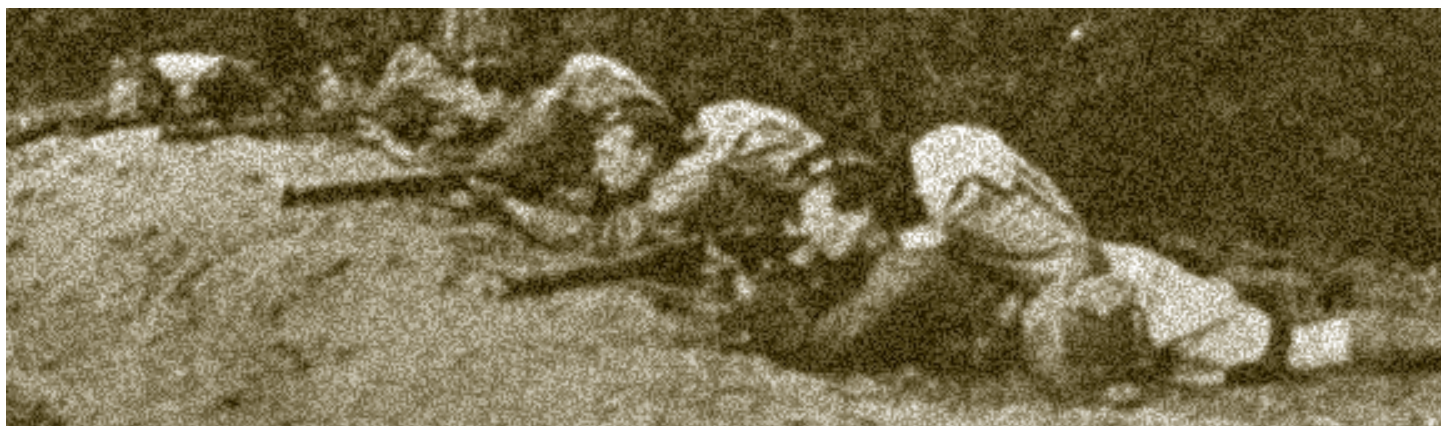


MIRACLE ON THE MARNE



RULES OF PLAY

Table of Contents

1. INTRODUCTION	2	9.5. Counter Attacks	7
2. GAME EQUIPMENT	2	9.6. Explanation of Combat Results	8
3. INITIAL DEPLOYMENT	2	9.7. Combat Die Roll Modifiers	9
4. SEQUENCE OF PLAY	2	9.8. Retreats	9
5. UNIT MODES	3	9.9. HQ's and Combat	9
5.1. Modes and What They Mean	3	10. DISRUPTED UNITS	9
5.2. Changing Modes	4	10.1. Effects of Disruption	9
6. INITIATIVE	4	10.2. Removal of Disruption	9
6.1. Initiative Modifiers	4	11. SUPPLY	10
6.2. Initiative Determination	4	11.1. Supply Determination	10
7. MOVEMENT	4	11.2. Effects of Being Out of Supply	10
7.1. Movement Restrictions	4	12. RECOVERY	10
7.2. Railroad Movement	5	12.1. Unit Recovery	10
7.3. Reinforcements	5	13. PARIS	10
8. STACKING & ZONES OF CONTROL	5	13.1. The Paris Garrison	10
8.1. Stacking	5	14. VICTORY	11
8.2. Zones of Control	6	15. OPTIONAL RULES	11
9. COMBAT	6	15.1. Paris Taxicabs	11
9.1. Bombardment Combat	6	15.2. Variable Reinforcements	11
9.2. Attacker Declaration	6	15.3. Command and Control	12
9.3. Defense Fire	6	15.4. The B.E.F.	12
9.4. Regular Attacks	7	16. Credits	12



One Small Step

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1. INTRODUCTION

The battles of World War I completely and forever redefined warfare in the western world. They marked the end of the older tradition and the beginning of the age of total war, and a century of conflict.

Miracle on the Marne is an operational level game of the Battle of the Marne that occurred near Paris, France in September, 1914. This battle changed the course of the war and had either side been able to achieve a decisive victory, the horrors of the following four years of trench warfare might have never occurred. In the game, one player or team of players, will control the Allies (France and Britain), while the opposing player or team will control the Central Powers (Germany).

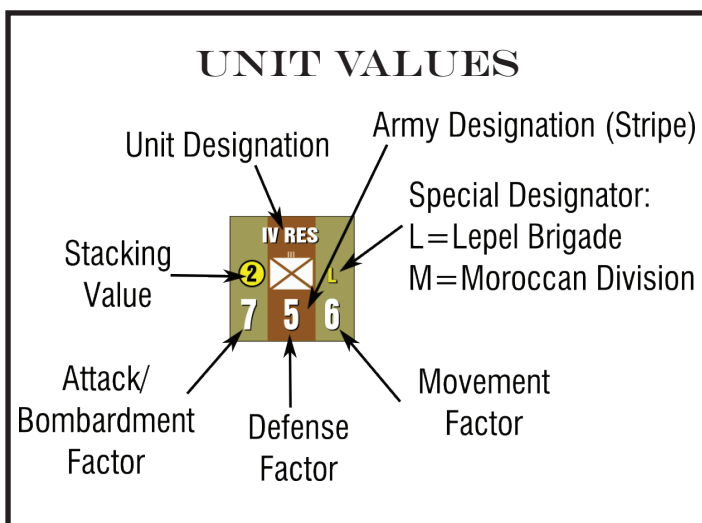
2. GAME EQUIPMENT

The Game Map. The 22x34 game map portrays the area in France in which the battle was fought. A hexagonal grid has been superimposed upon the terrain to regulate movement of the playing pieces. The terrain has been altered slightly to facilitate play.

Charts and Tables. Charts and tables have been included to ease play of the game. These include the Bombardment Table, Combat Results Table, Player Aid Summary Chart, Variable Reinforcement Table, Terrain Effects Chart, and Command and Control Table. The Turn Record Track is located on the game map.

