
CAV unit

MULTIPLE FACINGS
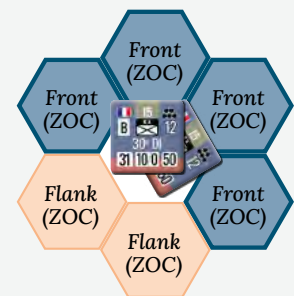
These two units have a total of 6 overlapping ZOCs, and in case of defense they will get:

- 4 front hexes
- 2 flank hexes
- No rear hex
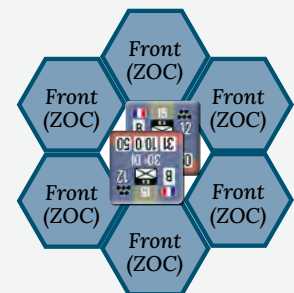
These two units are facing opposite directions so that they have a total of 6 ZOCs, and in case of defense they will get:

- 6 front hexes
- No flank hexes
- No rear hexes

[6.1] Zone of Control (ZOC)

[6.1.1] On the game map, units should always be facing one hexside, never a hex vertex.

[6.1.2] All units, except for HQ, SAR, and ENG [2.5.5] & [2.5.6], and entrained units [12.2.3], exert a ZOC into the different hexes surrounding them. The number of ZOC hexes depends on the unit type [2.2.1] and on the number of steps in the unit [2.4.6], according to Diagram 1 on the previous page.

[6.1.3] Units with an ARF < 6 do not exert a ZOC beyond a Major River hexside [4.2]. Only HAR, MIN, and INF with red ARF [2.5.11], exert a ZOC over a Deep Forest or Mountain Range hexside. When a Flood Susceptible Bank hexside becomes Flooded [4.2], no unit can exert a ZOC beyond it.

[6.2] Unit Facing (UFA)

[6.2.1] Unit Facing (UFA) is important in determining the unit's front line. According to unit type and its number of steps [2.4.6], Diagram 1 indicates the ZOC layout on the hexes surrounding a unit and identifies its front, flank, and rear hexes. CAV, HQ and ENG do not have Unit Facing. Entrained units have only flank hexes.

[6.3] Multiple Units Facing

[6.3.1] If several units are in the same hex, their different ZOCs & UFAs are cumulative and added together in the most favorable way.

[6.4] Stacking

[6.4.1] At the end of the Movement Phase, the Total Steps [2.4.7] in each hex must not be exceeded according to the following table:

Hex Terrain		Stacking Limit (Max Total Steps)
Clear or Flood Plain		15
Broken		12
Rough or Mountainous		9
Lowland		12
In Flood Plain being flooded		Not allowed, NA

[6.4.2] Only units (INF, CAV, HAR) count for stacking, markers and ENG, SAR, HQ, and entrained units do not.

[6.4.3] If after a combat result a unit must retreat [9.2] & [9.6] into a hex where overstacking will occur (exceeding the Total Steps maximum of the hex), the unit incurs enough step losses until it can stack in the hex or is eliminated.

EXAMPLE 3: STACKING

At the end of the Movement Phase, is it possible for the following units to be stacked together in a Rough hex?

• The 1ere DI is at full strength and has not suffered any loss, so it has four steps
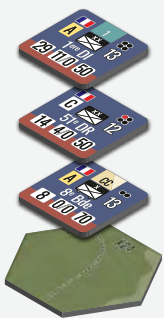• The 51e DR is at Attrition Level ● [2.4.6], so it has three steps.
• The 8e Bde has not suffered any loss, so it has two steps.
Answer: Yes, because the units' Total Steps are 9, (4 +3 + 2= 9) and the Rough hex step limit is 9.

[6.5] Unit Consolidation

[6.5.1] During (optional) step C of the Combat Phase, two different units belonging to the same unit type and nationality [2.1.1] may consolidate so as to upgrade the number of steps of the first (which is termed the consolidated unit) and degrading the steps of the other (the degraded unit) [2.4.6], even to the point of destroying the second unit to replenish the first. The degraded unit can be part of multiple consolidations during the same Combat Phase.

[6.5.2] To consolidate, both units must obey the following conditions:
• Must be in the same hex,
• Must not do anything else during this Combat Phase [3.2.5],
• Must not belong to a Corps, unless it is said to be "orphaned" [2.5.7],
• None of the units can be in an enemy ZOC.

[6.5.3] Unit consolidation between units sharing the same Unit Ranking [2.5.14] is possible when the CBF and ARF differences between the new Attrition Level and the old are equal or less than +2 PTS for CBF and +2 PTS for ARF of the degraded unit. (See Example 4 for further explanation.)

EXAMPLE 4: UNIT CONSOLIDATION

The 22e DI is at Attrition Level ●● and the 145e RI is at full strength and the player wants to implement unit consolidation.

These two units meet all the preliminary conditions [6.5.2], and they belong to the same Unit Ranking [2.5.14], which is "B". For the 22e DI to retrieve the Attrition Level ● [6.5.1] it needs to get 7 PTS of CBF and 2 PTS of ARF. The consolidation is possible because the 145e RI can give to the 22e DI what is needed [6.5.3]:
6 + 2 = 8 PTS of CBF and 1 + 2 = 3 PTS of ARF.

The 145e that lost its step is withdrawn from the game, and the 22e DI retrieves the Attrition Level ●.

[6.5.4] Unit consolidation between units not sharing the same Unit Ranking [2.5.14] is possible but limited to one level of difference, (i.e. between A+ & A, or A & B, or B & C, but not between B & D). The CBF and ARF gains gained between the old Attrition Level and the new must be inferior or equal to the CBF and ARF of the degraded unit. See Example 5 for further explanation.

EXAMPLE 5: UNIT CONSOLIDATION

The 22e DI is at Attrition Level ● and the 52e DR is at Attrition Level ● ● ●, and the player wants to implement unit consolidation.

These two units meet all the preliminary conditions [6.5.2] and even if they don't belong to the same Unit Ranking [2.5.14], the difference between them is only of one level, which is "B" for the 22e DI and "C" for the 52e DR.

For the 22e DI to retrieve its full strength [6.5.1] it needs to get 3 PTS of CBF and 1 PT of ARF.

The consolidation is possible because the 52e DR can give to the 22e DI what is needed [6.5.4]: 5 PTS of CBF and 2 PTS of ARF.

The 22e DI retrieves the full strength and the 52e DR, having lost its last step, is withdrawn from the game.

[6.6] Splitting or Recombining Units

[6.6.1] During the Movement Phase, if two split units [2.5.13] are in the same hex, they can be recombined into one unit, which will be eligible for splitting. Both counters are replaced with the counter for the "recombined" unit. If this operation is conducted during movement, use the MF of the unit that has spent the most MF so far. During the Movement Phase as well, an eligible unit may be split in two separate units.

[6.6.2] When two units are recombined, if one or both has suffered step losses, the recombined unit will have the same total number of step losses as its component parts (adding them). For a unit to be eligible for splitting, it must have at least two steps.

[6.6.3] The German 4.KK is initially made up of 3.& 6.KD with two attached *Jäger* battalions. If these two units have not suffered a step loss and are in the same hex or adjacent hexes, they can be split, creating an autonomous *Jäger* unit [2.5.7] with one step. They can be recombined if they are all in the same hex or adjacent, but only if none of the units has suffered a step loss.

A blue "+" on the counters serves as reminder. When they appear in the game, 3. & 6.KD are always deployed as combined units, i.e. not split. It is the choice of the German player to split them during the course of the game.

[6.6.4] The German 34.IB enters the game on Game Turn 1 as a three step unit. Later, during the Movement Phase, it could be recombined with the German 33.IB to form the German 17.ID. At the same time, the German 15.ID, with only three steps at start, will be replaced by its four step version. If at the time of the creation of 17.ID, 34.IB or 33.IB (or both of them) have already suffered a step loss, they will be carried over to the new 17.ID. Once the 17.ID is recombined, it can no longer be split.

[6.6.5] The French 14e CA is initially made up of the 27e & 28e DI, both four step units. If these two units are in the same hex or in adjacent hexes, they can be split into the same 27e & 28e DI, both with three steps and creating a new autonomous BCA unit [2.5.7] with one step. They can be recombined if they are all in the same hex or adjacent. If the 27e & 28e DI have suffered a step loss, they will be carried over to the new organization, split or not. A blue "+" on the 27e & 28e DI counters is there as a reminder.

27e & 28e DI, with four steps, are not Mountain Infantry Units [2.2.3]. After splitting, only the BCA unit is a MIN Unit.

[7] UNIT MOVEMENT

[7.1] Movement and Unit Facing

[7.1.1] During his Movement Phase, the player can move his units that did not act in the Barrage Phase. The other player, the defender, will not be able to move any unit during his adversary's Movement Phase.

[7.1.2] The player can move his units according to their MF graded in PTS [2.5.9]. Each unit is moved individually and only once.

[7.1.3] Units move hex by hex as they wish, paying the terrain cost by doing so. At the end of its movement, a unit must be positioned with a precise UFA [6.2.1].

[7.1.4] You can change the UFA of your units without moving them during the Movement Phase. Changing the UFA does not cost any PTS of MF but this will count as if it acted during the Movement Phase.

[7.1.5] Splitting or recombining units [6.6] can be conducted during the Movement Phase. These units can still move normally.

[7.1.6] A unit cannot enter a hex occupied by an enemy unit, unless the enemy unit is an HQ or ENG unit alone in its hex. Effectively a CAV or INF unit which enters a hex solely occupied by HQ or ENG units automatically destroys them.

[7.1.7] The following table gives the cost in PTS for each terrain type according to each mobility type [2.5.9], and the stacking limits [6.4].

Hex Terrain Type	Stacking Limit (Max Total Steps)	MF cost
Clear or Flood Plain	15	10 10 10
Broken	12	12 12 12
Rough	9	12 12 12
Mountainous	9	15 15 15
Lowland	12	12 12 12
Flooded Flood Plain	Not Allowed. No unit of any kind can enter these hexes	

[7.1.8] Unless using Naval Transport [18], a unit exiting the map voluntarily or unvoluntarily is immediately destroyed.

[7.2] Crossing Hexside Terrain Types

[7.2.1] Only specific units are allowed to cross some hexside terrain types, paying an additional MF in doing so, beyond the normal cost of entering a hex [7.1]. The following table gives the additional MF cost in PTS to cross such hexsides:

Hexside Terrain Type	Map Symbol	MF cost
Crossing a Deep Forest hexside		NA +10 +5
Crossing a Mountain Range hexside		NA +25 +10
Crossing a Minor River (simple or double) or a Canal hexside		+0 +0 +0
Crossing a River (simple or double), Marshes or Pond hexside		+0 +0 +0
Crossing a Major River (simple or double) hexside with a Bridge, partially flooded banks		+0 +0 +0
Crossing a Major River (simple or double) hexside with a destroyed Bridge		NA NA NA
Crossing a Flooded Banks hexside		NA +40 +30
NA - Not Allowed		

[7.3] Transit

[7.3.1] Transit capacity is the maximum Total Steps [2.4.7] which can move into a Mountainous hex during the Movement Phase. The hex can already be occupied or not; this does not matter. The following table gives the Total Steps capacity.

Hex Terrain Type		Transit Capacity (Max Total Steps)
Mountainous		9

[7.3.2] All Hexside Terrain Types [4.2] will also impact the Total Steps able to cross them, except for Minor Rivers (simple or double). The following table gives the Total Steps transit capacity to cross such hexsides.

Hexside Terrain Type	Map Symbol	Transit Cap. (Max Total Steps)
Crossing a Deep Forest hexside		6
Crossing a Mountain Range hexside		3
Crossing a Minor River (simple or double) or a Canal hexside		Not restricted
Crossing a River (simple or double), Marshes or Pond hexside		8
Crossing a Major River (simple or double) hexside with a Bridge, partially flooded banks		8
Crossing a Major River (simple or double) hexside with a destroyed Bridge	Permanently Destroyed Structure	0
Crossing a Flooded Banks hexside		4

[7.3.3] When the transit capacity has been reached, the hex cannot be moved into nor the hexside crossed anymore. There are simply no more roads available for moving supplementary military forces into those restricted terrain hexes or hexsides. To track the Total Steps that entered such a hex or hexside, beige and red "Transit" markers are provided in the countermix.

[7.4] Extended Movement (EXM)

[7.4.1] An INF or CAV unit executes a 1st level EXM (and receives the corresponding marker) when it expends 50% or more of its MF in the Movement Phase. A 2nd level EXM occurs when 100% of the MF has been expended.

[7.4.2] During the next Combat Phase and only for this Combat Phase, a unit that received a 1st level EXM will incur a - 1 to its CAB; this will rise to - 2 for a unit having executed a 2nd level EXM.
EXM-1 or EXM-2 markers should be placed on top of such units as a reminder.

[7.5] Forced March (FOM)

[7.5.1] During the Movement Phase, an INF or CAV unit that uses all its MF can extend its movement with a Forced March (FOM).

[7.5.2] Only INF units at full strength or at Attrition Level ● and CAV units at full strength can use FOM.

[7.5.3] FOM gives an MF bonus according to the table below:

CAV unit or INF unit, French or German, of ranking A+, A & B	+ 30 MF
All other CAV or INF units	+ 20 MF

[7.5.4] A unit using FOM will incur a - 3 to its CAB until its next start Movement Phase.

[7.5.5] A unit cannot execute two FOMs in a row. As a reminder, a FOM - 3 marker should be positioned on such units until their next Movement Phase.

[7.6] Moving into an enemy ZOC

[7.6.1] During the Movement Phase, if a unit other than a CAV unit enters an enemy ZOC [6.1], it must immediately stop its movement (MVT). Its MVT is over.

[7.6.2] During the Movement Phase if a CAV unit enters an enemy ZOC, its MVT is not automatically over. Its next move may not be into another enemy ZOC, however.

[7.6.3] During the Movement Phase, a unit starting its MVT in an enemy ZOC can exit ZOC(s), (the initial and even another one as per second bullet below):
- if it does not directly enter another enemy ZOC
- or if, in the first hex it enters in its MVT, an INF unit or CAV unit of the same nationality is present at the start of the Movement Phase and projects a ZOC into the moving unit's starting hex, (See Example 6 for further explanations). Units moving from ZOC to ZOC must be moved before any other units.

EXAMPLE 6: MOVING INTO AN ENEMY ZOC
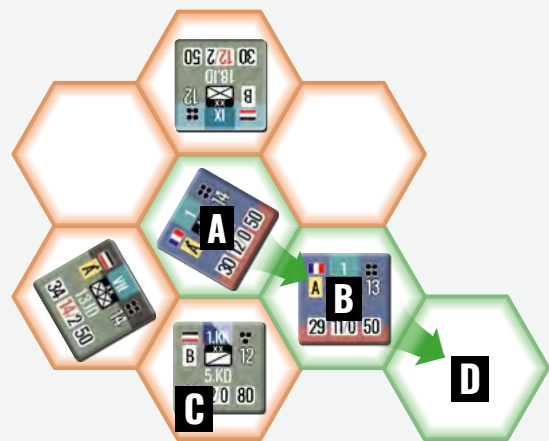
French unit "A" is surrounded by three German units, and French unit "B" was present in its hex at the start of the Movement Phase with a ZOC into French unit "A". The hex containing French unit "B" is in the ZOC of German unit "C". In this situation, French unit "A" can move into the hex occupied by French unit "B" and in hex D if it wants to, assuming hex D is not in an enemy ZOC.

[7.7] Unit Arrivals

[7.7.1] During the Movement Phase, at the time of the Movement and Unit's Facing Step, Unit Arrivals will also take place. Units of the attacker identified on the scenario's setup display as reinforcements get placed in their arrival hex, unable to move in this turn. Note: This is also the case at the beginning of each scenario.
All units enter the game in their Movement Phase according to the setup displays. This means that unlike in other wargames there is no setup at the beginning of a scenario (before play begins).
There is one exception to this: units that enter play by Railroad (RR) [7.7.3].

[7.7.2] A player can choose the UFA of a reinforcing unit but will have to wait for the next Movement Phase to move it. If there is an enemy unit in its arrival hex or if overstacking happens [6.4], the reinforcing unit may be placed in a hex adjacent to its parent HQ.

[7.7.3] Reinforcing units arriving in play by Railroad (RR) should be placed on the first hex of the Railroad network in play with 50 MF. For units only able to move by Railroad [2.2.3], they keep their specific MF.

[7.7.4] A player can delay the arrival of his reinforcing units indefinitely.

[7.8] Mandatory Withdrawal

[7.8.1] In some scenarios, specific units, as identified on the scenario's setup display, will have to be removed from play. Such mandatory withdrawals, often mandated by the necessity to reinforce other fronts, must be performed at the start of the Movement Phase. Note: Such units will not be able to act during the preceding Barrage Phase [8.1].

[7.8.2] If the units being withdrawn have taken step losses, the affected player according to his units present on the map and his choices, will still need to withdraw the required number of steps, by losing steps from units with the same unit type [2.2.1] and Unit Ranking [2.5.14] as the unit(s) that must be withdrawn.

[7.9] Deploy SAR in Firing position

FIP Side   Movement Side

[7.9.1] Motorized SAR units [2.2.2] & [2.2.3] need a long set-up time before being able to fire. To do so, they will reduce their MF by 10 to be able to fire during the next Barrage Phase [8.1]. To show the SAR being in FIP, the unit is flipped to the appropiate side. Leaving a FIP to move again costs an additional + 5 MF and the unit is flipped to the movement side.

[7.9.2] As Austrian SAR units (ÖFAB) [2.2.5] are equipped with mobile howitzers, they will only have to spend an additional + 5 MF to be able to fire during the next Barrage Phase, and leaving their FIP costs no additional MF.

[8] BARRAGE

Artillery in 1914 can be broadly classified into three different categories:
• Field Artillery, to support infantry.
• Heavy Artillery, HAR to damage or destroy entrenched positions and interdict enemy Field Artillery batteries.
• Siege Artillery, SAR, exclusively German or Austrian and only used for barraging fortifications or Entrenched Camps.
Starting in August 1914, Field Artillery quickly displayed its extremely lethal capabilities, with some Infantry companies suffering 80% casualties at the hands of Field Artillery without ever firing a shot. According to French General Percin, the large German howitzers were not particularly lethal but tended to demoralize their targets. He also explained in his book that French coordination between infantry and artillery was seriously lacking.

[8.1] Preparatory Artillery Barrage

[8.1.1] Before any eventual combat, the Preparatory Artillery Barrage Step lets the attacker, with units not having suffered a result of ●● (two step losses), or more [8.3.3] & [9.3.2] during the previous game turn, undertake the following actions against the defender:
• Launch Artillery Barrage *vs.* Units (ABU) or,
• Launch Artillery Barrage *vs.* Fortifications (ABF).

[8.1.2] Units wanting to launch an ABU must have an ARF [2.5.11] and those wanting to launch an ABF must have an AFF [2.5.10]. SAR units subject to SAR set-up rules [7.9] as well as Railroad SAR [2.2.3], must be in FIP [12.5] to launch a preparatory barrage.

[8.1.3] Any unit launching a preparatory barrage will not be able to act during the upcoming Movement Phase [7.1.1], and Combat Phase, unless it is an INF unit trying to build fieldworks [10]. As a reminder, a Preparatory Barrage marker can be used to track units that have launched a preparatory barrage.

[8.1.4] During a barrage, a unit can use either its ARF or its AFF but not both. ARF & AFF are not splittable and cannot barrage more than one hex.

[8.1.5] In a stack of units, each unit with an ARF or AFF can barrage the hex of its choice.

[8.2] Artillery Barrage vs. Units (ABU)

[8.2.1] A unit can launch an ABU only in its front hexes [6.2.1].

[8.2.2] During an ABU, the final potential of the attack is the sum of the ARFs of all units participating in the same barrage. It is not possible for Allied units of different nationalities (i.e. French, Belgian, and British) to launch a barrage together.

[8.2.3] During a barrage, the attacker's units stacked in the same hex have the choice to barrage together or not. It is the attacker's choice as to which units launch an ABU or not.

[8.2.4] The result of one ABU is always implemented before launching the next one.

[8.2.5] During the Preparatory Artillery Barrage Step, only one ABU can be launched against each hex occupied by the enemy.

[8.3] ABU Table and result

[8.3.1] An ABU conducted with a total ARF < 20 PTS is less effective:
• With a 6 PTS ARF, only one unit can be barraged.
• With a 8 PTS ARF, only two units can be barraged.
• With a 12 PTS ARF, only three units can be barraged.
• With a 16 PTS ARF, only four units can be barraged.

An attacker with a total ARF < 20 PTS must choose the unit(s) he wants to be barraged in the hex. With a total ARF equal to or higher than 20 PTS, a hex can be fully barraged, striking every unit stacked in it.

[8.3.2] The results of an ABU are resolved by the roll of a d20. The result must then be divided by two (rounded up). Now resolve the results for each impacted unit, one after the other, taking into account the individual modifiers that apply.

[8.3.3] The ABU Results Table found on the Player Aid Card is consulted, choosing the column corresponding to the total ARF PTS rounded down if necessary. The result of the barrage should be found at the intersection of the d20 result with all applicable modifications (0.5 x d20 + ABU modifiers) and the column selected as explained above.

Explanation of an ABU result	
Result	Explanation
○+2	Defender units must pass a CAB test, otherwise lose one step. +2: Positive modifier to the CAB (beneficial for the defender)
● ○ -2	●: Defender units each lose one step and then must pass a CAB test; if this test is a failure, a second step is lost. -2 : Negative modifier to the CAB (not beneficial for the defender)

[8.3.4] A unit losing one or two steps after an ABU will not be able to conduct combat during its next Combat Phase [9.1]. Mark such a unit with the corresponding "Step Loss" marker. This marker gets removed or flipped over at the beginning of step B of the Combat Phase [3.2.5].

[8.4] ABU Modifiers

[8.4.1] During an ABU resolution, positive modifiers are beneficial for the defender and negative modifiers are beneficial for the attacker. They add together as relative numbers and change the ABU die roll result [8.3.2].

[8.4.2] Terrain modifiers based on the terrain in the defender's hex are listed below:

Defender's Terrain	ABU modifier
Clear or Lowland	0
Broken	+ 2
Rough or Mountainous	+ 3

[8.4.3] As French (and Belgian) coordination between infantry and artillery was seriously lacking, French or Belgian ABUs including more than one unit suffer from a + 1 modifier.

[8.4.4] A CAV unit targeted by an ABU, even if stacked in a hex with other units, receives a + 3 modifier.

[8.4.5] A German HAR or French 120L HAR stacked with a CAV or INF unit, targeted by an ABU, receives a + 3 modifier.

[8.4.6] A German SAR stacked with a CAV or INF unit, targeted by an ABU, receives a + 5 modifier.

[8.4.7] If the modified die roll goes beyond 16, the ABU result should be read one column to the left, adding - 2 to the original modifiers.

[8.5] Artillery Barrage vs Fortification (ABF)

[8.5.1] A unit may launch an ABF only into its front hexes [6.2.1], and only versus a hex where one or several fortifications [4.4] exist. This barrage will have no effect on any enemy units present in the hex whatsoever.

[8.5.2] SAR units that have long-range fire capabilities [2.5.16] and are not in an enemy ZOC can barrage fortifications in the first half of their second hex range, as shown here.
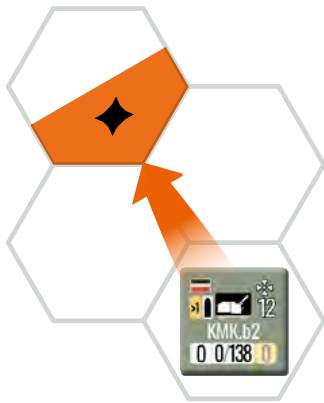
[8.5.3] During an ABF, the AFF values of all units participating in this barrage are added together.

[8.5.4] In a hex where several units are stacked together, the attacker can choose which of them will attack in the same ABF.

[8.5.5] One ABF is resolved completely before launching another ABF.

[8.5.6] Against each fortification, only one ABF (with or without Assault [11.5]) can be launched during the Barrage Phase, unless as explained in rule [8.6.4].

[8.5.7] Assault ABF [11.5] are declared during the Barrage Phase but are executed at the start of the Combat Phase. Therefore, a unit involved in an Assault ABF doesn't fire during the Barrage Phase [11.5.1].

EXAMPLE 7:
ARTILLERY BARRAGE VS. UNITS

The French 1ere DI, 2e DI and the 155 CTR from the 1er RAL (HAR) barrage the German units of the 18.ID, 5.KD & II/RFußa.2 with an ABU. The French units are situated in two different Clear front hexes [8.2.1]. The German units, adjacent to all the French units, are also in a Clear hex.
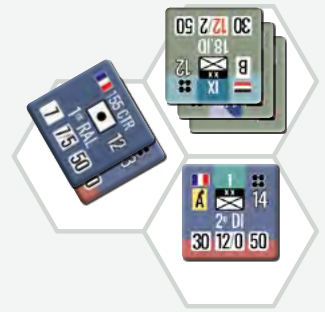
ARF Calculation:
The total French ARF is: 12 + 11 + 7 = 30 PTS. This is rounded down to column 26 [8.3.3]. With a total of 26, the ARF can strike every German unit stacked in the target hex [8.3.1].
The roll of a d20 gets a "3" divided by two and rounded up to a "2" [8.3.2]. The result, found on the "26" column with a dice-roll of "2" [8.3.3] is: "○-1".

ABU Results:

• **ABU Result vs. the 18.ID:**
The German unit gets + 1 modifier as several French units are participating in the ABU [8.4.3]. The table result is changed from "2" (+ 1) to "3". The result is thus now a "○" result.
Then, the 18.ID must pass a CAB test [5.1]. The German player rolls a "4" on the d20; he needed a "12" or less (18.ID CAB is 12) so the GER unit succeeds with flying colors [5.1.1].

• **ABU Result vs. the 5.KD:**
The German unit gets a + 1 modifier as several French units are participating in the ABU [8.4.3]. The German unit also gets a + 3 modifier as it is a CAV unit, which is the target of an ABU [8.4.4]. The ○-1 result is thus modified to a ○+3 result. Then, the 5.KD must pass a CAB test [5.1].
The German player rolls a "6" on the d20, and needed a "15" or less (5.KD CAB is 12 + 3= 15 [5.1.2]), so the GER unit succeeds, again, with flying colors [5.1.1].

• **ABU Result vs. the II/RFUßa.2:**
The German unit gets a + 1 modifier as several French units are participating in the ABU [8.4.3].
The German unit also gets a + 3 modifiers as it is a German HAR unit, with a CAV or INF unit in its hex, which is the target of an ABU [8.4.5]. The ○-1 result is thus modified to a ○+3 result.
Then, the II/RFUßa.2 must pass a CAB test [5.1]. The German player rolls a "16" on the d20, and needed a "15" or less (II/RFUßa.2 CAB is 12 + 3 = 15), so the GER unit fails [5.1.1] incurring one step loss, destroying the II/RFUßa, [2.4.6].

[8.6] ABF Table and result

[8.6.1] The attacker launching an ABF first determines a target hex where one or several fortifications exist. If multiple fortifications exist in the target hex, the attacker will announce, before resolving the ABF, their priority order.

[8.6.2] The results of an ABF are resolved by the roll of a d20, and the result must be divided by two (rounded up).

[8.6.3] According to each category of fortifications, be they:

    Masonry fort, identified by a white background,

    Strengthened masonry fort or a Normal *Feste*, identified by a black background,

    Strengthened concrete fort or a Ultra-modern-*Feste*, identified by a yellow background,

the attacker will use the corresponding line on the Player Aid Card. The column to be used is the one corresponding to the total AFF value (rounded down to the nearest column of the table if necessary). The result of the barrage can be found at the intersection of the column as explained above and the d20 result with all applicable modifications (0.5 x d20 + ABF modifiers).

Explanation of an ABF result	
Result	Explanation
○+2	• If the CAB test fails for a Fort, it is destroyed. • if the CAB test fails for a *Feste*, it loses a step and the counter is flipped to its back. + 2 : Positive mod. to the CAB (beneficial for the defender).
● ○-2	• One Fort (Masonry, Strengthened Masonry, Strengthened Concrete) is automatically destroyed, and as a bonus, another Fort situated in the same hex must pass its CAB test [5.1.1] with the modifiers of the ABF result and is destroyed if it fails. • The *Feste* automatically loses a step and the counter is flipped to its back. It must pass its CAB test and is destroyed if it fails. - 2 : Negative mod. to the CAB (beneficial for the attacker).

[8.6.4] When a ● result happens in a hex where multiple fortifications exist, a second fortification, chosen by the attacker, will have to pass its CAB test with the negative modifiers as explained above; if this second fortification has better protection than the first targeted fortification, it will add a + 10 to the CAB; if the second fortification has lesser protection than the first targeted fortification, it will add a - 6 to the CAB.

In case this second fortification is not destroyed, a second ABF can, as an exeption, be launched against it with different ART units.

[8.7] ABF Modifiers

[8.7.1] During ABF resolution, positive modifiers are beneficial for the defender and negative modifiers are beneficial for the attacker. They add together as relative numbers and change the die roll result.

[8.7.2] A SAR unit which fires beyond a one hex range [8.5.2] has an unfavorable modifier of + 5.

[8.7.3] A fortification in a Rough or Mountainous terrain hex gives an ABF an unfavorable modifier of + 4.

[8.7.4] If the modified die roll goes beyond 12, the ABF result should be read one column to the left, adding - 2 to the original modifiers.

[8.8] Low Ammo

[8.8.1] General ammunition shortage will start on Game Turn 20. So from that turn until the end of the game all ABUs and ABFs, unless those made by SAR already under the low ammo rule from the start of the game [2.5.17], will incur an unfavorable + 4 modifier. From Game Turn 22 on until the end of the game, all ARFs are reduced by 50% in addition to the unfavorable + 4 modifier.

[8.8.2] SAR units marked with white or blue ammunition icons [2.5.17] can fire from the first Game Turn (GT1) 12 times for 42-cm guns and 25 times for 30.5-cm heavy mortars or 28-cm howitzers. For specific scenarios or for those that do not start from first Game Turn, an SSR mentions the ammo available. After each barrage, the corresponding ammo marker will be shifted down one box on the General Track. When the marker reaches the 0-box, no more barrages are allowed.

EXAMPLE 8: ARTILLERY BARRAGE VS. FORTIFICATIONS

The German HAR III/Fußa.1 (eight 21-cm mortars) launches an ABF against the Charlémont's Citadel in Givet.

There is no French unit in the hex.

The German unit is adjacent to the citadel, which is also situated in one of its front hexes [8.5.1].

AFF Calculation:

The total German AFF is: 12 PTS [8.5.3].

Charlémont's Citadel is a masonry fort identified by a white background [4.4], so the line to be used in the ABF Results Table is the one written in black on a white background; the column to be used, rounded down, is the 10 PTS column [8.6.3].

ABF Results:

The roll d20 gets an "11" divided by two and rounded-up to a "6" [8.6.2]. The barrage gets an unfavorable modifier of + 4 as the citadel is situated in Rough Terrain [8.7.3], so we have "6" + 4 = 10. Thus, the result on the ABF Results Table [8.6.3] is "○-1":

Charlémont's Citadel CAB of 12 must now be tested, with an unfavorable modifier of -1, so its CAB now becomes 11 [5.1.2].

The French player rolls a "5" on the d20; the citadel withstands the ABF and is not destroyed as "5" ≤ 11 [5.1.1].

During the next turn, the German player launches a new ABF with the III/Fußa.1 reinforced by the ÖFAB.2 against the citadel.

All their ART units are adjacent to the citadel, which is also situated in one of their front hexes [8.5.1].

AFF Calculation:

The total German AFF is: 12 + 40 = 52 PTS [8.5.3].

Charlémont's Citadel is a masonry fort identified by a white background [4.4], so the line to be used in the ABF Results Table is the one written in black on a white background; the column to be used, rounded down, is the 52 PTS column, [8.6.3].

ABF Results:

The roll d20 gets a "15" divided by two, and thus rounded up to an "8" [8.6.2].

The barrage gets an unfavorable modifier of + 4 as the citadel is situated in Rough terrain [8.7.3], so we have "8" + 4 = 12. Thus the result on the ABF Results Table [8.6.3] is "○-13": Charlémont's Citadel is automatically destroyed, as, with a CAB of 12, it cannot pass a -13 CAB test [5.1.2].

[9] COMBAT

The first fights in the summer of 1914 were characterized by huge clashes of infantry. Good terrain fieldcraft, efficient artillery support, accurate enemy identification, and attacks made with strong forces were the keys for winning a battle.

[9.1] Combat

[9.1.1] The attacker can initiate a combat only during his Combat Phase against an enemy-occupied hex if all attacking unit(s) fulfill the following conditions:
- they were not active (i.e. barrage) during the Barrage Phase [8.1.3],
- they are adjacent and the attacked unit is in one of their front hexes [6.2.1],
- they are from the same nationality,
- and are not still marked with a "Step Loss" marker due to losses taken in an ABU [8.3.4] or a combat [9.3.6] & [9.6.2] or in an Assault ABF [11.5.6].

No more than 12 Total Steps, be they INF or CAV, may ever attack out of one hex.

[9.1.2] During the Combat Phase, the attacker can initiate as many combats as he or she wants, still obeying [9.1.1]. These combats are resolved in the order chosen by the attacker.

[9.1.3] When a hex is attacked, all enemy units occupying that hex must be attacked.

[9.1.4] During a Combat Phase a unit can only initiate one attack or can only be attacked once, except when [9.3.3] applies.

[9.1.5] The attacker is not obliged to have all units present in the same hex engage in the same combat. Some can attack one hex, some another, and others can stay idle. A combat including only ARF(s) on the attacking side against an enemy-occupied hex is not possible.

[9.1.6] A German or British CAV or INF unit initiating combat has the choice of being fully committed to the fight with its CBF or partially with only its ARF. Still, for a combat to occur, at least one attacking unit must be fully committed.

[9.1.7] A unit having suffered losses will not be able to be fully committed as an attacker to a combat if its CBF is in light red [2.5.12]. In this case and if its type and nationality allow [9.1.6], it can only be partially engaged in a combat.

[9.1.8] During a combat, the attacker [9.1.1] & [9.1.4] will add together:
- The CBF of all CAV and INF units fully committed [9.1.6],
- The ARF of all CAV and INF units partially committed [9.1.6],
- The CBF of all engaged ART units.

The defender does not count units that have already fought [9.1.4], (e.g. they have already retreated into the now-attacked hex in a previous combat in this Player Turn).

He or she adds together the CBF of all units present in the hex.

[9.1.9] On the Allied side, when several nationalities are stacked together in the defending hex, the Allied player will have to choose which nationality will use its full factor (i.e. CBF) all others will be at 50% (i.e. divided by two, no rounding).

[9.1.10] SAR units [2.2.2] without any ARF will be automatically destroyed if attacked by at least 1 PT CBF while alone in a hex.

[9.1.11] Combat is resolved based on the ratio between the attacker's ARFs & CBFs total against the defender's CBFs total [9.1.8]. The higher the odds ratio, the better the attacker's chances will be to defeat the defender.

[9.1.12] On the Combat Results Table, find the column corresponding to the exact odds ratio, rounding down if necessary.

[9.1.13] One combat's results are immediately implemented before going to the next combat.

[9.1.14] HQ or ENG units will add nothing to the attacking or defending side during a combat.

[9.1.15] Given the many occurences of historical tactical surprise and to prevent combats from becoming a tedious mathematical exercise, we recommend that for each combat against a hex, the attacker only be allowed to compute one odds ratio with his calculator before deciding to attack or not.

[9.2] Cavalry Withdrawal

[9.2.1] If the attacker initiates combat without any CAV unit against an enemy CAV unit, be it alone or stacked with other enemy units, this CAV unit can immediately withdraw from this combat.

[9.2.2] The withdrawing CAV unit(s) must be retreated one hex by the defender, towards its Line of Communications (LOC) [13]. The attacker's units can now advance into the vacated hex if empty or must initiate combat if any enemy units are still in the just-vacated hex.

[9.2.3] If multiple CAV units withdraw from a hex according to Cavalry Withdrawal, they are allowed to retreat into different hexes as long as they obey [9.2.1] & [9.2.2].

[9.2.4] If a withdrawing CAV unit enters the ZOC of an enemy unit during Cavalry Withdrawal, it must pass a CAB test [5.1], unless a friendly unit occupies the hex it enters.

[9.2.5] A CAV unit may not move off-map or through a Mountain Range hexside in Cavalry Withdrawal.

[9.2.6] An attacking unit not able to initiate combat because of Cavalry Withdrawal will not be able to initiate any other combats during its Combat Phase.

[9.2.7] A CAV unit already having withdrawn from a hex according to Cavalry Withdrawal must fight if attacked again during the same Combat Phase and cannot withdraw again.

[9.2.8] An HQ unit stacked in a hex with CAV or INF unit, that is attacked by a force that does not include CAV, can also undertake Cavalry Withdrawal, obeying [9.2.2], [9.2.3], [9.2.4] & [9.2.5].

[9.2.9] After Cavalry Withdrawal, the stacking limit [6.4.3] must be respected.

[9.3] Combat Results Table

[9.3.1] Units not involved in combat [9.1.5], or only partially committed in a combat [9.1.6], are not affected in any way by any combat's results.

[9.3.2] A combat is resolved by the roll of a d20. The result of the combat can be found at the intersection of the d20 line and the odds to odds combat ratio column on the Combat Results Table. Prisoners, wounded men, killed men, men missing in action, and lost equipment are the combat consequences, depicted in the game through several step loss results.