The Playing Pieces. The playing pieces, or counters, represent the units that actually fought in the battle, as well as various markers and play aids. The numbers and symbols on the unit counters represent the strength, movement ability and type of unit the counter portrays.

Game Scale. Each hex on the game map represents approximately fifteen to twenty miles. Units represent brigades and divisions.



Parts Inventory. Your copy of Miracle on the Marne should include:

- 1 Game Map
- 2 Charts and Tables Sheets
- 2 Counter Sheets
- This Rules Booklet

3. INITIAL DEPLOYMENT


Allied Deployment. The Allied player must deploy first. Place aside all units of the IVth, IXth and XIth Corps as these arrive later in the game as reinforcements. The remaining units are placed on the board within the indicated zones. Units may be deployed in any manner as long as they remain within the appropriate zone and all normal stacking restrictions are adhered to. The 1st Cavalry Corps must be placed in the VIIth Corps zone. The 2nd Cavalry Corps may be placed in the 4th GDR, XVIIIth Corps, or IIIrd Corps zones. The British Cavalry Division can be deployed in any British corps zone.

German Deployment. Upon completion of the Allied deployment, the German player may deploy. Place aside the two IVth Reserve Corps marked "L" (these represent the Lepel Brigade) as they arrive later as reinforcements. The remaining German units are placed on the board in the appropriate zones in the same manner as the Allies. The two cavalry corps are placed in any zone containing units of the same Army.

4. SEQUENCE OF PLAY

The game is played in a series of alternating game turns. The player whose turn it is termed the phasing player, the other player is termed the non-phasing player. Each game turn proceeds in accordance to a strict sequence of play.

- Mutual Mode Alteration.** Both players may change the mode of any HQ they choose, thereby altering the mode of subordinate units as well. This alteration is done by replacing the HQ unit currently on the map with another of the same designation, but with the new mode. HQ units are placed face down. Mode changing is done simultaneously.
- Initiative Determination Phase.** Players roll the die to determine who has the initiative for the game turn. The player who rolls highest has the initiative and chooses whether he wishes to go first or second during the turn. EXCEPTION: The German player has the initiative on the first two turns of the game.
- First Player Turn**
 - Movement Phase:** The phasing player may move some, all, or none of his units, at his discretion. No unit may move further than its printed movement allowance (see Movement, section 7.0). The player may also remove the effects of Disruption from eligible units and attempt recovery of eligible units. After all units have been moved, the phasing play-

UNITS	
FRONT	BACK
 Infantry (French)	
 Cavalry (German)	
 Artillery (B.E.F.)	
 Headquarters	
MARKERS	
 Engaged	
 Out of Supply	
 Disrupted	
 Turn	

er may then bring on any reinforcements that are available and move them normally.

2. **Bombardment Phase:** The phasing player may now bombard enemy units with his artillery, resolving all Bombardment Combat on the Bombardment Table.
3. **Combat Phase:** The phasing player may now attack adjacent enemy units. All combat is resolved using the Combat Results Table. Complete all of the following segments for each attacked hex before moving on to the next attack:
 - a. **Attacker Declaration Segment:** The phasing player must identify all his units that will participate in this attack.
 - b. **Defense Fire Segment:** The non-phasing player must declare and resolve all Defense Fire

against the declared attackers.

- c. **Attack Segment:** The phasing player must now resolve his Regular Attacks using all surviving declared attacking units.
 - d. **Counter Attack Segment:** The non-phasing player may declare and resolve any eligible Counter Attacks.
- D. **Second Player Turn.** The second player now becomes the phasing player and repeats steps 1 through 3.
- E. **Supply Determination.** Both players simultaneously determine if any units are Out of Supply.

5. UNIT MODES

All units are considered to be in a particular mode at all times. Unit modes determine what a unit can do during a player turn and, in some cases, how well.

5.1. Modes and What They Mean

There are four modes, as follows:

5.1.1. Offensive Mode

- Movement: Units may conduct normal movement, but not road or railroad movement.
- Combat: Units may conduct Regular Attacks but not Counter Attacks. Artillery may conduct Bombardments.
- Other: HQ's that are Out of Supply may not be in Offensive Mode and must change to another mode at the first opportunity. Units may stack up to 16 stacking points. Units may not attempt Recovery.

5.1.2. Defensive Mode

- Movement: Units may only move 1/2 of their printed movement allowance. In addition, they may not use road or railroad movement.
- Combat: Units may conduct Counter Attacks and artillery may conduct Bombardment. Units may not conduct Regular Attacks, with two exceptions: a) Units beginning the friendly Movement Phase outside an enemy ZOC may conduct Regular Attacks (exception: see case 11.22). Mark these units with a Reserve marker as a reminder. Only those units may attack, even if stacked with units that began the phase in an enemy ZOC. b) Units that are locked by an Engaged result from a previous Combat Phase must conduct a Regular Attack against only those units with which they are Engaged. Note that in both the above cases, those units in Defensive mode conducting a Regular Attack are treated as being in Offensive mode for purposes of determining which row on the Combat Results Table is used when they receive Defense Fire.
- Other: Units may not attempt Recovery.

5.1.3. Transfer Mode

- Movement: Units may conduct normal, road, and railroad movement. In addition they are exempt from pay-

ing the additional 2 MP cost for leaving an enemy ZOC.

- Combat: Units may not conduct Regular Attacks or Counter Attacks and artillery may not conduct Bombardment.
- Other: Units may not attempt Recovery.

5.1.4. Regroup Mode

- Movement: Units may only move 1/2 of their printed movement allowance. In addition, they may not use road or railroad movement.
- Combat: Units may not conduct Regular Attacks or Counter Attacks. Artillery may conduct Bombardment.
- Other: All eligible units may attempt Recovery. HQ's may not change from this mode directly into Offensive mode (exception: see case 15.31).

5.2. Changing Modes

5.2.1. Players may have their units begin the game in any mode they desire.

5.2.2. Unit modes may only be changed during the Mutual Mode Alteration Phase.

5.2.3. Unit modes are changed by placing the appropriate HQ unit on the map. The other HQ counters are placed aside.

5.2.4. All units subordinated to that HQ are considered to be in the mode stated on the HQ counter.

5.2.5. HQ units are placed face down on the map (name of the general in command facing up). Unit modes are only revealed during combat.