Explanation of a combat result		
Upper part of result		
Each affected attacking unit must pass a CAB test, otherwise lose one step.	Each affected attacking unit must pass a CAB test, otherwise lose one step.	Each affected attacking unit must pass a CAB test, otherwise lose one step.
- 4 : Negative modifier to CAB.	+ 6 : Positive modifier to CAB.	+ 8 : Positive modifier to CAB.
○- 4	○+6	○+ 8
○- 4	●○ 0	●●○-4
Each affected defending unit must pass a CAB test, otherwise lose one step.	●○ : Each affected defending unit loses one step and if CAB test failed, loses another step.	●●○ : Each affected defending unit loses two steps and if CAB test failed, loses a third step.
- 4 : Negative modifier to CAB.	0: Neutral modifier to CAB.	- 4 : Negative modifier to CAB.
Bottom part of result		

[9.3.3] The player with the worst combat result must take any automatic step losses [9.3.2] (●, or ●●, or ●●●) for each of his fully committed [9.3.1] INF and CAV units first. Then, that player's fully committed INF and CAV units must pass a CAB test, and take another step loss if the unit fails. The other player will then take his fully committed INF and CAV units' automatic step losses and perform his fully committed units' CAB tests. Remember that PIOs are treated as INF [2.2.1].

- i.e. in (a) ○+3 / (d) ●○-5, the defender (always fully committed [9.1.6]) suffers one step loss for each of his INF and CAV units first, and must take a CAB test with a -5 penalty for these same units and take another step loss if the unit fails / Then the attacker must take a CAB test with a +3 bonus for each of his fully commited [9.3.1] INF and CAV, and take one step loss if the unit fails.
- i.e. in (a) ○-4 / (d) ○-5, the defender must pass its CAB test with a -5 penalty for each of his INF and CAV units first and take one step loss if the unit fails / Then the attacker must pass a CAB test with a -4 penalty for each of his fully committed INF and CAV, and take one step loss if the unit fails.
- If combat results are the same, the defender must test first, i.e. in (a) ○-4 / (d) ○-4, the defender must pass its CAB tests first.

The side with the first unit to suffer one or more step losses is the side that must retreat one hex with all units that lost one or more steps. The other side, whatever the combat results, is never forced to retreat, even in the case of a failed CAB test.

Units with a Unit Ranking of A+ or A must only retreat when they are at Attrition Level ● ● or worse [2.4.6].

After all CAB tests (and any possible retreats) of INF and CAV units of a player, if there are only HQ, ENG, ART units or units that were involved in a previous combat this Player Turn in the hex [9.1.4], then those units will have to apply the combat results.

In this specific case, a railroad-transported SAR unit will always perform its CAB test last, and if it is alone in the hex at that time, it is automatically destroyed, without a die roll. In essence, this unit did not have enough time to escape.

For other units (Motorized SAR unit included), if they do not suffer a step loss after the CAB test, the player chooses whether or not to retreat these units one hex, (See Example 9, Case #2).

The retreat of a motorized SAR unit is allowed regardless of whether it is on its movement or FIP side, but after the retreat, it flips to its movement side, if it was not on that side already.

[9.3.4] If the modified die roll goes beyond 25, the combat result should be read one column to the left, adding - 8 to the original modifiers.

[9.3.5] If the modified die roll goes below - 4, the combat result should be read one column to the right, adding + 8 to the original modifiers.

[9.3.6] One step loss received will prevent the unit from engaging in combat during the next game turn, with the exception of A+ ranking units.

Two step losses received will prevent the unit from engaging in combat during the next two game turns, with the exception of A+ & A ranking units, which are prevented to engage in combat only for the next game turn. Markers are provided to serve as a mnemonic device.

Whatever its number of step losses incurred; a unit will always be able to engage defensively in a combat.

[9.3.7] In the event that a unit receives one or more additional step losses while already marked with a marker, the marker is flipped to the most unfavorable side, "2+ Step Losses".

[9.4] Combat Modifiers

[9.4.1] During combat resolution, positive modifiers are beneficial for the defender and negative modifiers are beneficial for the attacker. They add together as relative numbers and change the d20 result [9.3.2] for combat resolution. Partially committed units [9.1.6] do not generate any modifiers to the ongoing combat; only fully committed units do.

[9.4.2] When several fully committed units are attacking from different hexes, use only terrain and hexside modifiers [9.4.3], [9.4.4] & [9.4.5] from the most unfavorable hex for the attacker.

[9.4.3] Attacking INF or CAV units engaging fully committed in combat against enemy units positioned behind the following hexside terrain types suffer from the following modifiers:

Hexside Terrain Modifiers			
Deep Forest		By units who can cross,	+3
		or who cannot cross this hexside [7.2],	+9
Mountain Range		By units who can cross,	+6
		or who cannot cross this hexside [7.2],	+18
Minor River or Canal		Simple or double Minor River or Canal	+6
River, Marshes or Pond		Simple or double River, Marshes or Pond	+12
Major River w/ Bridge or p. flooded Banks		Simple or Double Major River with bridge or partially flooded hexside [4.2] & [17.2]	+18
Major River w/o Bridge or flooded Banks		Simple or Double Major River without bridge or destroyed bridge or flooded hexside [4.2] & [17.2]	+26

A unit cannot be partially committed [9.1.6] across a Mountain Range hexside during a combat.

EXAMPLE 9: COMBAT

(+30+29) PTS of combat   (33+3) PTS of combat

59/36 => The odds ratio is 1.64 : 1, rounded down to 1.5 : 1 [9.1.12].

Additional combat:

+ 1 modifier for eye-catching uniforms [9.4.7],
- 1 for an attack conducted from 2 hexes [9.4.10].
So the total modifier to the d20 [9.4.1] is + 1 - 1 = 0.

Case # 1: if the d20 roll gets a "2"

The final result is : "2" + 0 = 2. On the column 1.5 to 1 with a 2 we get the following result: Attacker (a) ○+3 / Defender (d) ●○+3.

The German player (defender) has got the worst combat results so the 32.ID losses one step and retreats [9.3.3] and checks its CAB test with a +3 modifier, so its CAB becomes 12 +3 = 15 [5.1.2].

The German player rolls a "15", his CAB test is good. As the ART & HQ units are alone, they suffer the consequences of combat: ●○+3. As these units have a single step, they are destroyed [9.3.3] now.

Case # 2: if the d20 roll gets a "12"

The final result is : "12" + 0 = 12. On the column 1.5 to 1 with a 12 we get the following result: ○ 0/ ○ -7.

The German player (d) has got the worst combat results so he will have to pass his units' CAB test first [9.3.3]. The 32.ID checks its CAB test with a - 7 modifier, so its CAB becomes: 12 - 7 = 5 [5.1.2]. The German player rolls a "18" on his CAB test, a failure, well above the "5" or less necessary to pass the CAB test [5.1.1].
The German unit loses one step (its new Attrition Level is ●), and must retreat one hex, being the player having to retreat in this combat according to [9.3.3].

As the ART & HQ unit are alone, they suffer the consequences of combat [9.3.3] : ○ -7. The Fußa.1 checks its CAB test with a - 7 modifier, so its CAB becomes 12 - 7 = 5 [5.1.2]. The German player rolls a "5" on his CAB test and succeeds. The unit can retreat [9.3.3].
The HQ checks its CAB test with a - 7 modifier, so its CAB becomes 14 - 7 = 7 [5.1.2]. The German player rolls a "5" on his CAB test and succeeds. The unit can retreat, too [9.3.3].

Case # 3: if the d20 roll gets a "16"

The final result is : "16" + 0= 16. On the column 1.5 to 1 with a 16 we get the following result: ○ -1 / ○ -6.

The German player has got the worst combat results so he will have to pass his units' CAB test first [9.3.3].

The 32.ID checks its CAB test with a - 6 modifier, so its CAB becomes 12 - 6 = 6 [5.1.2]. The German player rolls a "6" on his CAB test and succeeds. There is therefore no need for the ART & HQ units to check their CAB test, since they are not alone [9.3.3].

[9.4.4] During combat, deployment difficulties may arise when too many attacking CAV or INF units are involved from the same hex. Depending on the terrain type of both the attacker's and defender's hex, there is a maximum number of INF or CAV steps that can attack from each hex. Additionally, the combat die roll can get adversely modified by a Terrain Modifier:

Defender's Terrain	Attacker's Terrain	Max Total Atk. Steps	Terrain Modifiers
Clear or Lowland	Clear or Lowland	12 [9.1.1]	0
	Broken, Rough or Mountainous	12 [9.1.1]	+4
Broken	Clear or Lowland	12 [9.1.1]	+10
	Broken, Rough or Mountainous	9	+12
Rough	Clear or Lowland	12 [9.1.1]	+14
	Broken	9	+16
	Rough	9	+20
	Mountainous	6	+20
Mountainous	Clear or Lowland	9	+22
	Broken, Rough or Mountainous	6	+22

The Total Steps of a fully committed [9.1.6] CAV or INF unit are counted normally, but for a partially committed unit, only 1 step is counted. For BCA, BCP & JB units [2.5.19] only half of their steps are counted (retain fractions, no rounding).

[9.4.5] When a BCA, BCP & JB unit [2.5.19] or MIN unit participates offensively in a combat where the maximum number of attacking steps is 9 [9.4.4], the attacker gains a -3 modifier. This modifier is increased to -6 if the maximum number of steps is 6.
These units are trained to operate in difficult terrain.

[9.4.6] A CAV unit involved in any combat and situated in a Rough or Mountainous terrain hex, will incur a +12 modifier if attacking and -12 if defending.

[9.4.7] If any unit with eye-catching uniforms [2.5.18] attacks in a combat, it will incur a +1 modifier.

[9.4.8] When the defender is attacked by any unit through its flank [6.2.1] or [6.3.1], the attacker will get an advantageous -10 modifier.

[9.4.9] When the defender is attacked by any unit through its rear [6.2.1] or [6.3.1], the attacker will get a very advantageous -16 modifier.

[9.4.10] When attacking from multiple hexes, the following advantageous modifiers will help the attacker in his combat:

Count a hex only if a fully committed INF or CAV unit [9.1.6] is attacking. Modifiers are not cumulative.	Modifier
Attacking from 2 hexes	-1
from 3 hexes	-3
from 4 hexes	-4
from 5 or 6 hexes	-5

[9.4.11] Attacking INF units belonging to the same corps, unless autonomous [2.5.7], will get an unfavorable modifier of +5 if two or more hexes are between them or if one of the two units belonging to the same corps is destroyed or missing, when attacking in a combat while fully committed [9.1.6].

[9.4.12] Until the end of Game Turn 17, all French DR or DT, except for 70ᵉ DR (Unit Ranking "A" [2.5.14]) will have to pass a successful CAB test when attacking. For each CAB test failure, a modifier of +3 will be added to the combat.

EXAMPLE 10: COMBAT

The French player initiates a combat on GT19 with these units. The French units are adjacent to the following German units that are in their Front hexes [9.1.1].

Situation before combat:

Combat Calculation:

77 PTS against 33, gives a combat with a 2.3 : 1 ratio, rounded down to 2 : 1 [9.1.12].

Combat Result:

Let's say the modifiers are +15 and the die result shows a "17": 15 + "17" = 32, as the Max result on the Combat Results Table is the "25" line, the combat results cannot be read, so the result should be read one column to the left, on the 1.5 to 1 column with the modifiers lessened by 8 [9.3.4], so the combat results, are 32 -8 = 24 read on the 1.5 to 1 column, which gives:

a	○-3
d	○-4

The German player (d) has got the worst combat results so he will have to pass his units' CAB test first [9.3.3].

The 20.ID checks its CAB test with a - 4 modifier according to the combat results, its CAB becomes 12 - 4 = 8 [5.1.2], rolls a "18" and as "18" > 8, it loses one step [5.1.1]. The counter is flipped to its ● side [2.4.6] and the unit is retreated one hex.

The German player becomes the side which will have to retreat in case of failed CAB test [9.3.3]. The II/RFußa.2 now being alone in the hex must check its CAB test [9.3.3] with the same combat result modifier of - 4, so its CAB becomes 12 - 4 = 8 [5.1.2], rolls a "15" and as "15" > 8, it loses one step [5.1.1], and is immediately destroyed [2.4.6].

The French player must now check his units' CAB test with a - 3 modifier, but will not have to retreat in case of failure [9.3.3].

1ᵉʳᵉ DI's CAB becomes 13 - 3 = 10, 2ᵉ DI's CAB is 14 - 3 = 11, 51ᵉ DR's CAB is 12 - 3 = 9 without taking into consideration any of the CAB modifiers from [9.5].

The 1ᵉʳᵉ DI rolls an "8", and 2ᵉ DI rolls an "11", so they do not lose a step as 8 ≤ 10 & 11 ≤ 11 [5.1.1]. 51ᵉ DR rolls a "13" and loses one step as 13 > 9 [5.1.1], and the counter of 51ᵉ DR is flipped to its ● side [2.4.6].

Situation after combat:

[9.5] CAB test during combat

[9.5.1] When one or several units with a red ARF [2.5.11] and or when one or several PIO units [2.5.4] participate in combat, each will lower the CAB of all enemy units involved in this combat by 1.

- i.e no less than -1 modifier to the enemy's CAB whatever the number of units with a red AFF or PIO status and no less than -2 whatever the number of units with a red AFF and PIO status.

[9.5.2] If one or more HAR units with a total ARF of 5 to 11 PTS are involved in a combat, they will lessen the CAB of all enemy units involved in this combat by 1. If the total ARF of these HAR units is 12 PTS or more, the CAB will be lessened by 2.

[9.5.3] A SAR unit that was not active in the Barrage Phase can take part in a combat. The psychological impact of artillery shelling on enemy troops placed in entrenchments (strengthened or regular) or in an old fortification, [4.4], will thus lessen the CAB of all involved (attacked) enemy units in this combat by 2. In this case, shift the ammo marker down one space on the General Track [8.8.2].

[9.5.4] Units involved in combat will often have to test their CAB, which will be modified according to the results of [9.3] but also by the modifiers listed in [7.4.2], [7.5.4], [9.5.1], [9.5.2], [9.5.3] & [15.1]. The Player Aid Card contains all possible modifiers.

EXAMPLE 11: CAB TEST DURING COMBAT

The German player performs a combat with his units:

- II, III / Fuβa.12
  5 PTS of CBF,
- I, II / Fuβa.6
  5 PTS of CBF,
- 34.ID
  30 PTS of CBF with red ARF.

The German units have 40 PTS of CBF in total.
The French units also have 40 PTS, so there's a 1:1 ratio.

With a die roll of "8", the result is:

a	○-3
d	○-4

Because the Germans have a total of 10 (5+5) PTS of ARF [9.5.2], and the ARF is red, [9.5.1], the result for the French (d) with modifiers becomes (- 4 - 1 - 1)= - 6.

[9.6] Retreat or Advance after combat

[9.6.1] After combat, rule [9.3.3] will tell which player and in which conditions the units that have suffered at least one step loss will have to automatically retreat one hex.
When a unit retreats after one step loss, its UFA can be freely changed by the owning player. If a unit retreats after two step losses or more, it must keep its original UFA.

[9.6.2] A unit retreating into a hex devoid of friendly units and which is in an enemy ZOC [6.1] will have to check its CAB test again and will lose another step if it fails. In this case, its marker will flip to the most unfavorable side, "2+ Step Loss".
The unit's CAB will be modified by any enemy CAV units exerting a ZOC into this hex and by the total ARF of all enemy units contributing to the ZOC, as follows:

- without any ARF, + 3
- with an ARF from 1 to 4 PTS: 0
- with an ARF from 5 to 11 PTS: - 3
- with an ARF ≥ 12 PTS : - 6
- with an enemy CAV unit contributing to this ZOC: - 3.

[9.6.3] An INF unit that is forced to cross a hexside with terrain it usually is not permitted to cross [7.2] will suffer an additional step loss (●) in doing so. A CAV unit in the same situation will be destroyed.

[9.6.4] During a retreat, the stacking rule [6.4.3] must be respected and units that cannot retreat or units retreating off-map are destroyed.

[9.6.5] After retreat, when a hex is devoid of any enemy units, the non-retreating player, even with one or more step losses but not having its CBF in light red color (weakened) [2.5.12], must immediately decide if one or more of his units involved in this combat will advance into the now-vacated enemy hex.
This advance is not mandatory, but whatever the decision of the non-retreating player, he will be able to change the UFA of any of his units, even if the units do not advance after combat. In case the enemy hex is not vacated, the attacker's units are not allowed to change their UFAs.

[9.6.6] Advance after combat is never allowed for the following units:
- SAR units,
- French RAP,
- Units having executed a FOM [7.5].

[9.6.7] A unit can advance after combat into an enemy vacated hex by crossing a terrain hexside [4.2] only if allowed to do so in MVT [7.2].

[9.7] Combat Movement

[9.7.1] This kind of limited movement gives the attacker the possibility of making small front line adjustments. An INF or CAV unit that did nothing during the Barrage Phase, Movement Phase & Combat Phase can make a combat movement.

[9.7.2] During (optional) Step B of the Combat Phase, a combat movement gives the player a one hex movement, but only if the unit could make this MVT [7.2] considering usual MVT rules. After making a combat movement, the unit's UFA can be freely changed. Instead of moving one hex, combat movement can also be used by a unit to only change its UFA.

[9.7.3] Combat movement used to enter or exit an enemy ZOC will have to obey [7.6].

EXAMPLE 12: RETREAT AND ADVANCE AFTER COMBAT

Let's say the French player, with his 2ᵉ DIC in hex Y25, and his 4ᵉ DI in hex Y24, initiates a combat against hex X25 where there is German 11.ID. The 3ᵉ DIC is more than two hexes distant from the 2ᵉ DIC (both are in the same corps, CAC) [9.4.11].

Situation before combat:

Combat Calculation:

The 2ᵉ RAL, (1 step), has a CBF of 3 (which comes from its ARF).

The 2ᵉ DIC is at full strength (4 steps), and has a CBF of 29.

The 4ᵉ DI is at full strength (4 steps), and has a CBF of 29.

The 11.ID is at full strength (4 steps), and has a CBF of 30.

So we have 3 + 29 + 29= 61 PTS vs 30 PTS.

The odds ratio is 2.03 to 1, rounded down to 2 to 1 [9.1.12].

Now we look for the worst terrain modifiers for the attacker between hexes Y25 & Y24 [9.4.2]:

In hex Y25, we have a "Broken (attacker) vs Broken (defender)" case, so the terrain modifier is +12 [9.4.4].

In hex Y24 we have a "Rough (attacker) vs Broken (defender)" case so the terrain modifier is + 12 [9.4.4].

There is also a Minor River between hex Y24 and hex X25, so there is a +6 modifier.