5.2.6. Units in Regroup mode may only change to Transfer or Defensive modes, never directly to Offensive mode (exception: see case 15.31).

6. INITIATIVE

6.1. Initiative Modifiers.

Each player secretly counts the number of Offensive mode HQs on his side. For every three Offensive mode HQ's, the player receives a plus 1 initiative modifier.

6.2. Initiative Determination.

Each player then rolls one die and adds his initiative modifier to the roll. The player with the highest modified total wins the initiative (re-roll any ties) and will choose the first player during this turn. Exception: the German player is the initiative player on the first two turns of the game and no roll is necessary.

7. MOVEMENT

During the Movement Phase, the phasing player may move some, none, or all of his units in any order he wishes, up to, but not exceeding the movement allowance of the unit. The unit expends one or more movement points for each hexside crossed, depending on terrain type. The movement allowance is printed on the lower right corner of the unit counter.

7.1. Movement Restrictions

7.1.1. Friendly units may only be moved during the friendly movement Phase. The only exception to this is when a retreat is called for as a result of combat.

7.1.2. Movement is calculated in terms of movement points (MP). Essentially, a unit expends one movement point for each clear terrain hex it enters. The cost of movement is affected by terrain types present. These costs are listed as follows:

- Clear: 1 MP
- Forest: 2 MP
- River: 2 additional MP to cross a river hexside
- Railroad: Railroad Move is unlimited; otherwise, same MP cost as other terrain in hex.
- Road: Road Move is ½ MP, otherwise same cost as other terrain in hex.
- Bridge: Same as Road

7.1.2.1. All terrain effects are cumulative.

7.1.2.2. The use of road movement negates all other terrain effects. Note that only units in Transfer mode may use road movement and therefore units that are not in Transfer mode must pay full movement point costs for terrain even if they are following a road (including when crossing a bridge hexside).

7.1.3. A unit may never enter an enemy occupied hex. It may, however, enter an enemy Zone of Control (ZOC).

7.1.3.1. It costs 1 additional movement point to enter an enemy ZOC, and 2 additional to exit one (exception: see case 9.8.2).

7.1.4. A unit may always move at least one hex, regardless of terrain limitations, provided it has not expended any of its movement points previously in the same player turn.

7.1.5. Presence of friendly units has no effect on movement, provided stacking limitations are not violated at the end of the Movement Phase. Any number of friendly units may move through the same hex in a single friendly Movement Phase.

7.2. Railroad Movement

7.2.1. During the Movement Phase, the phasing player

MIRACLE ON THE MARNE

may elect to move certain units via railroad. Railroad movement allows any unit to be moved any distance, so long as a path of railroad hexes can be traced on the map.

7.2.2. Units that wish to use railroad movement may not be adjacent to any enemy units and must be in Transfer mode.

7.2.3. For a unit to use railroad movement, it must begin and end its Movement Phase on a railroad hex. It may not perform any other type of movement, nor participate in any combat during that player turn.

7.2.4. When tracing a path along a railroad, no railroad hex may be adjacent to an enemy unit.

7.2.5. Units may embark and disembark anywhere along the railroad line, except adjacent to an enemy unit.

7.2.6. Only three German units may use railroad movement in a single Movement Phase (exception: see case 7.28).

7.2.7. Only three British units, or two French units or one of each may use railroad movement in a single Movement Phase (exception: see case 7.28).

7.2.8. Reinforcements and HQ units may use railroad movement at no cost to that side's railroad capacity. In the case of reinforcements, the free movement applies only on the units turn of arrival and only to those units appearing from off-board. Note that reinforcements must still be under Transfer order to exercise this option.

7.3. Reinforcements

7.3.1. At the end of the friendly Movement Phase, the phasing player may bring on and move any scheduled reinforcements.

7.3.2. French reinforcements appear as follows:

- IVth Corps: Any hex in Paris on the September 5th Turn.
- Moroccan Division (the three IXth Corps units marked with an "M"): Entry hex 1 on the September 5th turn. These units enter by railroad automatically and may be attached to any HQ on the map at the end of their move. They assume the same corps and Army affiliation as the HQ to which they attach. The player may revert control of these units to the IXth Corps as soon as any Moroccan Division unit comes within supply range the the IX corps HQ. One control is reverted to the IXth corps, it remain so for the rest of the game.
- IXth Corps: entry hex 1 on the September 7th turn.
- XIth Corps: Entry Hex 1 on the September 10th turn.

7.3.3. German reinforcements appear as follows:

- Lepel Brigade (the two IVth Reserve Corps units marked with an "L"): Entry hex 2 on the September 9th turn.

7.3.4. Any reinforcements entering from an Entry hex may delay their arrival by one turn and appear instead at any other railroad hex that runs off a friendly map edge.

7.3.5. Should an Entry hex or delayed-entry railroad hex be enemy occupied or within an enemy ZOC, the reinforcing units have two options: they may either delay their entry by one turn and enter instead on any map edge hex within five hexes of their scheduled arrival hex or, delay one turn and enter by another railroad hex running off a friendly map edge. Should Paris be enemy occupied on the turn of arrival, those reinforcements scheduled to arrive there are lost for the remainder of the game.

7.3.6. In all cases, reinforcements arriving from off-board that do not use railroad movement must pay normal movement costs for the hex of entry. The first unit or stack to arrive on that hex would pay the normal costs, the second would pay the normal costs plus one movement point, the third would pay normal cost plus two additional movement points, etc.

8. STACKING & ZONES OF CONTROL

8.1. Stacking.

Players are restricted as to the number of units they may have in a single hex. The number of stacking points (SP) that may be stacked in a single hex is either 16 (if in Offensive mode) or 12 (in all other modes or combination of modes).

8.1.1. The stacking point cost for each unit is as follows:

- French Infantry Brigades: 4 SP
- British Infantry Brigades: 3 SP
- All Cavalry Brigades: 2 SP
- German Infantry Regiments: 2 SP
- All Cavalry Regiments: 2 SP
- All Artillery Units: 2 SP
- All HQ units: 0 SP

8.1.2. Markers never count towards stacking limits.

8.1.3. All units that are over stacked in a hex at the end of any phase are immediately Disrupted. If already Disrupted, there is no further effect.

8.1.4. Over stacked units may not participate in any combat except as defender when being attacked.

8.1.5. Players may not examine the contents of an enemy stack. They may, however, confirm enemy combat factor totals when resolving combat after the Attacker Declaration Segment of the Combat Phase.

8.2. Zones of Control.

The six hexes that surround an occupied hex are called the Zone of Control (ZOC) of that unit. This zone inhibits the

movement of enemy units.

8.2.1. Effects of ZOCs

8.2.1.1. All units exert a ZOC at all times.

8.2.1.2. Units that enter an enemy unit's ZOC must stop in that hex. No further movement by that unit is permitted during the Movement Phase.

8.2.1.3. Units may go from one enemy ZOC to another, provided they start their movement in the enemy ZOC.

8.2.1.4. A unit may be in more than one ZOC at once.

8.2.1.5. There is a 1 MP additional cost to enter an enemy ZOC. However, it costs two additional MP to leave one.

8.2.1.6. Presence of both friendly and enemy ZOCs in one hex do not cancel each other out.

9. COMBAT

There are four types of combat: Bombardment, Defensive Fire, Regular Attacks and Counter Attacks. Combat is conducted against all units occupying a target hex. Combat is always voluntary. Units stacked in a single hex may attack the same enemy hex or may attack different target hexes. All units attacking the same target hex have their Attack factors added together into one total. Note that in the Combat Phase, all four combat segments must be completed for each attacked hex before proceeding to the next attacked hex.

9.1. Bombardment Combat

9.1.1. Bombardment Combat occurs when the phasing player uses his artillery to attack enemy units that are two hexes away. Artillery may only conduct Bombardment Combat during the Bombardment Phase.

9.1.2. Bombardment Combat is the only form of ranged combat. All artillery has a range of two hexes. When counting hexes, do not count the hex occupied by the firing unit.

9.1.3. Artillery units may not conduct Bombardment Combat while in an enemy ZOC (but they may conduct a regular attack in this case). Artillery units must be in supply to conduct bombardment combat.

9.1.4. A single artillery unit may split its Bombardment factor amongst different target hexes and thus conduct multiple Bombardment Combats. The combined total of all these separate Bombardment Combats may not exceed the units Bombardment factor.

9.1.5. Procedure:

1. Pick a target hex artillery units will Bombard.
2. Total the Bombardment factors of all attacking artillery units.

3. Roll the die (adjusted for all applicable modifiers) and cross reference the result with the total Bombardment factors on the Bombardment Table.
4. Apply the indicated result to the target hex.

9.1.6. Artillery units that are in "Transfer" mode may not conduct Bombardment Combat nor may artillery units that removed "Disrupted" markers during the preceding Movement Phase.

9.1.7. The Bombarding player need not predetermine all his attacks before resolving them. He may wait to see the results of one before continuing with the next.

9.2. Attacker Declaration

9.2.1. The phasing player must identify all units that will attack a given hex during the Attacker Declaration Segment. Once identified, these units must be committed to a Regular Attack on that hex and are subsequently subject to Defense Fire.

9.2.2. The player need not declare all attacks on the board, but may wait for the results of one before declaring the next. The only exception to this rule is when supporting Defense Fire could be issued at an attacker. In this case, all attacks that could possibly affect a unit's eligibility to issue supporting Defense Fire must be declared at the same time.

9.3. Defense fire

9.3.1. Units that are declared the targets of Regular Attacks may conduct Defense Fire. Defense Fire is calculated using only the Defense factors of the units.

9.3.2. Units that are adjacent to attacking enemy units but are not themselves declared to be targets of an attack may conduct supporting Defense Fire. Supporting Defense Fire is conducted in the same manner as regular Defense Fire but only ½ of a unit's Defense factor (rounded down) is used. Units that are (or have been) targets of an attack may not issue supporting Defense Fire. (So the order that attacks are made matters. Coordinate your front properly!)

9.3.3. Artillery units within Bombardment range of attacking enemy units may conduct Defense Fire on those attacking units by using their Defense factors. This is allowed even if those same artillery units conducted Bombardment Combat, railroad movement, or removed a Disrupted marker earlier in the turn.

9.3.4. Defense Fire may be allocated to attacking hexes in any manner. If the unit is being attacked from different hexes, it may even split up its Defense factor and fire at multiple attackers as long as its total Defense factor is not exceeded.

9.3.5. Procedure:

1. Determine which attacking hexes will receive De-

fense Fire.

2. Total the Defense factors for all units issuing Defense Fire at a given attacking hex.
3. Determine the column to be consulted by referencing the total factors on the Offensive line of the Combat Results Table.
4. Roll the die (adjusted for any applicable modifiers) and cross reference the result with the appropriate column.
5. Apply the indicated result to the attacking units.

9.3.6. Results of Engaged are treated as No Effect when resolving Defense Fire.

9.3.7. No beneficial terrain modifiers are applied to the Defense Fire die roll. Only when the attacker is crossing a River or Bridge hexside is the appropriate die roll modifier applied. The modifiers for Coordination and Target Mass would still be applied normally.

9.4. Regular Attacks

9.4.1. Only units in Offensive and, in some circumstances, Defensive modes may conduct Regular Attacks. In addition, units must be in supply.

9.4.2. Regular Attacks can occur only between adjacent opposing units.

9.4.3. If a unit is declared to be attacking during the Attacker Declaration Phase, then it must conduct the declared attack regardless of its subsequent situation.

9.4.4. Procedure

1. Total the Attack factors of all units attacking the same hex.
2. Determine the column to be consulted by referencing the total factors with the appropriate line on the Combat Results Table reflecting the mode of the target unit.
3. Roll the dice (adjusted for any applicable modifiers) and cross reference the result with the appropriate column.
4. Apply the indicated result to the target unit.