So we have, in Y24, the following modifiers: + 12+ 6= + 18.

The worst terrain modifiers for the attacker are those from where the 4ᵉ DI is attacking, Y24 with a + 18.

Additional Combat Calculation:

+ 1 modifier for 4ᵉ DI's eye-catching uniforms [9.4.7],

– 1 for an attack executed from 2 hexes [9.4.10],

+ 5 because 2ᵉ DIC is more than two hexes from the other unit of its corps (the 3ᵉ DIC from CAC) [9.4.11].

So the total modifier to the d20 [9.4.1] is + 18 +1 –1 +5 = +23.

Combat Results:

The d20 roll gets a "7" so the final result is : "7" + 23 = 30, so the odds ratio is adjusted one column to the left, from 2:1 to 1.5:1 [9.3.4], and 8 must now be subtracted from 30 giving a 22.

On the column 1.5 to 1 with a "22" we get the following result:

a	○ –3
d	○ –5

The German player must pass his unit's CAB test [9.3.3].

The 11.ID tests its CAB with a – 5 modifier, so its CAB becomes 12 - 5 = 7 [5.1.2].

The German player rolls a "18" on his CAB test, a failure, well above the 7 or less necessary to pass the CAB test [5.1.1].

The German unit loses one step (its new Attrition Level is ●), and must retreat one hex, being the player having to retreat in this combat according to [9.3.3].

The French HAR unit is therefore not concerned by the CAB test.
The French player must now check his units' CAB test.

11.ID has a red ARF, so all French units have their CAB penalized by –1 [9.5.1].

The 2ᵉ DIC's CAB becomes 14 –3 –1 = 10 [5.1.2].

The d20 roll gives a "18", the 2ᵉ DIC loses one step (its new Attrition Level is ●) [5.1.1].

The 4ᵉ DI's CAB becomes 13 –3 –1= 9 [5.1.2].

The d20 roll gives a "4", the 4ᵉ DI does not lose a step as 4 ≤ 9, necessary to pass the CAB test [5.1.1].

As the German 11.ID had to retreat from X25, French units have the option to advance one hex to enter X25, changing their UFAs as they wish [9.6.5].

Situation after combat:

[10] FIELDWORKS

The first defensive protections were small bits of trenches called fieldworks, whose main aim was to protect from small arms fire. These hasty engineering works done essentially by the soldiers using their own crude entrenching tools were the first step towards the erection of a main line of resistance.

As the French Command was essentially offensively minded toward *"Offensive à outrance"* (*Offensive at all costs*), few fieldworks were initially built. On the German side, the units were more prone to protect themselves as their doctrine did not shun protection as the French did and so they were able to use fieldworks more efficiently and rapidly.

[10.1] Build Fieldworks

[10.1.1] Only INF & HAR units can build fieldworks. For an HAR unit, if it acted in the preceding Barrage Phase, it cannot build fieldworks in the same turn.

[10.1.2] During (optional) step E of the Combat Phase, when "Fieldworks Construction" is allowed, a unit able [10.1.1] to but which did not perform a FOM can try to build fieldworks. It will not be able to do anything else during this Combat Phase.

[10.1.3] To be able to build fieldworks, a unit must first pass a CAB test. If several counters are stacked in the same hex, the lowest CAB of the INF involved in the attempt to build fieldworks will be used. This CAB will have the following modifiers:

Condition	CAB modifier
INF unit having already acted during an ABU	- 3
Unit in Lowland	- 4
German or British French or Belgian unit before GT10 French or Belgian unit beginning with GT10	- 5 - 8 - 5
The unit did not act during the preceding Movement Phase	+ 6
Beginning with GT22 (with better equipment and experience)	+ 5

[10.1.4] If the CAB test is passed, a "Fieldworks" marker is placed on top the unit or stack of units. Since a hex can contain some units in fieldworks, and some units not in fieldworks, the "Fieldworks" marker is positioned above the units that are in fieldworks. Those units outside of fieldworks are positioned above the marker.
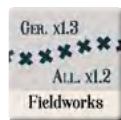
[10.1.5] For each scenario, the SSR will indicate the maximum number of failed CAB tests per side beyond which no further fieldworks can be built by that side in a given Game Turn. Markers are provided to keep track of the limit and the current number of failed fieldworks CAB tests.

[10.1.6] Units under fieldworks will only receive their benefits if attacked only from their front hexes [6.2.1].

[10.1.7] If multiple units have fieldworks in the same hex, the fieldworks-covered front hexes are determined by their combined UFAs and ZOCs [6.3]. For ease of play, only one fieldworks marker will ever be placed on top of a stack.

[10.2] Fieldworks advantages

[10.2.1] A unit stacked with fieldworks will find its CBF improved when attacked during combat, and in case it is attacked by an ABU, the enemy ARF will be lessened. The following chart gives the modifiers:

During a combat	Defensive Multiplier
German Fieldworks	X 1.3
Allied Fieldworks	X 1.2

During an ABU	Defensive Multiplier
German Fieldworks	Attacking ARF lowered by 50%
Allied Fieldworks	Attacking ARF lowered by 50%

[10.2.2] In case of a combat against a hex where some units have fieldworks and others do not, only units with fieldworks will get the defensive bonus.

[10.2.3] For fieldworks modifiers to help the defender during combat, at least one attacking unit must attack across a fieldworks hexside.

[10.2.4] In case of an ABU against a hex where some units have fieldworks and others do not, the ABU will be resolved with different ARF while still obeying to the maximum number of units affected by a barrage.

[10.3] Losing Benefits of Fieldworks

[10.3.1] As soon as a unit leaves a hex with fieldworks, it loses its bonus. The same is true if a unit changes its UFA.

[10.3.2] As soon as a fieldworks marker is alone in a hex without any unit benefiting from it, it is removed from the map.

[11] FORTIFICATIONS

[11.1] Regular Entrenchments

Before the conflict began, French and Germans erected defensive lines at the Grand-Couronné near Nancy for the first and on a line Morhange/Sarrebourg, south of the railroad line Strasbourg/Metz, for the second. These defensive elements were made of:
• Deep strengthened trenches, sometimes with armored shields.
• Battery positions.
• Some woodcutting to clear fields of fire for the artillery
• The first barbed wire network in some cases.
• And for the Germans, the positioning of artillery markers to help fire registering.

During mobilization, all these positions were rapidly manned, strengthened, and expanded by the construction of new trenches and by improving the barbed wire network density. Quite rapidly these defensive lines spread in all directions and existed for a long time and lasted until the end of the war.
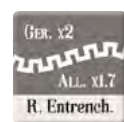
[11.1.1] Regular entrenchments [4.4] can be found in black on the map or on counters [11.1.7]. Regular entrenchments found on the map are permanent and the original names are printed in an orange frame on the map.
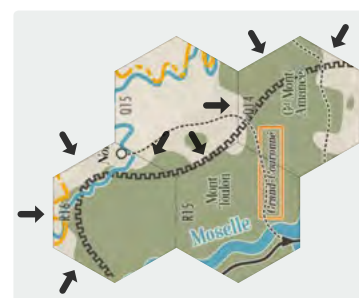
[11.1.2] The small arrows on the picture to the left depict hexsides where regular entrenchments are effective.

[11.1.3] Until deemed operational in Game Turn 3, regular entrenchments are considered the same as fieldworks [10.2].

[11.1.4] At the start of Game Turn 3, all regular entrenchments become operational. All units, except for CAV units, limited to 8 Total Steps and situated behind regular entrenchments protected hexsides will get the following defensive bonus:

During a combat	Defensive Multiplier
German Regular Entrenchments	X 2
Allied R. Entrenchments	X 1.7

During an ABU	Defensive Mult. + ABU modifier
German Regular Entrenchments	Attacking ARF lowered by 50% and a + 2 ABU modifier [8.4.1]
Allied R. Entrenchments	Attacking ARF lowered by 50% and a + 1 ABU modifier

[11.1.5] In a multi-hex combat, the defensive bonus will be effective if at least one unit is attacking across a regular entrenchments hexside.

[11.1.6] Units in regular entrenchments only have to retreat [9.3.3] following a combat if they suffered an automatic step loss, regardless of whether they passed their CAB test, or if they are at Attrition Level ●● or worse.

[11.1.7] Beginning with GT22, GER units can, during the Fieldworks Construction Step of the Combat Phase, try to improve their fieldworks to regular entrenchments while still obeying [10.1.2].
All units stacked in the same hex must be in fieldworks, and the unit with the lowest CAB in this hex must pass a CAB test with a modifier of - 1. If the CAB test is successful, the "Fieldworks" marker is flipped over to its "Regular Entrenchments" side.

[11.1.8] As soon as a unit leaves a hex with regular entrenchments, it loses its bonus.

[11.1.9] As soon as a "Regular Entrenchments" marker is alone in a hex without any unit benefiting from it, it is removed from the map.

[11.2] Fortified Zone

During peacetime the Germans erected fortified bridgehead known as "*Brückenkopf*" all along the Rhine River as well as some fortified zones which were deemed semi-permanent (small defensive works with battlements and strengthened by beams, rail tracks covered by earth and barbed wire networks) and situated on high ground overlooking Vosges passes. Two where cleverly situated on the high ground of Sainte-Marie's pass and Bonhomme's pass. From the start of the conflict all this positions where manned by covering forces which were able to quickly and efficiently defend those strategic positions.

[11.2.1] German Fortified Zones [4.4] situated on two passes are manned by a permanent garrison. From Game Turn 1, all Fortified Zones are operational with the aim of blocking enemy movement.

[11.2.2] In front of the hex where the Fortified Zone is situated, enemy MVT is immediately stopped. As long as a Fortified Zone is not destroyed, no enemy unit will be able to enter its hex.

[11.2.3] A Fortified Zone has a defensive CBF of 2 PTS and a CAB of 13.

[11.2.4] When a Fortified Zone, without any unit stacked with it, is subject to a combat, the Fortified Zone will get the terrain modifier [9.4.4], but as all sides of it are defended, [9.4.8] & [9.4.9] do not apply.

[11.2.5] An unit attacked while in a Fortified Zone receives 2 extra CBF for its defense, but no additional benefits besides those from terrain.

[11.2.6] Against an ABU, the following modifiers are used: Attacking ARF is lowered by 50% and a + 2 modifier exists. Terrain modifiers are not used [8.4.2].

[11.2.7] If a Fortified Zone CAB test is failed during a combat or an ABU, the Fortified Zone is destroyed. Like in every other combat if the Fortified Zone is destroyed and if the hex is empty, [9.6.5] applies.

[11.3] Forts

Fortifications encompass three types of forts, which were all specifically designed to resist independently, for the longest possible time, against an invader. Some of these forts were tasked with a specific mission, such as covering a railroad, a bridge, a crossroads, or a pass with the fire of their guns; some were designed to be supportive of each other so as to form a defensive screen. They are divided into the following three categories:

• The first were masonry forts, built with bricks and mortar. Their guns were located in open-topped emplacements and quite vulnerable to enemy barrages. To improve their overall defensive capabilities, they were sometimes designed with casemates or armored gun turrets.
• The second were strengthened masonry forts, offering a better protection against the new types of explosives—for example *Mélinite* for the French, *Lyddite* for the British, *Ecrasite* in Austria-Hungary, and *Dunnite* in the USA. The guns of this type of fortification could be positioned outside the fort in specifically designed positions. In this case, the fort was more like an infantry defensive position. Retractable gun or machinegun turrets could exist to strengthen the fort, and flanking fire was made possible with new designs like the "*Casemate de Bourges*".
• The third were strengthened concrete forts, designed with concrete or reinforced concrete. The weapons and retractable turrets found in these forts were top-notch.

[11.3.1] A fort is a fortification, which can be one of three different categories [4.4]. Historically, they were sometimes called "citadels" or "*ouvrages*". In the same hex, you can find multiple forts. An active fort is one which is not destroyed.

[11.3.2] An active fort does not have a ZOC, but prevents enemy units from entering its hex.

[11.3.3] The ratings of a fort can be found on its counter or in the Fortifications overview chart:
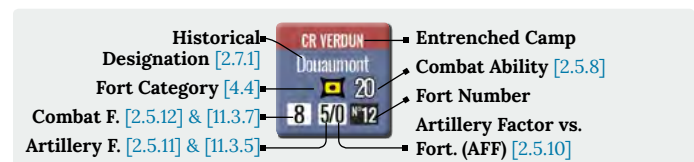
[11.3.4] According to the scenario's setup display, each fort will be positioned in its designated hex.

[11.3.5] As for units, forts have an ARF, allowing them to launch an ABU with the added advantage of being able to barrage with an ARF < 6 PTS [8.3]. In the ABU Results Table of the Player Aid Card, the column with 3 PTS is therefore exclusively restricted to ARFs coming from forts. In the case of an ABU [8.2.5], launched by several different units barraging together, it is possible to add up fort's ARF with units' ARF. In this case [8.4.3] applies.

[11.3.6] An ABU conducted only by forts ignores terrain modifiers [8.4.2].

[11.3.7] A fort, by itself, cannot attack in combat. Its CBF is useful to resist against an Assault ABF [11.5], and is added to the CBF(s) of friendly unit(s) defending in the fort's hex during combat. In this case, the fort(s) will not be affected by the combat result in any way.

[11.3.8] A Fortifications-Related Unit [2.5.15], when offensively involved in combat while being in or adjacent to its own ENC, can be supported by the ARFs of friendly forts able to barrage the enemy hex. During this combat, friendly forts will not be affected in any way by the combat results.

[11.3.9] Being small units, HQ & ENG units can be sheltered in a fort hex to protect them from combat. Therefore, such units may not be attacked when in the same hex as an active fort.

[11.3.10] A fort that loses a step is deemed permanently destroyed and no side can repair it. The fort counter is removed from the map.

[11.4] The Feste

The *Feste* were characteristic German Fortifications, designed with a new and different doctrine than the one prevailing at that time with Belgian and French forts. On a vast territory they erected a modern defensive system featuring:

- Protected batteries with armored turrets
- Concrete barracks
- Spread infantry shelters linked to strategic posts by underground galleries
- Machinegun emplacements and armored observatories
- Fire trenches often made in concrete overlooking ditches protected by barbed wire networks
- And for the bigger *Feste* one or more concrete forts with armored turrets.

The concrete of the different *Feste* was not reinforced but could perfectly withstand French 220 mm gun fire. The guns arming the *Feste* were powerful 10 cm or 15 cm guns which could sometimes reach targets at 13 km range.

[11.4.1] A *Feste* is a fortification, which can be one of two different categories [4.4], and unlike Forts they are two-sided. They can withstand one step loss and in this case they are flipped to their reduced side. According to the setup displays, *Feste* will be positioned on the map. In the same hex, there can be one or more *Feste* or Forts. An active *Feste* is one which is not destroyed.

[11.4.2] An active *Feste* has a ZOC in the hexes printed on its counter. After having suffered one step loss a *Feste* loses its ZOC. An enemy unit cannot enter an active *Feste* hex.

[11.4.3] The ratings of a *Feste* can be found on its counter or in the Fortifications overview chart:
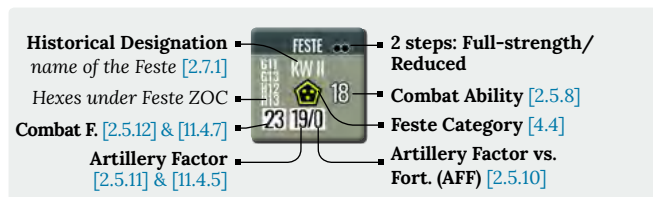
[11.4.4] According to the scenario's setup display, each *Feste* will be positioned in its designated hex.

[11.4.5] As for other forts, *Feste* have an ARF allowing them to launch ABU with the added advantage to be able to barrage with ARF < 6 PTS. In the case of an ABU [8.2.5] launched by several different units barraging together, it is possible to add together *Feste* ARF with Forts ARF and unit's ARF.

[11.4.6] An ABU made only by *Feste* ignores any terrain modifiers.

[11.4.7] A *Feste*, by itself, cannot attack in a combat. Its CBF is useful to defend against an Assault ABF [11.5], and is added to the CBF of friendly units defending in the *Feste*'s hex during a combat. In this case, the *Feste* will not suffer in any way of the combat results.

[11.4.8] A Fortifications-Related Unit when involved in a combat while being in or adjacent to its own ENC, can be supported by the ARFs of friendly *Feste* able to barrage the enemy hex. During this combat, friendly *Feste* will not suffer in any way of the combat results.

[11.4.9] Being small units, HQ & ENG units can be sheltered in a *Feste* hex so as to protect them from a combat. Therefore, such units cannot be attacked if there is an active *Feste* in the hex.

[11.4.10] With one step loss, a *Feste* is flipped over to its reduced side where its CBF and ARF are lowered by 50% and its CAB lowered by 3. Upon a second step loss the *Feste* is deemed permanently destroyed and no side cannot repair it. The *Feste* counter should be removed from the game.

[11.5] Assault Artillery Barrages vs. Fortifications

[11.5.1] Instead of an ABF [8.5], [8.6], & [8.7] the attacker can choose to make an Assault ABF if it is declared during the Barrage Phase and if the fortification hex is devoid of any enemy units, (INF, CAV or HAR). The assault is resolved during the upcoming Combat Phase, before the first combat, and just after the barrage portion resolution there will be one INF, or CAV, or PIO unit attacking the fortification. Markers are provided to keep track of ABF & assault declarations.

[11.5.2] To conduct an Assault ABF, the assaulting unit must be adjacent to the assaulted hex at the end of the Movement Phase, and the assaulted hex must be one of its front hexes. The bonus of the assault is a shift to the right in the ABF Results Table column corresponding to the AFF used during the attack:

Number of column shifts for an Assault ABF			
	CBF of the fortification		
Unit Type/Ranking	2 to 4 PTS	5 to 8 PTS	> 8 PTS
INF Unit Ranking: A+, A or B	▶▶▶▶	▶▶▶	▶▶
Other INF Unit Ranking: C	▶▶▶	▶▶	▶
CAV unit	▶	—	—
If at least one fortification in the hex was not the target of another ABF or Assault ABF [11.5.3].	◀	◀	◀

[11.5.3] A fortification attacked by an Assault ABF can get one column shift to the left if at least one other fortification in the same hex was not the target of another ABF or Assault ABF.

[11.5.4] As with normal ABF [8.5.6], the attacker can only make one Assault ABF against a given fortification.
However, an Assault ABF with at least a ● result against a hex with multiple fortifications means:
- One fortification is automatically destroyed,
- The attacker has the option to assault another fortification in the hex with the same unit (even if this fortification should have been assaulted by another unit initially, which in this case will stay idle), taking into account the initial numerical result but without the "●" (● -2, becomes -2). The attacker can also choose to stop the assault of the unit and let the second fortification be assaulted by another unit as planned initially.