9.4.5. The attacking player need not predetermine all of his attacks. He may wait to see the results of one before continuing with another.

9.4.6. If the targeted units are in more than one mode, treat all the units as being in the mode of the majority (in number of steps). If equal, then use the least advantageous mode.

9.4.7. Attacking units may advance into a hex (or hexes) vacated as a result of combat, provided there is no stacking violation. Victorious units may actually follow the retreat path of defeated units if they retreated more than one hex. Advancing units may not deviate from the retreat path and

must stop upon entering an enemy ZOC.

9.4.8. Artillery units use their Bombardment factors when conducting Regular Attacks.

9.4.9. Units that are out of supply may not conduct Regular Attacks.

9.5. Counter Attacks

9.5.1. Only units in Defensive mode and that were attacked by enemy units in the previous Combat Phase immediately prior and suffered an Engaged result, may attack in the Counter Attack Phase.

9.5.2. Counter Attacking units may only attack the enemy units that attacked them in the Combat Phase of that player turn.

9.5.3. Only one enemy hex may be Counter Attacked from a given defending hex.

9.5.4. Procedure:

1. Determine which enemy hex will be Counter Attacked.
2. Total the Attack factors of all Counter Attacking units.
3. Determine the column to be consulted by referencing the total factors with the appropriate line on the Combat Results Table reflecting the mode of the target units.
4. Roll the die (adjusted for all applicable modifiers) and cross reference the result with the appropriate column.
5. Apply the indicated result to the targeted units.

9.5.5. Note that no terrain die roll modifiers are ever applied to the Counter Attack die roll. Modifiers for Coordination and Massed Target would still be applied normally.

9.5.6. Artillery units in a Counter Attacking hex add their Bombardment factor into the attack.

9.5.7. Note that there is no Defense Fire allowed to units that are targets of a Counter Attack.

9.5.8. Units that are out of supply may not Counter Attack.

9.6. Explanation of Combat Results

9.6.1. Combat results achieved on the Bombardment Table or Combat Results Table are applied immediately upon their occurrence.

9.6.2. Apply each combat result as follows:

“-“ No Effect on target unit

“d” One unit in the target hex (chosen by defender) is disrupted.

“D” All units in target hex are disrupted.

“D1, D2, D3” All units in target hex are disrupted, plus the indicated number of step losses is removed from the target hex, defenders choice. Incur an additional step loss if target unit is out of supply.

“1, 2, 3, 4” The application of this result depends upon the type of combat being conducted.

- **Defensive Fire:** The targeted unit must remove the indicated number of steps, owning players choice. In addition, any units that were Disrupted prior to the combat result must abort and may not conduct their declared Regular Attack.
- **Regular Attack & Counter Attack:** Owing player may combine step losses with hexes retreated as desired. However, at least half of the number, rounded down, must be taken in step losses. For example, on a result of 3 the player has three choices in applying the result: he may take three step losses (applied as he wishes), take two step losses and retreat one hex, or take one step loss and retreat two hexes. If the majority of units in the hex were Disrupted prior to combat (based on the number of steps), the player must take the result that will yield the most retreated hexes (the third option in the above example). Out of supply units must increase the result by one (e.g. a 3 becomes a 4, etc.).
- **“EN”** Attacking and defending units are Engaged. Place an engaged marker on all involved hexes. Engaged units must conduct a Regular Attack against each other at earliest opportunity to do so. No unit may move or conduct other operations until some other result than EN is achieved during any subsequent Counter Attack or Regular Attack. Remove the markers the moment any other result is determined. Units in Defensive mode receiving an EN result may conduct a Counter Attack in the immediately following Counter Attack Phase. Unlike the Regular Attack, the Counter Attack is optional while Engaged. Units that are out of supply cannot attack and simply remain Engaged.

9.6.3. All units that retreat any number of hexes are immediately Disrupted upon receipt of the combat result.

9.6.4. Most units have two steps. The front of the unit is the full strength side while the back represents the unit’s reduced Strength side. When a unit takes a step loss, it is flipped to its reduced strength side. If a unit that is already at reduced strength takes another step loss it is eliminated from the game. One step units will be blank on the reverse side and are eliminated upon the loss of one step.

9.6.5. A side-effect of this combat system is that very small units can stop or delay very large ones unrealistically. Therefore, if the odds ratio of attacker to defender is greater than 7:1, victory is automatic, and defender is eliminated.

9.7. Combat Die Roll Modifiers

9.7.1. Combat die rolls may be modified by various factors involving terrain, the size or the target unit, and the organization of the attacking forces. All modifiers are cumulative (except G & H).

9.7.2. Die Roll modifiers are applied as follows:

- Target is in a Forest hex: increase the die roll by one (do not apply during Defense Fire).
- Target is in a Town hex: increase the die roll by one (do not apply during Defense Fire).
- Target is in a City hex: increase the die roll by two (do not apply during Defense Fire).
- Target hex contains 11 or more stacking points (Massed Target): increase the die roll by one.
- Defense Fire against an enemy unit attacking across a Bridge hexside: subtract two from the die roll.
- Defense Fire against an enemy attacking across a River hexside: subtract three from the die roll.
- Two or more units conducting the combat are from different corps (Corps Coordination): increase the die roll by one.
- Two or more units conducting the combat are from different Armies (Army Coordination): increase the die roll by three. (Do not apply case G if case H is in effect).

9.7.2.1. On the Bombardment Table, die rolls modified to less than 1 are treated as rolls of 1. Die rolls modified greater than 10 are treated as – (no effect) results.

9.7.2.2. On the Combat Results Table, die rolls modified to less than 1 are treated as rolls of 1. Die rolls modified to greater than 10 are treated as Engaged results.

9.7.2.3. Note that not all modifiers are applicable to both the Bombardment and Combat Results Tables.

9.8. Retreats

9.8.1. Units that are forced to retreat due to a combat result must make every effort to move in such a way so that at the end of the retreat move they are no longer adjacent to the units that defeated them.