[11.5.5] An assaulting PIO unit has an AFF of 4 PTS and a bonus modifier of 4 columns to the right on the ABF Results Table. As a PIO unit also has an AFF, it can make an Assault ABF by itself with an AFF of 14 PTS.

[11.5.6] The assaulting unit will have to pass its CAB test, and suffer a step loss if it fails, after the targeted fortification with modifiers listed in [7.4.2], [7.5.4] & [15.1.1] and additionally with the following cumulative modifiers:

Condition	CAB Modifiers
Against a Fortification with a CBF of 5 to 6 PTS, or with a CBF ≥ 7 PTS	– 1 – 2
Fortification in Rough or Mountainous terrain	– 2
Fortification behind a River	– 2
Fortification behind a Flooded bank hexside	– 6
Assaulting unit is PIO	+ 1
Successful assault (if the enemy fort is destroyed)	+ 3

During an Assault ABF against only one fortification, if the attacker gets a ● result or if after adjustment the fortification's CAB is ≤ 0, the assaulting unit will not have to pass its CAB test.

Don't forget if the unit suffers a step loss and if it not destroyed, put a "Step Loss" marker on it.

[11.5.7] ART units to be involved in an Assault ABF will be inactive during the Movement Phase and Combat Phase. Markers are provided to keep track of such units.

[11.5.8] If during an Assault ABF every fortification in the hex is destroyed, the assaulting unit can advance into the hex even with one or more step losses.

[11.5.9] After an Assault ABF, the assaulting unit can not advance if a fortification is still active in the hex.

[11.5.10] An Assault ABF against a target identified during the Barrage Phase cannot be changed. If the initial enemy target is subsequently destroyed by another friendly unit, the units dedicated to assaulting this now-destroyed target can do nothing during the Combat Phase.

EXAMPLE 13 (CONTINUED FROM EX. 8): ABF FOLLOWED BY ASSAULT

As there are no more French units in the hex of Charlémont's Citadel in Givet, the *III/Fußa.1* and the *24.RD* can make an Assault ABF against the Citadel [11.5.1]. The German units are adjacent to the citadel, which is also in their Front hexes [8.5.1].

AFF Calculation:

The German AFF is 12 PTS [8.5.3].

The category of Charlémont's Citadel is a masonry fort (white background), so the line to be used in the ABF Results Table is the one written in black on a white background; the column to be used, rounded down, is the 10 PTS column [8.6.3].

The *24.RD* will make an assault just after the barrage [11.5.1].

Charlémont's Citadel has a CBF of 8 PTS, and the *24.RD* gets a two-column bonus to the right [11.5.2], to the 18 PTS column.
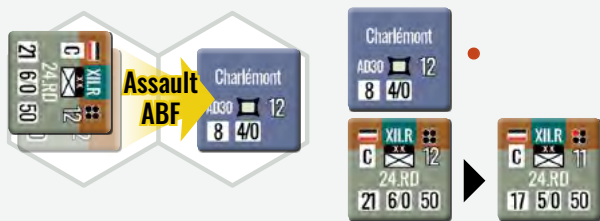
Assault ABF Results:

The d20 roll gives a "12" divided by 2 which gives a "6" [8.6.2], modified by a + 4 as the citadel is situated in a Rough hex, so the total is "6" + 4 = 10 [8.7.3]. So the result on the Table is ○-5 [8.6.3].

Charlémont's Citadel has a CAB of 12 and it must pass its CAB test first [11.5.6] with a - 5 modifier, so its CAB becomes 12 - 5 = 7, [5.1.2].

The French player rolls a "7" on the d20, and the citadel is not destroyed (barely) as "7" ≤ 7 [5.1.1].

The *24.RD* must now check its CAB test.

The *24.RD*'s CAB becomes 12 -2 (fortification with CBF ≥ 7 PTS) -2 (Rough terrain) = 8 [11.5.6].

The German player rolls a "14", resulting in failure, as "14" > 8.

So 24.RD loses a step and must stay where it is [11.5.9].

[11.6] Strengthened Entrenchments & Entrenched Camps

[11.6.1] Strengthened entrenchments are printed on the map. These bold black lines [4.4] are permanent and exist only around ENC. If the attacker makes a multi-hex combat, the defender will gain the defensive bonus of strengthened entrenchments if at least one of the attacking units attacks across a strengthened entrenchments hexside.

[11.6.2] After mobilization works are over [11.6.5], all units, except CAV units, for a total of up to 8 steps and behind the strengthened entrenchments hexside, will gain the following bonus:

During a combat	Defensive Multiplier
German Strengthened Entrenchments	X 3.5
French or Belgian Str. Entrenchments	X 3

During an ABU	Defensive Multiplier + ABU Modifier
German Strengthened Entrenchments	Attacking ARF lowered by 50% and a + 5 ABU modifier, see [8.4.1]
French or Belgian Str. Entrenchments	Attacking ARF lowered by 50% and a + 4 ABU modifier, see [8.4.1]

[11.6.3] During combat, units protected by strengthened entrenchments will only have to retreat if they are at Attrition Level ●● (two steps losses) or worse after resolving the combat.

[11.6.4] An Entrenched Camp (ENC) is made of several fortifications inside a belt-like defensive line. ENCs are either protected by regular entrenchments [11.1], strengthened entrenchments [11.6.1], or a mix of both.
The characteristics of different fortifications of an ENC are made up of their own strength and those of neighboring defensive forces. For some ENCs that are strategically important in certain scenarios, specific counters exist.

For other ENCs, you will find the characteristics of every fort included in their ENC in the Fortifications overview chart.

The forts and *Feste* inside an ENC depend on [11.3] & [11.4]. The other rules described below supplement and specify the particularities of ENC.

In the Fortifications overview chart, you will find the characteristics of the different fortifications according to the numbering system.
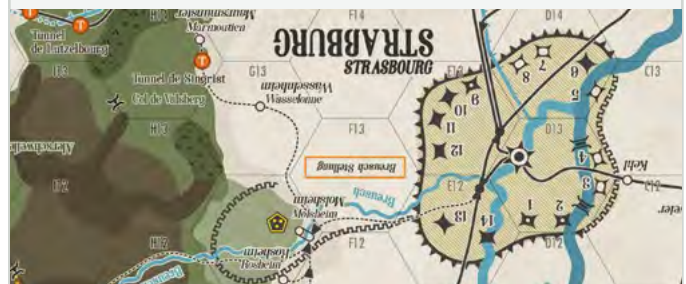
"Breusch Stellung" is the name of the line of defense that runs from *Strasbourg* to the KWII Feste. Hex F 13 is under the protection of Regular Entrenchments if the attacker comes from hex F 12.

Strasbourg is protected by a belt consisting of both Regular Entrenchments on the east side and Strengthened Entrenchments on the west, north, and south sides [11.6.4].

EXAMPLE 14

On Game Turn 18, Maubeuge's ENC has only four remaining French forts active in hexes AK30 & AK31 with no French units in these hexes—at this time, 1/3 of Maubeuge's forts have been destroyed.

All French forts are of strengthened masonry type, identified by a black background color, so the line to be used on the ABF Results Table should be the one in black with white letters [8.6.3].

In the hex adjacent AL31 and in their front, we find the following German units:

PiR.24, KMK.b3, 26.IB, II,III/Fußa.4, PiR.25, 13.RD, I,II/Fußa.9, ÖFAB.8, a step total of 10 [6.4.2].

During the Barrage Phase [11.5.1] the German player announces the following attack:

• 1st Assault ABF with *PiR.24 & KMK.b3* against Leveau's fort, (N°6), hex AK31,

• 2nd Assault ABF with *26.IB & II,III/Fußa.4* against Sarts's fort, (N°5), hex AK31,

• 3rd Assault ABF with *13.RD & I,II/Fußa.9, ÖFAB.8* against Bourdiau's fort, (N°2), hex AK30,

• 4th Assault ABF with *PiR.25* against Hautmont's fort, (N°1), hex AK30.

With all fortifications in the hex being subjected to an Assault ABF, there will be no modifier of one column to the left, [11.5.3].

1st AFF calculation against Leveau's Fort, (N°6), hex AK31:

PIR 24 & KMK.b3 have 4 + 96 = 100 AFF PTS [11.5.5], so the column to be used is the 94 PTS column [8.6.3], with a modifier of four columns to the right when a PIO is used during an assault [11.5.5], so the new column to be used is the one with 179 PTS.

1st Assault ABF results:

The d20 roll gives a "10" divided by 2 which gives a "5" [8.6.2], so the result on the Table is : ● ○-10. Leveau's fort is automatically destroyed [8.6.3] & [11.5.4], and now 50% of the ENC's fortifications are destroyed.

The German player chooses to carry on with the Assault ABF's result against Sarts's fort (N°5), [11.5.4], with a - 10 - 1 = - 11 modifier [8.6.4] & [11.6.14].

The CAB of the fort becomes 15 - 11 = 4 [5.1.2].

[11.6.5] It takes some time for an ENC to be fully operational. On the Game Turn Track, you will find the turn number when mobilization works are over and defense is fully effective. Before that, entrenchments efficiency is lowered by one level. Strengthened entrenchments become regular entrenchments [11.1], and regular entrenchments become fieldworks [10.1].

[11.6.6] Liege's ENC was attacked right from August 4, 1914, so it could never end its mobilization works. So its Strengthened Entrenchments will always be downgraded to Regular Entrenchments of the fortifications [11.1].

[11.6.7] An enemy unit cannot enter an ENC hex as long as an active fortification or a friendly unit exists in it. An active fort has a ZOC around the outside perimeter of the ENC.

[11.6.8] During combat, an attacked unit located inside an ENC and behind entrenchments increases its CBF by adding the sum of the CBF of all active fortifications present in the hex [11.3.7] & [11.4.7]. HQ and ENG units sheltering inside a fortification [11.3.9] & [11.4.9] cannot be attacked by a combat.

[11.6.9] A unit behind entrenchments and in an ENC hex where there is still an active fortification:
• whatever its UFA on the map is, will always be attacked during combat [6.2.1] as if having 360° front hexsides, whatever its number of steps.
• prevents the attacker from initiating an Assault ABF [11.5.1].

[11.6.10] As long as a fortification remains active in an ENC hex, no enemy ZOC will exist in it.

[11.6.11] In an ENC hex, when there is no more active fortification in it, the entrenchments are downgraded one level. Strengthened Entrenchments become Regular Entrenchments [11.1], and Regular Entrenchments become Fieldworks [10.1].

[11.6.12] An Allied unit gains the defensive bonus from another Allied nation's ENC, but the entrenchments are considered to be downgraded one level (i.e. French units in Namur or British units in Antwerp).

[11.6.13] Fortifications' ABU against enemy units inside their ENC have a + 2 ABU modifier.

[11.6.14] An ENC with 50% of its fortifications destroyed has its remaining fortifications suffering from a - 1 modifier to their CAB. When this number reaches 75%, the modifier to the CAB becomes - 3, and when only one fortification remains for the whole ENC, the modifier becomes - 6.

[11.6.15] As soon as an ENC has no more active fortifications remaining, the attacker must leave an INF unit (to perform police functions) in any hex of an ENC. If not, its RRs are cut off and he or she does not gain any victory points from capturing the ENC. This requirement is limited to one unit, for the entire ENC, regardless of the number of hexes of the ENC.

[11.7] Old Fortifications

[11.7.1] Old fortifications [4.4] give some defensive protection to INF and ART units, limited to 4 Total Steps. Once in the hex and after a verbal declaration, just stating they are occupying the old fortifications within, units in the hex will benefit from a 1.5x multiplier to their CBF if engaged in combat while defending in this hex.

[11.7.2] It is not allowed to add the benefit of fieldworks, regular entrenchments, or strengthened entrenchments to an old fortifications defensive bonus.

The French player rolls a "9" on the d20, so Sarts's fort is destroyed as "9" > 4 [5.1.1].

PiR.24 must now pass its CAB test, its CAB becomes now 15 + 3 + 1 -2= 17 [11.5.6].

The German player rolls a "10" on the d20, so the *PiR.24* is not destroyed as "10" ≤ 17, and it can advance into hex AK31 now emptied of any active enemy fortifications [11.5.8].

2nd AFF calculation against Sarts's fort, (N°5), hex AK31:

26.IB & II,III/*Fußa*.4 should have launched an assault against the fort, but as Sarts's fort has been previously destroyed, nothing happens, and the two German units must stay idle where they are [11.5.10].

3rd AFF calculation against Bourdiau's fort, (N°2), hex AK30:

At this time, 2/3 of Maubeuge's forts have been destroyed, I,II/*Fußa*.9 & ÖFAB.8 have an AFF of 18 + 40 = 58 PTS, and the corresponding column to be used is the one labeled "52" [8.6.3]. Right after the barrage, 13.RD will assault the fort [11.5.1]. Bourdiau's fort has a CBF of 12 PTS, and the 13.RD gives to the assault a modifier of two columns to the right [11.5.2], to reach the 78 PTS column.

3rd Assault ABF results:

The d20 roll gives a "19" divided by 2 rounded up which gives a "10" [8.6.2], so the result on the Table is ○-13. Bourdiau's fort has a CAB of 15. The fort must pass its CAB test first [11.5.6], and its CAB modifiers are -13 - 3 = - 16 [11.6.14], so the CAB becomes 15 - 16 = -1 [5.1.2]. Bourdiau's fort is automatically destroyed, 13.RD does not need to perform a CAB test [11.5.6], and the 13.RD stays where it is after the assault [11.5.9].

4th AFF calculation against Hautmont's fort, (N°1), hex AK30:

Hautmont's fort is the last active fort of Maubeuge's ENC; *PiR.25* is alone with an AFF of 14 PTS [11.5.5].

4th Assault ABF results:

The d20 roll gives a "5" divided by 2 rounded up, which gives a "3" [8.6.2], so the result on the Table is ○-4. Hautmont's fort has a CAB of 15, the fort must pass its CAB test [11.5.6], and the CAB modifiers are - 4 - 6 = - 10 [11.6.14] so its CAB becomes 15 - 10 = 5, [5.1.2].

The French player rolls a "6" on the d20, Hautmont's fort is destroyed as "6" > 5 [5.1.1], and PIR.25 must now pass its CAB test, its CAB becomes now 15 + 3 + 1 -2= 17 [11.5.6], The German player rolls a "17" on the d20, so the *PiR.25* is not destroyed as "17" ≤ 17, it can advance into hex AK30 now emptied of any active enemy fortifications [11.5.8].

[12] RAILROADS

All railroad transport made by the belligerents during mobilization in August 1914 was efficient and fast. This was made possible by the good cooperation envisioned before the war between railroad engineers and military staff. Troops entraining and detraining, food supply during their trip, and billeting right after detraining were thoroughly prepared for. In France, between August 2 and 19, 1914 some 11.800 trains circulated. During the first weeks of the conflict, refugees and military rear-echelon evacuations, as well as supply delivery to combat units and evacuation of wounded and prisoners, weighted heavily against French railroad capacity. For your information, a French or German army corps needed about 110 trains with 30 to 40 wagons each!

[12.1] Control, Connection and Utilization of Railroad Networks

[12.1.1] In France, Belgium, Germany, and Luxembourg, there are both High Capacity Railroads (HCRs) and Low Capacity Railroads (LCRs) [4.3], able to transport and supply military units. To show the extent of each player's military control over the RR hexes of different countries, RR control markers will be used. In a RR hex with a German unit, it is not necessary to put a RR control marker so as to limit counter clutter on the map.

[12.1.2] During the first Admin Phase, the German player will mark the extend of his military control of RR network on the map by positioning RR control markers in RR hexes, either at the GER border when the scenario starts on the first Game Turn, (scenarios N° 2, 10 and 12) or according to the SSR of the scenario.
By default, all RR hexes not controlled by the Germans will be Allied controlled.

[12.1.3] During the Movement Phase, as soon as an INF or CAV unit with at least 2 steps moves through or stops in a RR hex, it gains its control. The attacker, as he moves his units, will gain control of different RR hexes, positioning RR control markers as needed. It will even be possible that pockets of isolated enemy-controlled RR will appear on the map.

[12.1.4] After retreat and advance during combat [9.6], it may be necessary to position new RR control markers on the map.

[12.1.5] A RR is usable by a player when controlled [12.1.2] & [12.1.3] and connected to his own rail network. Only controlled and connected RR will allow the transport and supply of combat units.
- A HCR is connected to a player's own network when ultimately connected to his country's RR by one or more HCRs. In this case if this HCR is controlled, it can be used. The German network must be connected to Germany. The Allied network must be connected to France. If the entrenched camp of Antwerp did not surrender, the Belgian units can use the Belgian network that must be connected to Antwerp.
- A HCR ending in a dead-end, (i.e that the railroad depiction on the map ends in the hex), can be used when controlled and connected to a HCR that is also connected to its own network.
- An LCR can only be used when it is connected by two Railway connections [4.3] each leading to a HCR connected to its network.
- An LCR ending in a dead-end can be used when controlled and connected directly to a HCR that is also connected to its own network; however, an LCR ending in a dead-end can also be used when controlled and connected to an LCR that is also connected to its own network.
- All other LCRs apart from these situations are unusable, NU.
Examples on pages 30 & 31 will explain these concepts more thoroughly.

[12.1.6] A ZOC belonging to a unit with ≥ 3 ARF PTS, in a hex crossed by a RR, or any fortification with an ARF [11.3.3] & [11.4.3] adjacent to a hex where a RR exists, cuts the RR network controlled by the enemy. In this case, RR control markers will not get adjusted, but transported units and supply cannot cross such a hex with an enemy ZOC.

[12.1.7] From game turn 3, the Luxembourg Railroad network becomes German controlled and accordingly can be used by the German player. The Belgian Railroad network, except for RR hexes already German controlled, gets controlled and accordingly can be used by the French. During the Admin Phase of Game Turn 3, the German player will have to position RR control markers up to the limit of Luxembourg's border towards France and Belgium.

[12.2] Entraining or Detraining

[12.2.1] In a hex where a RR exists, a unit can entrain or detrain using the most useful condition present in the hex. This means, if multiple entraining or detraining possibilities exist in one hex, only the higher maximum of Total Steps may be used—they will not be cumulative. The following chart will explain, according to each entraining or detraining operation, the MF cost in PTS by which a unit's MVT will be lowered in doing so, and the capacities in terms of Total Steps:

Entraining or Detraining	Map Symbol	Entr. or Detr. Capacity (Max Total Steps)	MF cost by mobility type
LCR ending in dead-end:			
in a small town or no town.		1	+15 +7 +7
in a normal town		2	+15 +7 +7
HCR ending in dead-end:			
in a small or normal town		4	+15 +7 +7
LCR or HCR:			
in a Rough or Mountainous hex		2 (1)	
in any other hex		4 (1)	+15 +7 +7
With the help of station's facilities, from HCR or LCR:			
in a small town		6 (1)	
in a normal town with or without old fortification		8 (1)	
in the suburbs of Paris (AX14, AX16) [4.5]		8	+15 +7 +7
in a large town with or without old fortification		12	
in a large station of Paris, Bruxelles or Anvers [4.5]		12	

(1) When entraining or detraining takes place in the last connected hex of a RR network, then the capacity is divided by 2.