9.8.2. Retreating units must attempt to avoid enemy ZOCs, if possible. Friendly units do not negate enemy ZOCs for this purpose. If retreating units are forced to move through an enemy ZOC, remove one step from any one retreating unit for each such hex through which the units move. If forced to retreat into an enemy occupied hex, the retreating units are immediately eliminated.

9.8.3. If retreating units are forced into a hex with other friendly units, the hex may be temporarily over stacked. If the same hex is subsequently attacked, the recently retreated units may not contribute to the combat in any manner. Should the original friendly units be defeated (i.e., retreated

or eliminated), then the retreated units are automatically eliminated.

9.8.4. All retreated units are immediately Disrupted.

9.9. HQ's and Combat

HQ units may not be attacked, nor may they enter enemy ZOCs. If an enemy unit advances such that an HQ unit is in that unit's ZOC, the HQ unit is immediately retreated as many hexes as necessary to remove it from that ZOC. The HQ may be retreated through an enemy ZOC with no penalty. If the HQ is forced to retreat through an enemy unit, it is moved until it is out of that unit's ZOC. However, it is then immediately marked as being out of supply and remains in that status for the remainder of the game (regardless of its actual supply status).

10. DISRUPTED UNITS

10.1. Effects of Disruption

10.1.1. Units become Disrupted when forced to retreat or when they receive a d, D1, D2 or D3 result. Place a Disrupted marker on the unit immediately. (Note: for those players averse to cluttering up the board with markers, don't use them. Instead, designate Disrupted units by rotating the units to face away from the enemy. Doing so means, of course, that all units not Disrupted must be kept facing the enemy).

10.1.2. The effects of being Disrupted are as follows:

- Units must reduce both their Attack factor and Defense factor by two. (Note that this will cause some units to be reduced to zero factors).
- Units may not conduct Recovery
- Units that are targets of Defense Fire and that receive a 1, 2, 3, or 4 combat result may not continue their attacks
- Units that are targets of Regular Attacks or Counter Attacks and that receive a 1, 2, 3, or 4 combat result must apply the result yielding the furthest retreat move possible.

10.1.3. There is no additional effect of multiple Disruption results.

10.2. Removal of Disruption

10.2.1. During his Movement Phase, a player may remove Disrupted markers from all units that are not currently in an enemy ZOC and are in supply.

10.2.2. Units that had Disrupted markers removed may move normally but may not enter an enemy ZOC during the same Movement Phase. In addition, artillery units that had Disrupted markers removed may not conduct Bombardment Combat during the subsequent Combat Phase.

11. SUPPLY

In order to be truly combat effective, a unit must be in supply. If a unit is found to be out of supply, it is penalized.

11.1. Supply Determination

11.1.1. Supply status is determined only during the Supply Determination Phase.

11.1.2. For a combat unit to be in supply, it must be able to trace a series of hexes back to a friendly HQ unit.

11.1.3. For an HQ unit to be in supply, it must be able to trace a series of hexes back to a friendly map edge.

11.1.4. A unit may not trace a line of supply through an enemy occupied hex, nor an enemy ZOC. Friendly units negate the effect of enemy ZOCs for supply purposes.

11.1.5. A combat unit's line of supply may not be more than eight MP in length traced to its HQ unit. This line of supply is traced using normal movement costs, except that road and railroad hexes count as ½ MP for all types of units. When tracing the line of supply, do not include the hex occupied by the combat unit, but include the HQ unit's hex.

11.1.6. An HQ unit's line of supply is traced using the same procedure as a combat unit, but the line must be traced to a hex containing a road or railroad that subsequently leads off a friendly map edge. The road or railroad used may not pass through an enemy unit or ZOC.

11.1.7. The west, south, and east map edges are treated as friendly map edges for all Allied units. Only the north map edge is friendly for German units.

11.2. Effects of Being Out of Supply

11.2.1. Units that cannot trace a line of supply free of enemy units or ZOCs are considered out of supply. Place an Out of Supply marker on the affected units. Note that combat units are considered automatically out of supply if their HQ is out of supply (regardless of their ability to trace a line of supply to that HQ).

11.2.2. Combat units that are out of supply suffer the following effects:

- Units may not conduct Regular Attacks or Counter Attacks (including when Engaged).
- Artillery may not conduct Bombardment Combat.
- All D1, D2, D3, 1, 2, 3, or 4 combat results are increased by one.
- Units may not attempt Recovery.

11.2.3. HQ units that are out of supply may not be placed in Offensive mode. HQ's currently in Offensive mode must be changed to another mode at their first opportunity.

11.2.4. During the Supply Determination Phase of the next game turn, units that are found to be back in supply may function normally during that turn. Remove the Out of Supply markers.

12. RECOVERY

12.1. Unit Recovery

12.1.1. Units in Regroup mode (only) may attempt to recover lost steps. Artillery units may never attempt Recovery.

12.1.2. Recovery attempts are made during the Movement Phase. Units may not be in enemy ZOCs or Disrupted. In addition, they must be in supply.

12.1.3. Units may not move during the phase in which they attempt Recovery (successful or not).

12.1.4. A player may attempt to recover a lost step on each eligible unit by rolling a die. On a roll of 1 through 8, the unit gains back its lost step. Flip the unit over to its full strength side immediately.

12.1.5. HQ units may attempt to bring back previously eliminated units by qualifying for Recovery in the same way as combat units. Roll one die. If the die roll is 1 through 5, the player may place any one eliminated unit, with its reduced strength side showing, back on the board in the same hex with the HQ. The hex may not be over stacked. Neither the HQ nor the newly recovered unit may move during this Movement Phase. A maximum of one eliminated unit per corps may attempt Recovery each turn.

13. PARIS

13.1. The Paris Garrison

13.1.1. When unoccupied, the city of Paris has an inherent defense value of ten Defense factors (only) per hex. This defense value is not in effect when the hex is occupied by friendly units.

13.1.2. Unoccupied Paris hexes are assumed to be in Defensive mode but may not conduct Counter Attacks.

13.1.3. Unoccupied Paris hexes are never Disrupted nor out of supply and can never conduct Recovery. They do not have ZOCs.

13.1.4. Combat results versus unoccupied Paris hexes are applied as follows.

No Effect and Engaged results are applied normally. d., D, D1, D2 and D3 results are treated as "No Effect" 1, 2, 3, and 4 results defeat the Paris hex. Its intrinsic Defense factor is permanently lost but the hex still counts as a City hex for occupying units.

14. VICTORY

Victory is determined by which side has the largest total point value in controlled city and town hexes. The value of each hex is as follows:

- A. Paris: 10 points
- B. City: 3 points
- C. Town: 1 point

Control of a hex is defined as being the last side to have a combat unit physically enter the hex in question. Towns and cities within a unit's ZOC are not considered in control. Control of Paris constitutes control of more than half of the Paris hexes. Hexes do not need to be garrisoned to have control maintained over them.

15. OPTIONAL RULES

These rules can be used in their entirety or individually as the players see fit. They are designed to add slightly more complexity to the game but will also provide a more realistic feel to the proceedings.

15.1. Paris Taxicabs

15.1.1. After turn three, the Allied player may move certain units from Paris by taxi. This may only be done once per game.

15.1.2. The Paris taxis move allows the movement of two reinforcement units from any Paris hex to any front-line hex, provided a path of road hexes, free of enemy units and ZOCs, can be traced to the destination hex.

15.1.3. Both units moved by taxi must go to the same destination hex and are then immediately and permanently re-assigned to any corps of the player's choice. These units are no longer considered to be part of their original corps.

15.2. Variable Reinforcements

15.2.1. Instead of having all reinforcements enter as scheduled historically (and therefore at a predictable pace in game terms), players roll on the Variable Reinforcement Table to determine when the units will actually appear.

15.2.2. During the beginning of each friendly Movement Phase, the phasing player consults the table to see if the current game turn appears in the chart for a given group of reinforcements. If the date does appear, then look up the appropriate column to determine the die roll required to allow those reinforcing units to appear this turn. If the roll is made, the reinforcing units are moved on normally during the current Movement Phase. If the roll is not made, then the player must wait until the following turn and try again (consulting the next column, of course).

15.2.3. If by some extraordinary bad luck a player reaches the last column of the table without making the necessary

die roll, he remains on that last column for each subsequent turn until the die roll is made. It is therefore possible (but not likely) that a reinforcement will never appear.

15.3. Command and Control

During the Marne campaign, both sides constantly lost track of not only enemy formations, but their own as well. This was especially a problem concerning the German commander Moltke as he tried desperately to discover the positions of his armies. On the other hand, the B.E.F. was understandably very cautious and cooperation between it and the French High Command were strained at best. The Command and Control rule effects this situation simply by not allowing players to automatically change modes as they wish. Therefore, a player's units will sometimes not perform as anticipated or desired.

15.3.1. During the Mutual Mode Alteration Phase, players that wish to change the current mode of their HQ's must roll on the Command and Control Table. Determine the Army to which the changing HQ belongs and roll one die, referencing the appropriate line. The results appear in the corresponding column and are applied as follows:

1. Must Regroup: the HQ must be changed to Regroup mode.
2. Must Defensive: the HQ must be changed to Defensive mode.
3. No Change: the HQ remains in its current mode.
4. Change Normally: the HQ may be changed to any mode the phasing player desires.
5. Must Offensive: the HQ must change to Offensive mode. This applies even if the HQ is currently in Regroup mode. It does not apply if the HQ is out of supply. Instead, roll the dice again.

15.3.2. In the case where an HQ must be changed from Offensive mode due to being out of supply, roll on the table normally but ignore any Must Offensive and No Change results (in those cases simply re-roll the die).

15.3.3. At the beginning of the Mutual Mode Alteration Phase, players should secretly note which HQs will attempt mode changes this phase. The players then simultaneously reveal which HQ's are changing and both roll on the Command and Control Table at the same time. The die rolls should be made in the open (unless you're playing with opponents that you can trust, in which case the die rolls should be done secretly). In any case, players must attempt changes on all the HQ's they noted at the beginning of the phase.

15.4. The B.E.F.

The British Expeditionary Force was Britain's largest fighting force and, as such, it's only real protection (other than the Royal Navy) against foreign invasion. Britain could not, therefore, afford to lose this precious commodity and was very cautious with its deployment and usage.

15.4.1. British HQ's must trace their line of supply to roads and railroads that lead only off the west map edge.

15.4.2. The German player will receive two additional victory points for each British corps that suffers more than 50% step losses at the end of the game. Note that this does not mean total losses incurred during the game, but rather actual net losses after any Recovery of lost steps is made.

16. CREDITS

Design: Jon Compton

Development and Additional Research: Hermann Luttmann and Allan Rothberg

Additional Development: Paul Cooper

Playtesting: Jack Greene, Jeff Romero, Cameron Sette, Russ Ryder, Scott Hayes, Paul Fish, Art Stacey, and Pete Petrone

Additional thanks to Jack Greene and Beth Queman

17. DESIGNER'S NOTES

It's difficult to describe the genesis of the Marne design because of the amount of time that has passed since I originally designed the game and now. Although I still have two folders full of notes, sketches, diagrams, and map photocopies, in truth I can barely remember the process. It was, after all, over 20 years ago.

1992 was not a good year, at least not for me. I'd quit my job and career, sold my house, broken off an engagement, and retreated to a small place in the back of a friend's property to sort myself out. About all I had were some clothes, a computer, and a subscription to S&T and Command magazines. Sitting among the trees with a copy of the most recent Command, I read where Ty Bomba was seeking designs on the First World War. I thought to myself I have a library card and plenty of time so why not?

So for the next several months I spent my weekend afternoons at the Sacramento State University Library, surrounded by the British official war histories, and the maps contained therein. Once I had OBs and positions worked out, I started looking at other histories to try and fill in the gaps, or look for contradictory accounts. For me, at the time, it was just the escape I needed.