[12.2.2] In a hex with an enemy ZOC, a unit can entrain or detrain if [12.2.1] is respected. After detraining in an enemy ZOC [7.6] must be respected.

[12.2.3] As soon as a unit is entrained, it loses its ZOC [6.1.2] and an Entrained marker is positioned on top of the unit with the small arrow pointing towards the direction of the RR used. At the end of the Movement Phase, if the unit is still not detrained and thus in Railroad Movement (RMV), the marker stays with it.
Artillery units moving only by RR [2.2.3] do not need markers, but will be correctly positioned on the movement side [2.5.3].

[12.2.4] It is not possible to stack more than one RMV in a hex. An entrained unit does not count towards the Stacking Limit in a hex [6.4.1].

[12.2.5] A unit attacked during combat while being entrained has a modifier of - 10 (Somehow an entrained unit has only flank hexes [6.2.1]).

[12.2.6] It is not possible to mix FOM and RMV.

[12.3] Railroad Movement (RMV)

[12.3.1] A RMV can be used by entrained units [12.2] and of course by artillery units moving only by RR [2.2.3], if the RR is usable [12.1.5].

[12.3.2] A unit, within the limit of its MF, can mix normal MVT with RMV during its Movement Phase.

[12.3.3] RMV follows the RR network as printed on the map while obeying the limitations of one-direction railway connections [4.3]. Each hex entered will cost MF PTS according to [12.3.6].
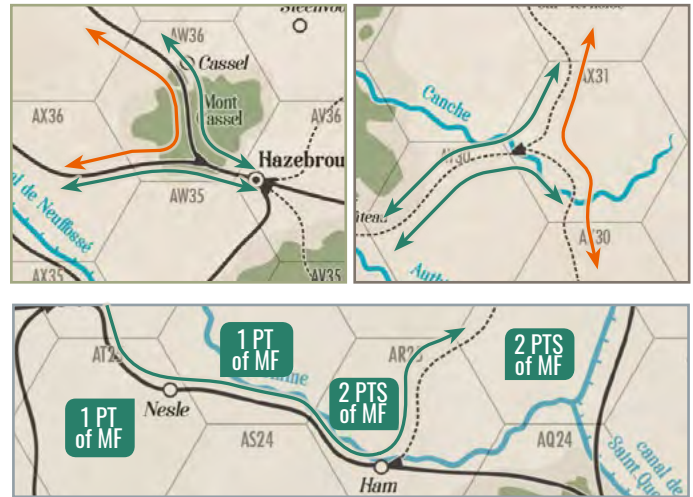
When there is a change from HCR to LCR or vice-versa in a hex, the higher MF costs for LCR apply.

[12.3.4] All units which exclusively use RMV are considered to have 50 MF except ART units using Railroad, which use their specific RR MF (yellow box) [2.5.9].

[12.3.5] RMVs performed on the same RR and in the same direction must follow each other [12.2.4], without being able to overtake. So a RMV can stay immobile while entrained on a RR but blocks traffic, unless it is an artillery unit moving only by RR.

[12.3.6] The following chart shows the MF cost in PTS for each hex entered by RMV according to the RR type.

RR type	Map Symbol	MF cost
HCR Transport strengthened or regular [4.3]		1
LCR Transport		2
LCR Transport in Mountainous terrain		3

[12.3.7] To change the direction of a unit moving by RMV [12.2.3], on the same HCH, a station must be used to allow such a complex undertaking from an LCR to a different RR or from a HCR to the same or a different RR.

The following chart gives the MF cost in PTS according to unit mobility type and size of the station:

Change of direction	Map Symbol	MF cost by mobility type
in a small town		+20 +10 +7 +10
in a normal town / in the suburbs of Paris		+10 +5 +5 +5
in a large town / in a large station of Paris, Bruxelles or Anvers [4.5]		+8 +4 +4 +4

[12.3.8] Right after detraining following a RMV, a unit can initiate a combat during the Combat Phase.

[12.4] Transport Capacity

[12.4.1] The transport capacity of a RR is limited by its Railroad type and by the number of convoys entering the hex; the different connections [4.3] do not matter for transport capacity.

Convoy is the term for a RMV of a CAV unit with more than one step or an INF unit with more than 2 steps. In addition, split units with 2 steps are also considered to be a convoy.

Other units, (HQ, ENG, PIO, HAR, SAR, CAV with one step & non-split INF units with 2 steps) do not affect transport capacity but must move in the same direction. The following chart shows the transport capacities allowed according to the RR type:

RR type		Map Symbol	Transport Capacity (max n° of convoys)
HCR Transport	Strengthened		3 (each) in both directions
	Regular		2 (each) in both directions
LCR Transport			2 (only one direction)
LCR Transport in Mountainous terrain			1 (only one direction)

DIAGRAM 2: CONVOYS

Example units constituting 1 convoy each

Example units not counting towards convoy maximum

EXAMPLE 15: TRANSPORT CAPACITY

According to this configuration, one convoy (blue arrow) uses the HCR (which has a maximum transport capacity of two convoys) and crosses the city of Hirson.

Two different convoys coming along from another RR (orange arrow) can use the HCR and also cross the city of Hirson because the connections [4.3] do not count for convoy transport capacity purposes.

[12.4.2] During their Movement Phase, both sides have a limit of 14 convoys each. Use the "Convoys conducted" markers to track the number of conducted convoys on the General Track.

[12.4.3] Transport capacity, must be respected and is independent from the transit capacity [7.3.1]. A convoy must remain immobile on its RR if the transport capacity in the new hex to enter would become overloaded.

The convoy will be able to move again during the next Movement Phase when it is no more overloaded.

For tracking transport capacity, markers with convoys numbers are provided and should be used.

[12.5] Deploy SAR in Firing Position

[12.5.1] Railroad-transported SAR units [2.2.3] must leave the railroad network to be able to get into FIP so as to be able to make an ABU or ABF. To do this, the SAR unit, while staying in the RR hex where it is, must spend + 30 MF.

[12.5.2] When a SAR unit is in FIP, its counter should be flipped to the side showing the black gun icon.
To be able to move along a RR again, leaving a FIP costs + 15 MF.

[12.5.3] As long as a railroad-transported SAR unit is not in FIP, its counter will stay on its "Transported" side [2.5.3], heading towards the RR direction used.

EXAMPLE 16:
RAILROAD NETWORKS

- **In AQ30,** HCR is controlled and usable [12.1.5]. A detraining could take place under condition (1), (in the last connected hex of a RR network), of [12.2.1] ("in any other hex from a HCR or LCR"); 4 divided by 2 is a Total Step maximum of 2.

- **In AU25,** HCR is controlled and usable [12.1.5] and a detraining could take place in the small town [12.2.1], with a Total Steps maximum of 6.

- **In AV23,** HCR is controlled and usable [12.1.5], and a detraining could take place (i.e : "in any other hex from a HCR") [12.2.1] with a Total Step maximum of 4.

- **In hexes AR30, AR29, AR28, AS28 & AS29,** the 3 LCRs are controlled but not usable, NU, because the LCRs are not connected by two Railway connections, each leading to a HCR connected to its network [12.1.5].

- **In AV26 & AW24,** the 2 HCRs are controlled and usable [12.1.5]. A detraining could take place under condition (1) of [12.2.1], with a Total Step maximum of only 2.

- **In AW22, AW23 & AV22,** the 2 LCRs are controlled but not usable, NU, because the LCRs are not connected by two Railway connections [4.3], each leading to a HCR connected to its network [12.1.5].

- **In AW20 & AV21,** the LCR is controlled but not usable, NU, because the LCR is not connected by two Railway connections, each leading to a HCR connected to its network (LCR and HCR in AW20 are not connected inside the hex but only in non-controlled AX21) [12.1.5].

- **In AW18,** the HCR is controlled but not usable; Laversines's bridge is destroyed [16.1.9].

- **In AX19,** the HCR is controlled and usable. A detraining could take place under condition (1) (in the last connected of a RR network), of [12.2.1] with a Total Step maximum of only 2.

- **In AT19,** the HCR is controlled but not usable, because Verberie's bridge is destroyed [16.1.9]. This destruction also prevents AS19 to AQ19 HCR from being usable.

- **In AU20, AW19 & AT22,** the Germans can detrain in these hexes because the location of the destroyed bridges let more than half of the HCR in uninterrupted German control [16.1.9] :
  - ➡ **In AT22,** a detraining could take place in Compiègne's station, (equivalent to a normal town) [12.2.1] with a Total Step of 8,
  - ➡ **In AU20,** a detraining could take place [12.2.1] with a Total Step maximum of 4,
  - ➡ I**n AW19**, a detraining could take place in Creil's station, (equivalent to a normal town) [12.2.1] with a Total Step maximum of 8.

- **From AT21 to AQ21,** the HCR is controlled but not usable, because Compiègne's bridge is destroyed [16.1.9]. This destruction also makes AS21 to AR20 LCR not usable.

- **In AT23** in the small town of Lassigny, this LCR is controlled and usable, because the LCR ending in a dead-end is connected directly to a HCR in AS22, which is also connected to its own network [12.1.5].

- **In AP23,** the LCRs are controlled and not usable, NU, because the LCRs are not connected by two Railway connections, each leading to a HCR connected to its network [12.1.5]. The dead-end is controlled but not usable because the LCR ending in a dead-end is not connected to an LCR that is also connected to its own network [12.1.5].

- **In AO25,** the LCRs are controlled and not usable, NU, because the LCRs are not connected by two Railway connections, each leading to a HCR connected to its network [12.1.5].

- **In AP25,** the dead-end is controlled but not usable because the LCR ending in a dead-end is not connected to an LCR that is also connected to its own network [12.1.5].

Network disposition is as follows: Germans are network connected via a Cambrai-Valenciennes-Mons-Liege-Aachen HCR.

RR status key

German Controlled, but not usable RR.

German Controlled, and usable RR.

Condition (1)

To Valenciennes
▶ Mons ▶ Aachen

LCR NU

LCRs NU

LCRs NU

Dead-end impassable

HCR & LCR NU

Dead-end impassable

HCR & LCR NU

LCRs NU

LCRs NU

LCR NU

HCRs & LCRs NU

HCRs & LCRs NU

Condition (1)

Condition (1)

Condition (1)
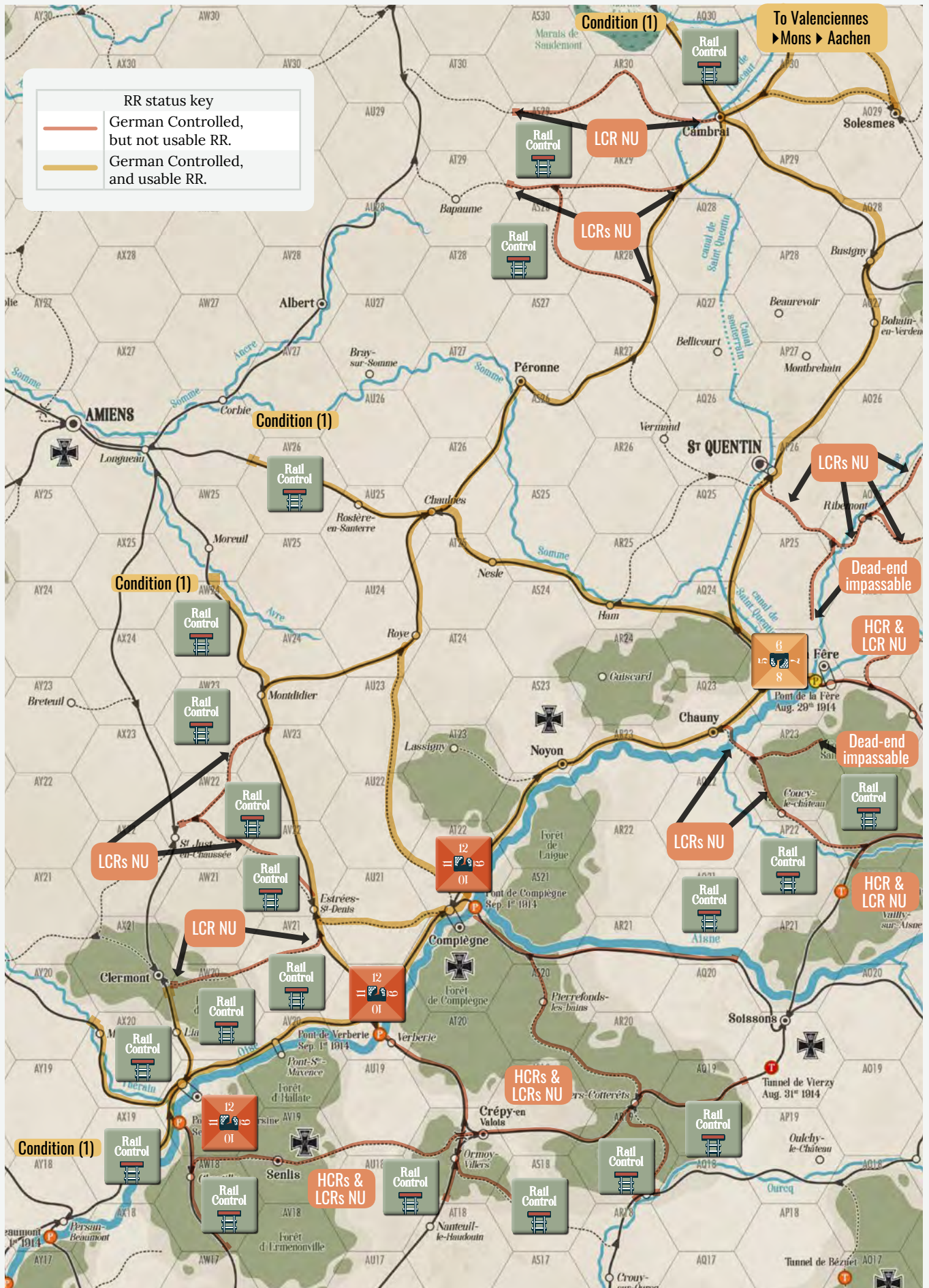
[13] LINE OF COMMUNICATIONS

[13.1] Line of Communications Determination (LOC)

Every unit needs ammo and supplies, even more so if engaged in combat. Transmission must exist too between units and head-quarters, otherwise errors will happen. The concept of Line of Communications (LOC) takes care of supply and command & control considerations.

[13.1.1] A unit has a Line of Communications (LOC) if during the Admin Phase:
- it is within the Command Range (in hexes) of a same-nationality HQ [2.5.20],
- and it has a normal logistics line.

The Command Range is not impacted by the presence of enemy units or ZOCs; it is just the distance that counts.

[13.1.2] CAV units belonging to a cavalry corps do not need a Command Range at all.

Cavalry divisions had an autonomous command direct-ly reporting to the GHQ (Germans and French (CC only)). These units had ultra-modern means of communications for their time, for instance, each KD had a transmissions group with two light and one heavy radio station.

[13.1.3] French units can easily change the HQ unit under whose command they are; however, some German units have a restriction until the end of GT21 [13.2].

[13.1.4] A unit's logistics line is normal if within a 100 MF counted in normal mobility type [2.5.9] from its hex to a usable HCR [12.1.5]. This logistics line must be traced through one or more hexes without any enemy units or enemy ZOC (friendly INF or CAV units of the same nationality negate ZOCs for this purpose), without crossing any Deep Forest or Mountain Range terrain hexside.

[13.1.5] An LOC can be extended, becoming a limited LOC (LLC) if a valid Command Range exists and if a long logistics line is possible. Effectively a logistics line can be extended from 100 MF to a maximum of 150 MF, in this case becoming a long logistics line.
On the scenarios' setup displays, units which begin play in LLC state have a small ⚡symbol next to their starting hex. [3.3.1]

[13.1.6] In each Admin Phase, each unit's supply status must be checked so as to have an LOC or an LLC. If it has neither, it is said to be Out of Command (OOC).
A unit with LLC or OOC must be identified with a corresponding supply status marker, which will stay with it until its next Admin Phase.
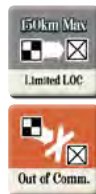
[13.1.7] In case a HQ unit should be destroyed (shame on you), every unit in its respective army is considered to be in LLC state if the units have a normal logistics line, otherwise they will be OOC.
Next Game Turn, during the Unit Arrivals of the Movement Phase, the destroyed HQ should be positioned on the map (British and French HQ in the ENC in Paris, German in any hex with another HQ unit).

[13.1.8] Due to the presence of a governor inside an entrenched camp; units of the same nationality in or adjacent to it have an LOC auto-matically established.

[13.1.9] An ENC can also supply friendly units within 4 hexes of each of its hexes. If a unit does not have a logistics line, it can use the ENC supply capability while respecting [13.1.4]. An ENC has a maximum supply capability for 4 Total Steps for each hex within the ENC.

[13.1.10] A friendly harbor can supply friendly units within a 3 hex range, giving them a logistics line while respecting [13.1.4]. The harbor's supply capability is twice its Naval Transport capacity as printed on the map [18.1].

[13.1.11] Every step of a unit must be supplied by an ENC or a harbor for such unit to be able to get a logistics line.

[13.1.12] BCA, BC & JB units [2.5.19], being more independent, have an increase of + 20 MF to their logistic line which becomes 120 MF when normal and 170 MF when extended.

[13.2] German Command Range Restriction

[13.2.1] Until Game Turn 21 (inclusive), the Germans are subject to an additional specific restriction, namely:
- German HQ units will only have a reduced Command Range to INF divisions belonging to an army corps, (AK=> 2x ID & RK => 2x RD, with possibly their associated splitting units [6.6]),
- and all units of the same army [2.2.4] must be within the Command Range of their specific HQ unit, unless they successfully change their HQ. Clarification: 7th Army units can freely change assignment between the two 7th Army HQs.

German HQ Command Ranges

Reduced Range
INF units belonging to Army/Reserve Corps

Full Range
All other units within the same army [2.2.4]
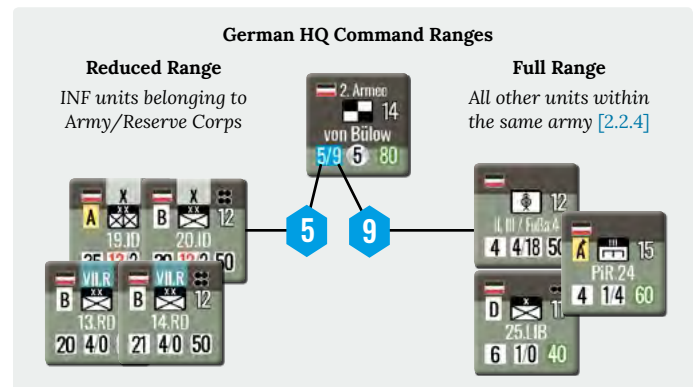
[13.2.2] To change their HQ assignment, the units concerned, (if ID or RD, then the 2 INF units are concerned) must:
- be inside the reduced Command Range of the new HQ,
- and pass one CAB test (for both units, use the worst CAB), during the Admin Phase, in case of failure, they are OOC.

They can either finalize this change of command without CAB test in their next turn's Admin Phase or cancel this operation.

[13.2.3] From the start of GT 22 on, Germans will be freed from these restrictions and can receive command like the French [13.1.3], so flip all German HQ counters to their side with the longer Command Range and without an army color.

General Joffre's GHQ required a great flexibility of units, it had great power to organize its armies differently and could also create new armies quite quickly, (creation of 6th Army in August and of 9th in September; many corps were exchanged between armies). These are the reasons why French units may be under command range of any HQ unit.

The German GHQ locked itself into its starting organization, where each unit was permanently assigned to its HQ. It took the defeat of the Battle of the Marne for flexibility to appear.

[13.3] Units with LLC or OOC

[13.3.1] A unit with LLC has the following penalties:
- cannot absorb replacements [14.1],
- cannot perform bridge or railroad destructions [16.1] or Structure Repair [17.1].

One or more units with LLC involved together have the following penalties:
- + 3 to ABU and ABF with or without assault [8.2], [8.5] & [11.5],
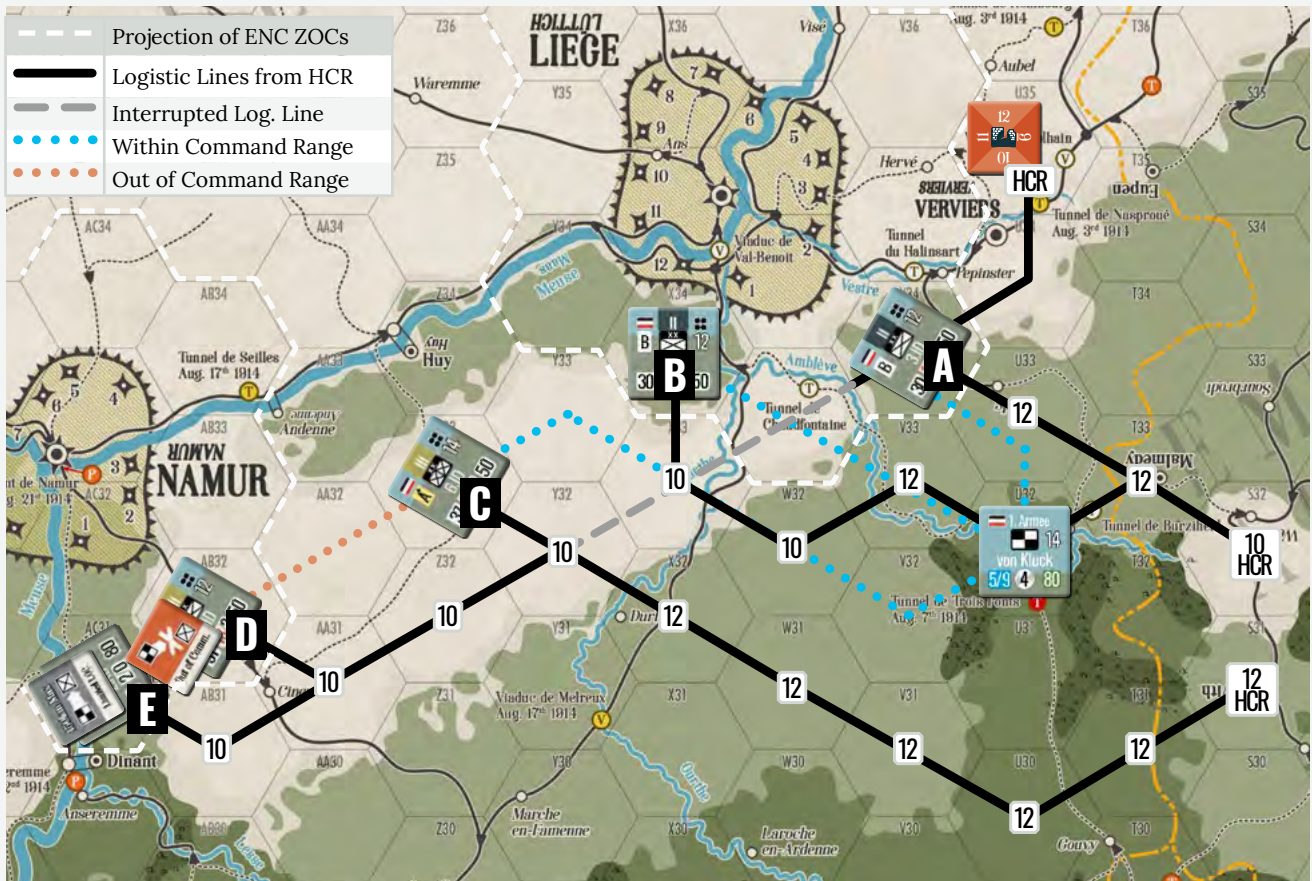- + 4 to combat when attacking, - 2 when defending.

[13.3.2] A unit in OOC state has the following penalties:
- cannot make any ABU or ABF,
- cannot absorb replacements [14.1],
- cannot perform FOM [7.5],
- cannot perform Bridge or Railroad Destructions [16.1]
- or Structure Repair [17.1].

One or more units in OOC state involved together have the following penalties:
- + 12 to combat when attacking, - 6 when defending.

– – –	Projection of ENC ZOCs
▬▬▬	Logistic Lines from HCR
▬ ▬ ▬	Interrupted Log. Line
••••	Within Command Range
••••	Out of Command Range

In this example, during the Administrative Phase of GT4, In the two Belgian ENCs, all forts are considered active [11.6.7].

German units A through C are within HQ Command Range (which is reduced to 5 for INF divisions belonging to an army corps (AK), according to rule [13.2.1] and their logistics line is less than 100 MF to the nearest usable HCR, so it is normal.

Unit D is out of range of its HQ and so it's considered to be Out of Command.

Unit E belongs to a cavalry corps (which makes it autonomous [13.1.2]) so it doesn't need to operate within an HQ's Command Range. However its path to the nearest usable HCR in S31 is longer than 100 MF (112 MF), and so it's considered to have a long logistics line and a Limited Line of Communications (LLC). If another German unit occupied hex W33, neutralizing the ENC's ZOC in that hex [13.1.4], it would allow tracing a normal logistics line (92 MF) from the HCR in U35 to unit E, and so it would not have an LLC.

[14] REPLACEMENTS

Once mobilization was over, the French and Germans had hundreds of thousands of men in provisory companies waiting in their barracks as replacements. Immediately available and ready to go to the front, they made up for the first losses. Starting in August 1914, these reinforcements were brought to the front in waves of a hundred to consolidate the most depleted regiments.

[14.1] Replacements (REPs) Absorption

Symbols used on scenario's setup displays

[14.1.1] Replacements appear according to the chronology of the scenario's setup display and allow INF and CAV units with one or more step losses (●, ●●, ●●● or even ●●●●) to recover one, and only one, per unit [2.4.6], or to rebuild a removed, not destroyed, INF unit [14.1.5].
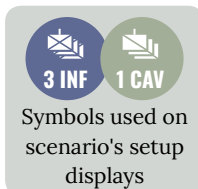
[14.1.2] During (optional) step D of the Combat Phase, the active player chooses which units will get Replacements. Such a unit must obey the following 6 conditions:
- must not have gained any Replacements last Game Turn,
- must have done nothing during the Barrage Phase [8.1],
- must have an LOC [13.1],
- must be within a 5 hex range of a usable HCR or LCR [12.1.5],
- must not be entrained [12.2.3], or at sea [18.1.4],
- must have done nothing during the Combat Phase.

As reminder, if you want, a reinforced unit marker can be used to track units that have received a replacement

[14.1.3] To recover one lost step, a unit needs:
- 2 Replacements for INF units with A+ Unit Ranking [2.5.14],
- 1.5 Replacements for INF or CAV units with A Unit Ranking and for the French 14ᵉ DI.
- 1 Replacement for all other units.

[14.1.4] Non-absorbed (but full) Replacements are not lost; they can be used in upcoming game turns. Use the markers to keep track of Replacements; any half Replacements (0.5) are lost.

[14.1.5] A unit withdrawn from the game following unit consolidation [6.5] can be brought back into play in its highest Attrition Level (●, ●●, ●●● or even ●●●●) [2.4.6], in any ENC of the player's choosing that was not barraged this turn.
Beware, a unit destroyed after suffering one or more step losses [2.4.6] will not be allowed to reappear.

[15] WEATHER

Testimonies of the war (with reference to the books mentioned by Jean-Norton Cru) often refer to the scorching hot temperatures on the Western Front. These particularly difficult meteorological conditions have greatly reduced the physical resistance of the involved units, especially during combat operations.

[15.1] Weather Influence

[15.1.1] On the Game Turn Track, the ☀ symbol indicates that for the full duration of the Game Turn, heat and sunshine weaken the physical resistance of the units. This oppressive heat imposes a penalty of - 1 on the CAB of all units and lowers the MF gained during a FOM by 10 [7.5].

[15.1.2] The 🌧 symbol will require a roll of a d20 during the Admin Phase of the German player. If the result is ≥ 8 then heavy rain will appear for the whole game turn. All units will lose 8 MF. FOM will be prohibited and the attacker will get a + 4 modifier during combat.

[16] BRIDGE AND RAILROAD DESTRUCTION

[16.1] Specific Structures Destruction

[16.1.1] Structures encompass: all specific railway structures [4.3], all road bridges crossing a Major River [4.5], and all railway bridges depicted on the map crossing a Major River.

[16.1.2] During the Movement Phase, an ENG or PIO unit can destroy one or more structures in its hex if it does not make a FOM.

[16.1.3] For ENG units, this destruction will cost +15 MF; for PIO it will cost +30 MF.

[16.1.4] While alone in a hex under INF or CAV enemy ZOC, an ENG or PIO unit will not be able to undertake destruction. If stacked with a friendly INF or CAV unit, it will be able to conduct destruction even if in an enemy ZOC.

[16.1.5] To perform a destruction, roll a d20 to determine the extent of damage. According to the type of structure, the following chart gives the time required to repair it.

d20 roll	🟡 Yellow	🟠 Orange	Dark red *or bridge crossing a Major River*
1 to 3	9 turns	12 + 6 turns	Permanently destroyed
4 to 17	6 turns	12 turns	Permanently destroyed
≥ 18	4 turns	9 turns	12 + 6 turns

"Permanently destroyed" means that repair time is beyond scenario end. More than one destruction can be conducted against the same target, but the die roll results are not cumulative. Only the most destructive is kept.

[16.1.6] PIOs are less dedicated to destruction work, so the d20 should be adjusted by + 5, (i.e. a roll of "14" for a yellow structure gives "14"+ 5 =19, so 4 repair game turns will be required to repair this structure).

[16.1.7] A lone active fortification can make a destruction attempt in its own hex using its own inherent Engineer units (not shown in the game). Fortifications being part of an ENC can do the same up to one hex range, as long as the target hex is not in an enemy ZOC.
In the fortification's hex, enemy ZOCs do not prohibit destruction attempts.

[16.1.8] In case of a "permanently destroyed" result, a destroyed structure marker should be positioned in the hex. For all other results, destroyed structure markers with the corresponding Game Turn number should be used [17.1.2]. The marker should be positioned in such way, that the current number is shown on top of the marker as seen from the southern map edge.

[16.1.9] A destroyed structure means a network interruption, the impossibility to use it and the LOC it provides [13]. According to where in the hex the destroyed structure is positioned, if more than half of the RR stays network connected, entraining or detraining operations could be implemented as if the hex is a dead-end.
This is a visual determination, made by cutting the hex in half, (example 18: the Vierzy tunnel is in the red zone, which means that more than half of the RR stays connected). The result must be clear and accepted by the opposing player. If however the determination is not clear, then the previous hex must be chosen for entraining or detraining operations.

[16.1.10] As long as a Fortified Zone protecting a Rhine bridge crossing [11.2] is not destroyed, structure destruction is prohibited.

[17] ENGINEER ACTIONS

[17.1] Structure Repair

[17.1.1] Structure Repair is a generic term for any destroyed specific structure being repaired [16.1].

[17.1.2] During the "Structure Repair" step of the Admin Phase, an ENG unit from the phasing player, in a hex with a destroyed specific structure, will be able to lower the repair turn number by 1. When the repair turn number [16.1.8] reaches "0", repair is over, and the specific structure is operational.
Note: There is no "Auto-repair"; an ENG is always needed to lower the repair turn number. The marker should be adjusted accordingly.

[17.1.3] The presence of several ENG units will not accelerate repair operations of the same structure. Although they can repair different structures at the same time now.

[17.1.4] An enemy ZOC with an ARF ≥ 2 PTS and before the general ammunition from GT20, [8.8.1], prevents Structure Repair (not negatable by presence of friendly units in the hex).

EXAMPLE 18: NETWORK INTERRUPTION
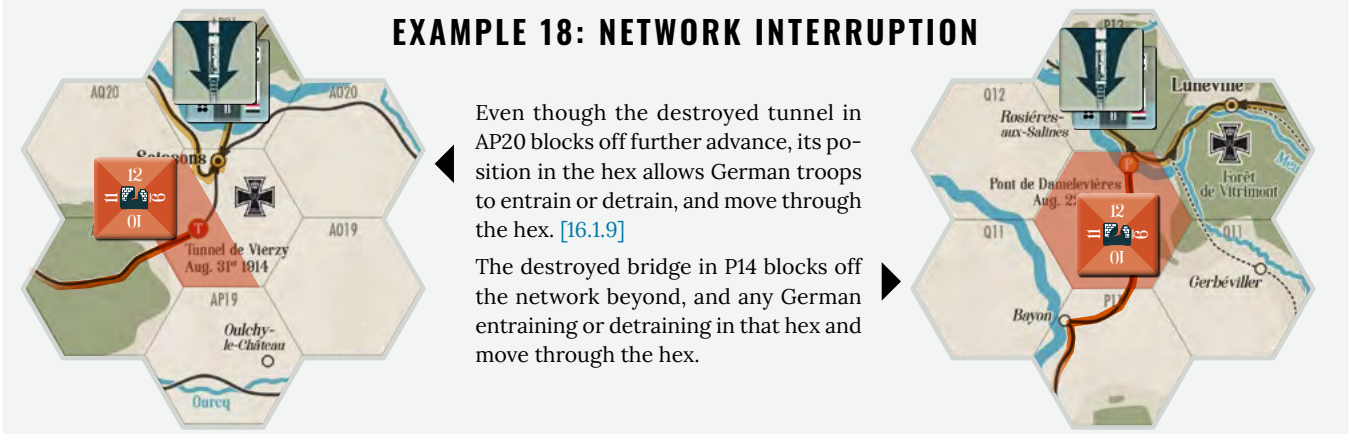
Even though the destroyed tunnel in AP20 blocks off further advance, its position in the hex allows German troops to entrain or detrain, and move through the hex. [16.1.9]

The destroyed bridge in P14 blocks off the network beyond, and any German entraining or detraining in that hex and move through the hex.

[17.2] Sluice Opening

[17.2.1] Beginning with GT14, it is possible to flood three distinct areas—a first on Anvers (Antwerp), a second on the Yser River, and a third near Dunkerque by opening the corresponding sluices.

For a flooded area to be effective, it is necessary to pass a CAB test on a base of 12 during the Admin Phase and that:
- for Anvers, a Belgian unit must control hexes AH41 & AG40,
- for the Yser River, a Belgian unit must control hex AU40,
- and for the surroundings of Dunkerque, a French unit must control hex AY37.

Controlled hex means either to occupy or to have been the last unit to have occupied it (in case of an empty hex)

[17.2.2] Once a sluice is opened, a "sluice open" marker will be positioned on the map in the holding box of the corresponding sluice; the Flood Plain and the flood susceptible Banks [4.2] will now become irreversibly flooded. Players may choose to use the flipside of the marker to indicate that a sluice has not yet been opened.

[18] NAVAL TRANSPORT

[18.1] Embarking and Disembarking

[18.1.1] Only the Allies can benefit from Naval Transport (NVT) as long as the harbor used is under their control and not fully committed to providing a logistics line [13.1.10].

[18.1.2] A German unit in a Harbor hex or exerting a ZOC into it or into its channel (if any, see hexes BD30 and BC29), with an ARF ≥ 2 PTS, prohibits the embarking and disembarking of Allied units; with a ZOC consisting of an ARF < 2 PTS, these operations remain possible within the restrictions of chapter [7.6].

[18.1.3] In a Harbor hex, a unit can embark or disembark. The following table gives the MF cost in PTS necessary to embark or disembark.

Embarking or Disembarking	Map Symbol	Embarking or Disemb. Capacity (Max. Total Steps)	MF cost by mobility type
Must be in a Harbor hex	(anchor symbol ②)	As printed on map	40 20 15 or all (1)

(1) If the unit does not have enough MF, it must start the Movement Phase on the Harbor hex and this will cost its total MF for the Player Turn.

[18.1.4] As soon as a unit is embarked, it is placed in the nearest "at sea" box, and it can no longer be barraged by an ABU or be attacked by a combat.

[18.1.5] Following additional research into Dutch-language sources, it appears that the Netherlands, in keeping with their strict neutrality, did not allow any military shipping to cross the Schelde estuary, which made Antwerp useless as a military harbor. Consequently, the Embarking/Disemb. corrected capacity of the harbor of Antwerp becomes zero, (and not 5 as it is mentioned on the map).

[18.2] Naval Transport

[18.2.1] Naval Transport will follow the line connecting the different harbors on the map. The corresponding MF cost will lower the unit's MF.

[18.2.2] A unit can mix normal land MVT followed by a NVT and even by a RMV during its Movement Phase, as long as the unit's MF is not exceeded.

[18.2.3] Each "at sea" box has a step total limit of up to 6 of the same Allied nationality.

[18.2.4] It is not allowed to mix FOM with NVT.

[18.2.5] After disembarking from NVT, a unit can initiate combat in the next Combat Phase.

OPTIONAL RULES

[19] "FOG OF WAR" MARKERS

> The first battles of August 1914 were quite often launched against unknown or unidentified units; these battles resulted in unequal ratios. This very important aspect is being simulated in the game by the use of "Fog of War" markers.

[19.1] Gaining FOW markers

[19.1.1] All units appearing in the game via "Unit Arrivals" [7.7] are put under a marker called "Fog of War" (FOW).

[19.1.2] A FOW stack is one or more units under a FOW marker.

[19.1.3] The FOW marker put on top of a stack of units prevents identification of these units. The facing of the FOW marker is free and in no way connected to the facing of the hidden units under it.