Meanwhile, other things had happened. I'd joined a local gaming group, and through them had play-tested a few games. As a result of those efforts I came to the attention of Keith Poulter at 3W. Through that association, I also met Jack Greene and Beth Queman, whom at the time lived very close to me. We became friends, and, after some time had passed, I worked up enough courage to show Jack my Marne design. He jumped at the chance to give it a play, and he was most encouraging.

Things, of course, moved ahead, and before long I was working full-time for 3W. During that period I showed the game to Keith Poulter, and he was enthusiastic. Probably to the surprise of many who read this, Keith insisted that the game go through some development (which now that I think about it, might have been a comment on the design itself, but I think the truth was that Keith had listened to his customers and was putting more development effort into the games). Keith then put me in touch with Hermann Luttmann and Allan Rothberg, who jointly took on the development task. Frankly, they were amazing. They found all sorts of holes in my research, and added a lot to the game. They simply did a fantastic job.

Unfortunately, things were once again about to change for me. 3W and I parted ways at just about the time that Marne finished development. I never had an official contract with 3W, so the design stayed with me. Game Publications Group and GameFix magazine came next, then One Small Step. Through all that I just never got back to the game. While at GPG, Paul Cooper did some additional development work on the game, and we started work on a reduction of the design for GameFix, but we just never got to it.

After that the game just sat in my filing cabinet. For about a dozen years.

Then along came Stephen Rawlings and ATO magazine. Stephen was looking for a small design on the battle of the Marne for his new Turning Point Simulations series and he had sent me an email asking if I knew of any such designs. It so happened I still had the files for the GameFix reduction of the Marne, so I made PDFs and sent them along, knowing that the reduction had not been play-tested and was a work in progress. Jim Werbaneth took over development of the reduction, and, as it turned out, several parts of the original

system just didn't function in the reduction. As of this writing, that version of the game is still in development.

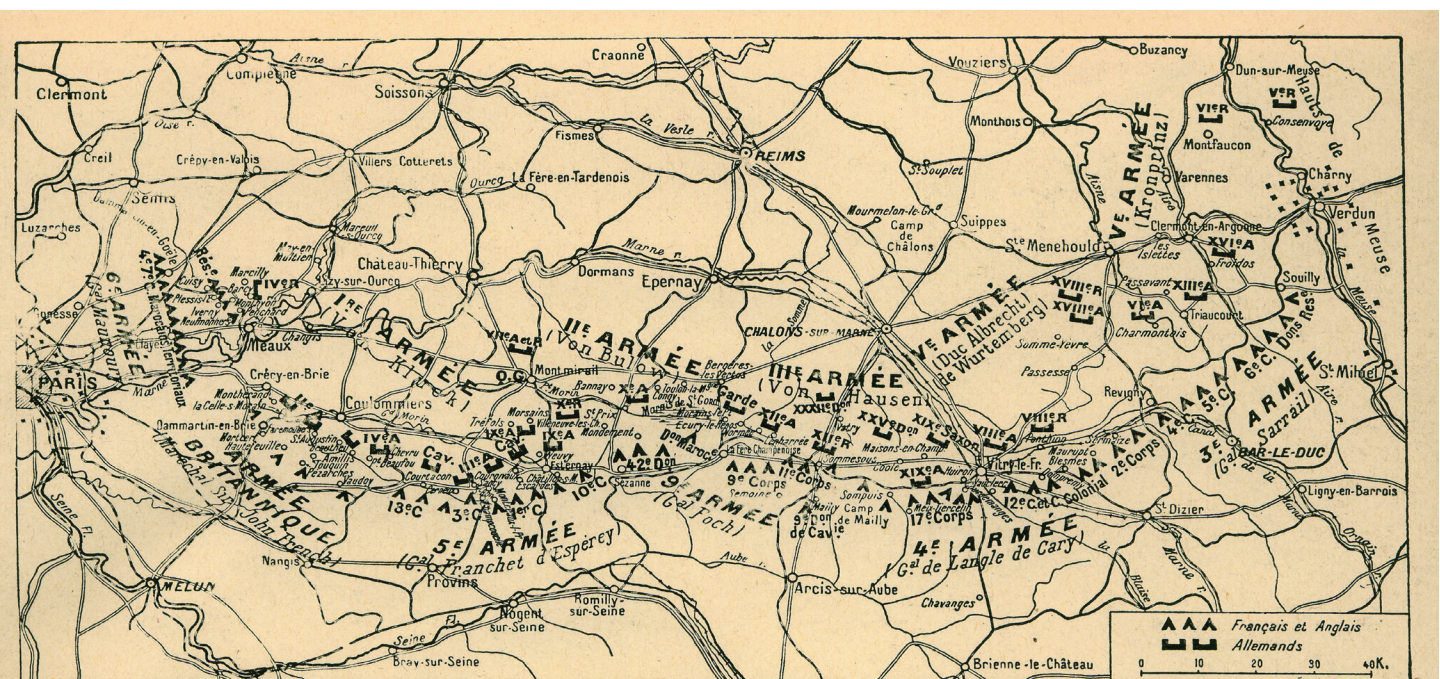
Now along comes Michael Anderson, the current owner of One Small Step. Mike and I spoke at length about the current situation at One Small Step, and he indicated his desire to see the company get back on its publishing feet, so to speak. I offered to help out as work and family permitted, and also offered to give him the original Marne design for publication. And here it is.

Miracle on the Marne is the first wargame I ever designed. As such, it's twenty years old, which means that it may not be up to the current design state-of-the-art, whatever that is. My design intentions were fairly simple, at least as I recall them. I wanted to show the effects of rigid command structures, so designed the mode system and applied its straight-jacketing effect to the situation. I didn't model the game on any previous system specifically; I simply picked and chose mechanisms that seemed appropriate to my understanding of the conflict at the time.

I hope that you will find this game entertaining, and perhaps even a little enlightening. I put a lot of effort into it at the time, but it was a long time ago. I am happy to discuss the design, and will support it to the best of my ability and time availability. I can be reached at irratejon@yahoo.com. Please feel free to reach out with questions or comments.

Jon Compton

August 29, 2012



Situation des armées, le 5 septembre 1914, au moment où va s'engager la bataille.