[19.1.4] No more than one FOW marker can ever be stacked in a hex, even if the units present have different UFAs. A FOW marker can never be stacked alone (i.e. without at least one unit under them).

[19.1.5] HQ units can never be stacked under a FOW marker.

[19.1.6] During their Combat Phase one or more units stacked in the same hex can be put under a FOW marker if they are under the following conditions :
- Are not in an enemy ZOC,
- are not within 4 hexes of an enemy HQ,
- are not spotted by aerial recon, [20.1], during the last Movement Phase,
- did not perform a Cavalry Recon, [20.2],
- did not act in the Barrage Phase [8.1],
- did not act in any other step of the Combat Phase,
- did not conduct any destruction [16.1],
- did not undertake any Structure Repair [17.1].

[19.2] FOW markers obligations

[19.2.1] If several units each under a FOW marker stack together, only one FOW marker will be kept. If several units under one FOW marker unstack, each unit will be put under a FOW marker.

[19.2.2] If units under a FOW marker stack with others which are not, the units under the FOW marker should be put at the bottom of the stack with their FOW marker.

[19.2.3] A unit under a FOW marker has a normal ZOC [6.1], and without revealing itself impacts enemy movement according to [7.6].

[19.2.4] A FOW stack which gains a "Fieldworks" marker after a succesful entrenching attempt [10.1], would put the FOW marker on top of the "Fieldworks" marker.

[19.3] FOW markers advantage

[19.3.1] In attack or defense during a combat, a FOW stack does not give any particular advantage.

[19.3.2] A FOW stack can only be attacked by an ABU with at least 20 PTS of ARF [8.3.1], as well as a lump sum + 6 modifier to the ABU whatever be the other modifiers.

[19.3.3] To launch an ABU against a stack of units under a FOW marker and units which are not, rule [8.3.1] should be used only for units not under a FOW marker. The units under a FOW marker would be impacted by this ABU according to the modifiers of + 6 of [19.3.2].

[19.4] Losing a FOW marker

[19.4.1] A unit that:
- takes part in a Preparatory Artillery Barrage [8.1],
- initiates a combat [9.1],
- or which performs a Cavalry Recon [20.2],

immediately loses its FOW marker. Other units in the hex not being part of these actions are in no way impacted and stay under the FOW marker.

[19.4.2] As soon as a unit must pass its CAB test during a combat or ABU it loses its FOW marker.

[19.4.3] The Recon actions as explained in [20], have the target to reveal enemy units under a FOW marker.

[20] RECON

In order to avoid fighting against an unidentified enemy, aerial recon carried out with the help of airplanes and also those performed with cavalry units were intended to count and indentify enemy troops in presence.

The use of airplanes for aerial recon was particulary effective against moving units. The autonomy about three hours of flight time allowed to fly over relatively large distances. Altrough the reliability of these aircrafts was quite poor, the results of these aerial recon were very appreciable.

Cavalry units were more effective than infantry units in carrying out long recon patrols quickly, but they were often perilous.

The interrogation of prisoners was practiced, and it could also provide valuable information. The information gathered from the population and the few spies present on both sides made it possible to complete the identification of the enemy troops.

[20.1] Aerial Recon

[20.1.1] The target of Aerial Recon is to remove the concealment of a FOW stack [19.12], which makes a movement in a hex.

[20.1.2] During the Movement Phase of a player [7.1], during each movement of a FOW stack, the enemy player can launch an Aerial Recon towards the hex entered. Other units already present in the hex are in no way affected by the Aerial Recon.
A unit making a RMV, [12.3], can not be the target of any Aerial Recon.

[20.1.3] The initial number of air squadrons of the different armies is noted on the corresponding HQ counter [2.5.5]. During the Movement Phase, an air squadron can only conduct one Aerial Recon.

[20.1.4] During each Aerial Recon, the virtual airfield of the air squadron is the hex of its HQ. This virtual airfield can not be in an enemy ZOC.

[20.1.5] The range of an Aerial Recon is 8 hexes from the HQ's hex where the vitual airfield is situated. Beyond this distance, Aerial Recon cannot take place.

[20.1.6] Aerial Recon is forbidden during Game Turn 1. Beginning with GT2, the German player can undertake Aerial Recon without any restriction while the French player's Aerial Recon can not cross the border. Beginning with GT3, the French player can undertake Aerial Recon without any restriction.

[20.1.7] Aerial Recon is only effective against a stack of enemy units with a minimum 2 Total Steps and when it is moving in Clear terrain, (included Lowland and Flood Plain). The Aerial Recon is succesful when the modified d20 result is ≤ 8 with the following modifiers:

Condition of FOW stack	Aerial Recon modifier
Has units with a step total of 4 or more	0
or units with a step total of 3	+ 2
or units with a step total of 2	+ 4
Within 1 to 3 hex range from its Army HQ [20.1.5]	- 4
Within 4 to 8 hex range from its Army HQ	+ 2

[20.1.8] An Aerial Recon made against a unit with only 1 step is automatically a failure, but the owning player would have to say to his opponent the target of the Aerial Recon is a "Small unit".
In the event that the Total Steps cause a failed Aerial Recon, the player who owns the FOW stack must also announce "small unit" without revealing the exact Total Steps of his unit(s).

EXAMPLE 19: AERIAL RECON

During the Movement Phase of the French player, the FOW unit (with 2 steps) placed in AJ15 passes through AI15 to go to AH16, (black arrow). In AI15, the German player immediately performs an Aerial Recon with his HQ (2.AOK) unit (blue arrow).

We are within 4 to 8 hex range from the Army HQ placed in AJ18.

The d20 rolls "6". So, the total with the modifier is: "6" +2=8.

But, the French player announces "small unit", because there is also another secret modifier of +4. (unit with a step total of 2), so the real total is "6" +2 +4=12.

This Aerial Recon failed, the French FOW unit can advance into hex AH16. If the FOW unit had been a division with 4 steps, then it would have been discovered.

[20.1.9] As soon as an Aerial Recon is succesful in a hex, all FOW stacks entering the hex in the same Movement Phase will be automatically the target of an Aerial Recon with the same d20 result and with the new modifiers.

[20.1.10] During an Aerial Recon, on a natural d20 roll of "20" (i.e.unmodified) the air squadron is said to be destroyed. The number of air squadrons belonging to that HQ should be lessened by one.

[20.1.11] During the same Movement Phase, no more than 2 Aerial Recons can be attempted against the same FOW stack and only 1 in the same hex.

[20.1.12] If two Aerial Recons of the same army are unsuccesful in a row, the Army HQ to which they belonged to cannot launch any more Aerial Recon during this phase. This failure is explained by the choices of wrong objectives yielding no interesting results.

[20.2] Cavalry Recon

[20.2.1] The consequence of a Cavalry Recon, when it is succesful, is to remove the FOW marker from the top of a stack of enemy units. This happens during a player's own Movement Phase.

[20.2.2] A CAV unit wishing to make a Cavalry Recon must have an LOC [13.1], and the CAV recon can only be carried out against a FOW stack that is in a Clear or Broken terrain hex.

[20.2.3] Conducting a Cavalry Recon automatically removes any FOW marker stacked under the CAV unit doing the Recon.

[20.2.4] During the Movement Phase, during or at the end of its movement, a CAV unit, adjacent to a hex with a FOW stack can make a Recon. It is performed on the entire hex and generates an additional cost of 30 MF ; the Recon is successful with a modified d20 result of ≤ 8.

[20.2.5] During a Movement Phase, a CAV unit can only make one Recon. The same FOW stack can only be the target of 2 Cavalry Recons in a phase, of course from different CAV units.

[20.2.6] The Recon attempt is modified by the CAV unit and by the tactical situation.

Modifiers during a Cavalry Recon against a FOW stack in Clear or Broken Terrain	Modifier to Recon
By a CAV unit with 3 steps	-4
By a CAV unit with 2 steps	- 2
By a CAV unit with 1 step	+ 2

Tactical modifiers	
CAV Recon made by a unit which:	
uses an additional 30 MF for this	- 3
makes a FOM [7.5],	+ 5
against a FOW stack in a Fieldworks, or in Regular or Strengthened Entrenchments, or in an ENC	+ 4

[20.2.7] Following a Cavalry Recon, if the d20 roll was a natural "18", "19" or "20" before modifiers, the CAV unit must pass its CAB test for a perilous Recon and take a step loss if it fails. The modifiers for this CAB test are based on the unmodified d20 Reconnaissance roll.

Unmodified d20 result	Modifiers to CAB after a perilous Recon
18	+ 3
19	0
20	- 3

[20.2.8] A CAV unit which must pass its CAB test following a perilous Recon's result must immediately stop its movement and can not initiate a combat in the upcoming Combat Phase.

[21] OFFENSIVE À OUTRANCE DOCTRINE

Before the war the Offensive à Outrance Doctrine had spreaded within French superior officers corps. Colonel Grandmaison, member of the Operation Board of the Army Staff, author of the book, "*Dressage de l'infanterie en vue du combat offensif* / Infantry Drill toward the offensive combat", theorizes during the 1911 conference the doctrinal principle of seeking a quick and frontal shock towards obtaining hand to hand combat without seeking any thorough artillery preparation!

[21.1] Indoctrinated units

[21.1.1] During the French Player's Admin Phase of every GT, French DI, DIC and DM infantry divisions,
- that are within Command Range of an HQ as operating under the *Offensive à Outrance* doctrine [2.5.5],
- and which fail a CAB test with a CAB value of 15, regardless of the unit's current CAB value, become indoctrinated units.

The French player rolls secretly and marks indoctrinated units on the roster that can be downloaded fron the VUCASIMS website.

A unit that passes this CAB test does not become indoctrinated and no longer needs to test for indoctrination.

A unit that fails this CAB test becomes indoctrinated and remains so until it suffers a step loss [21.3.1].

[21.2] Consequences of the Offensive à Outrance Doctrine

[21.2.1] An Indoctrinated unit:
- will no longer be able to build fieldworks,
- will not participate in an ABU,
- will not be able to perform a split, (40ᵉ, 41ᵉ, 44ᵉ DI) [6.6],
- receives a +1 CAB bonus,
- and for each indoctrinated unit, a modifier of +3 when attacking and -3 when defending will be added during a combat.

[21.2.2] Indoctrinated units must stay adjacent or move adjacent to enemy units (with or without FOW marker) that are within 2 hexes. They must initiate a combat in the following Combat Phase. The French player can have any other unit, indoctrinated or not, join in this combat.

[21.3] End of Indoctrination

[21.3.1] As soon as an indoctrinated unit is at Attrition Level 🔴 or worse, it will no longer be permanently bound by the Offensive à Outrance obligations, even if it receives replacements later.

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[23] ABBREVIATIONS
List used in the Game Rules
a, also Atk. : attacker
A+ : Ranking Unit, 1st level
A : Ranking Unit, 2nd level
ABF : Artillery Barrage *vs.* Fortification
ABU : Artillery Barrage *vs.* Unit
AFF : Artillery Factor *vs.* Fortification
ARF : Artillery Factor
ART : Artillery
B : Ranking Unit, 3rd level
BEL : Belgian
C : Ranking Unit, 4th level
CAB : Combat Ability
CAV : Cavalry
CBF : Combat Factor
d, also Def. : defender
d20 : Twenty-sided dice
D : Ranking Unit, 5th level
○ : One step loss (possible)
● : One step loss
●● : Two step losses
●●● : Three step losses
●●●● : Four step losses
ENC : Entrenched Camp
ENG : Engineer
EXM : Extended Movement
FIP : Firing Position
FOM : Forced March
FOW : Fog of War
FRE : French
GER : German
GHQ : General Headquarters
GT : Game Turn
HAR : Heavy Artillery
HCR : High-Capacity Railroad
HQ : Headquarters
INF : Infantry
LCR : Low-Capacity Railroad
LOC : Line of Communications
LLC : Limited Line of Communications
MIN : Mountain Infantry
MF : Movement Factor
MVT : Movement
NA : Not Allowed
NC : Not Concerned
NU : Not Usable
NVT : Naval Transport
OOC : Out of Command
P : Pont (Bridge)
PIO : Pioneer
PTS : Points
REP : Replacement
RMV : Railroad Movement
RR : Railroad
SAR : Siege Artillery
SSR : Scenario-Specific Rule
T: Tunnel
UFA : Unit Facing
V : Viaduc
VP : Victory Point
ZOC : Zone of Control

French Military Abbreviation:
A : *Armée*, (Army)
BCA : *Bataillons de Chasseurs Alpins*,
         (Mountain Light Infantry Battalion)
BCP : *Bataillons de Chasseurs à Pied*,
         (Light Infantry Battalion)
Bde : *Brigade*, (Brigade)
Bde CIM : *Brigade Chasseurs Indigènes du Maroc*
         (Light Infantry Moroccan Brigade)
Bde FM : *Brigade Fusiliers Marins*
         (Naval Infantry Brigade)
Bde IC : *Brigade Infanterie Coloniale*,
         (Infantry Colonial Brigade)
Bde T : *Brigade Territoriale*, (3rd Line Brigade)
Btn : *Bataillon*, (Battalion)
C : *Court*, (Short, used in gun designation)
CA : *Corps d'Armée*, (Corps)
CAC : *Corps d'Armée Colonial*, (Colonial Corps)
CC : *Corps de Cavalerie* (Cavalry Corps)
CCC : *Conneau Cavalry Corps*
CRP : *Camp Retranché de Paris*
         (Paris Entrenched Camp)
CTR : *Court Tir Rapide*
         (Short Rapid Fire, used in gun designation)
DC : *Division de Cavalerie*, (Cavalry Division)
DI : *Division d'Infanterie*, (Infantry Division)
DIC : *Division d'Infanterie Coloniale*,
         (Colonial Infantry Division)
DR : *Division de Réserve*, (2nd Line Division)
DM : *Division Marocaine*, (Morrocan Division)
DT : *Division Territoriale*, (3rd Line Division)
GMP : *Gouverneur Militaire de Paris*
         (Paris Military Governor)
GDR : *Groupe de Division de Réserve*
         (2nd Line Division Group)
GDT : *Groupe de Division de Territoriale*
         (3rd Line Division Group)
Gr : *Groupe*, (Group)
L : *Long*, (Long, used in gun designation)
O : *Ouvrage*,
         (very small fort but often ultra modern)
QG : *Quartier Général*, (Headquarter)
RAL : *Régiment d'Artillerie Lourde*,
         (Heavy Artillery Regiment)
RAP : *Régiments d'Artillerie à Pied*,
         (Foot Heavy Artillery Regiment)
RI : *Régiment d'Infanterie*, (Infantry Regiment)
RIC : *Régiment dInfanterie Coloniale*,
         (Colonial Infantry Regiment,
         very often professional soldiers)
RM : *Régiment de Marche*, (March Regiment)
SCF : *Sapeur du Chemin de Fer*,
         (Railroad Engineers)

British Military Abbreviation:
BEF : *British Expeditionary Force*
Bn : *Battalion*
Bri : *Brigade*
Cav Div : *Cavalry Division*
Div : *Division*
Gal : *General*
GH : *General Headquarters*
RM Bri : *Royal Marine Brigade*
RN Bri : *Royal Naval Brigade*
RND : *Royal Naval Division*

Belgian Military Abbreviation:
BM : *Brigade Mixte*, (All Arms Brigade)
DA : *Division d'Armée*, (All Arms Division)
DC : *Division de Cavalerie*, (Cavalry Division)
QG : *Quartier Général*, (Headquarter)
PF : *Position Fortifiée*

German Military Abbreviation:
A : *Armee* (Army)
Abt : *Abteilung*, (group of any size)
AK : *Armee Korps*, (Corps)
B : *Brigade*, (Brigade)
b : *batterie or bayerisch*, (battery or Bavarian)
bED : *bayerisch Ersatz Division*,
         (Bavarian Replacement Division)
Bkf : *Brückenkopf*, (very small fortified zone along
         the Rhine or defending some Vosges Pass)
Btl : *Bataillon*, (Battalion)
E : *Ersatz*, (Replacement)
EB : *Ersatz Brigade*, (Replacement Brigade)
Ebk : *Eisenbahnbaukompanie*
         (Railroad Engineer Compagny)
ED : *Ersatz Division*, (Replacement Division)
Esk : *Eskadron*, (Squadron)
FKWII : *Feste Kaiser Wilhelm II (Mutzig)* German
         decentralized modern fortification named
         in honor of the Kaiser, now situated in
         France at Mutzig.
Fußa : *Fußartillerie Regiment*
         (Foot Artillery Regiment)
G : *Garde*, (Guard)
GED : *Garde Ersatz Division*
         (Guard Replacement Division)
GFußa : *Garde Fußartillerie Regiment*
         (Guard Foot Artillery Regiment)
GID : *Garde Infanterie Division*
         (Guard Infantry Division)
GK : *Garde Korps* (Guard Corps)
GKD : *Garde Kavallerie Division*
         (Garde Cavalry Division)
GRD : *Garde Reserve Division*
         (Guard Reserve Division)
GRK : *Garde Reserve Korps* (Guard Reserve Corps)
HQ : *HauptQuartier*, (Headquarter)
IB : *Infanterie Brigade*, (Infantry Brigade)
ID : *Infanterie Divison*, (Infantry Division)
IR : *Infanterie Regiment*, (Infantry Regiment)
JB : *Jäger Bataillon*, (Light Infantry Battalion)
KD : *Kavallerie Division*,
         (Cavalry Division)
KK : *Kavallerie Korps*, (Cavalry Corps)
KMK : *Kurze Marine Kanone* (Short Navy Gun)
L : *Landwehr*, (3rd Line)
Ldst : *Landsturm*, (4th Line)
LD.Franke : *Landwehr Division Franke*, (3rd Line
         Division Franke)
LIB : *Landwehr Infanterie Brigade*, (3rd Line
         Brigade)
MarD : *Marine Division*, (Naval Division)
MEF : *Mobile Ersatz Formationen* (Replacement
         Mobile Formation)
OHL : *Oberste-Heeres-Leitung*
         (Supreme Army Command)
ÖFAB : *Österreichisch Festung Artillerie Bataillon*
         (Austrian Fortress Artillery)
PiR : *Pionier Regiment* (Assault Engineer
         Regiment)
R : *Reserve*, (2nd Line)
RD : *Reserve Division*, (2nd Line Division)
RFußa : *Reserve Fußartillerie Regiment*
         (Reserve Foot Artillery Regiment)
RK : *Reserve Korps* (2nd Line Corps)
SKM : *Schwere Küstenmörser*
         (Heavy Coastal Mortar)
u : *und* (and)

Notes :
The letter b placed before these
abbreviations means bayerisch, (unit
of Bavarian origin),

*Straßburg, Neu-Breisach, Diedenhof-
fen* were respectively the German-
ized spelling in 1871 of the French cit-
ies of : Strasbourg, Neuf-Brisach and
Thionville.

1914
Nach Paris

A GAME BY BERTRAND MUNIER