

— 1914 —

# Mach Paris

A GAME BY BERTRAND MUNIER

SCENARIO BOOK  
JULY 2023

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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

## SCENARIO ICONS EXPLANATION



### Game Turns:

Scenario length in Game Turns, with first and last GTs played.



### Counter Count:

Amount of counters (CTRs) used in scenario.



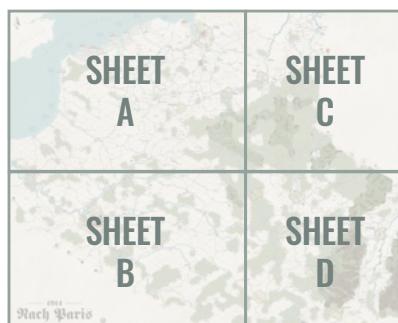
### Game Length:

Estimated time duration of each scenario playthrough.



### Map Section:

Code of map sheet(s) used for the scenario.



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JULY 2023

# VICTORIOUS RECOVERY AT GUISE

August 26<sup>th</sup>–31<sup>th</sup>, 1914 - Learning Scenario

2.5 GTs **GT13 (FRE) ▶ GT15**

50 CTRs

1 HOUR

**STANDALONE MAP**

**F**ollowing the fierce fighting at Mons and Charleroi, Allied troops withdrew to the South in good order. Von Bülow's 2<sup>nd</sup> Army was weakened by its participation in the siege of Maubeuge and the reassignment of the Guard Reserve Corps (GRK) to the Russian front.

On August 27, Joffre wanted to both stop the German advance and relieve the BEF. He thus ordered General Lanrezac, CO of the French 5<sup>th</sup> Army, to launch a flank attack towards Saint Quentin on August 29. The BEF were supposed to join in the attack, but its CO, General French, refused to participate due to the losses suffered at Mons.

Lanrezac's 5<sup>th</sup> Army executed a large scale maneuver then launched, by itself, an offensive on Saint-Quentin and engaged the German Guard units which were ready to cross the Oise river. By the end of the day, the 2<sup>nd</sup> German Army had suffered heavy losses and withdrew North of the Oise river. On August 30, Lanrezac, considering his position to be too precarious, ordered the 5<sup>th</sup> Army to retreat.

## SPECIFIC RULES:

<b>SSR 1</b>	According to rule [10.1.5], during the Combat Phase, the Germans and French can make 1 failed attempt.
<b>SSR 2</b>	The 17.ID is not penalized by rules [9.4.11] & [13.1], if it stays in the AO or AP hex columns.
<b>SSR 3 GT14</b>	Germans are connected to their networks by the HCR [ <sup>S</sup> Quentin-Cambray-Valenciennes-Mons-Bruxelles-Liège-Aachen], they control the RRs up to the limit of hexes AP26, AK27, AN27 (LCR NU), AM27, [12.1.2] & [12.1.5].
<b>SSR 4 GT14</b>	French may not enter hexes numbered 28.

## TURN TRACK EXPLANATION:

<b>GT13</b>	French appear during the Movement Phase, cannot move, and the only action they can conduct during the Combat Phase is building fieldworks.
<b>GT14</b>	Germans appear during the Movement Phase, cannot move, and will be able to conduct the Combat Phase normally.
<b>GT14</b>	French will be able to carry out their 4 different phases, Admin, Barrage, Movement and Combat.
<b>GT15</b>	It's a normal Game Turn.

## SCENARIO AREA

### GERMAN PLAYER



### FRENCH PLAYER

## MAP CONFIGURATION:

3 Specific Structures Destroyed  
AK26, AJ27, AJ28 : 12 turns.

## VICTORY CONDITIONS:

The French win if at the end of the game:

- 1 The Germans have lost at least 5 INF steps, and without the French losing more, OR if the Germans have lost 3 more INF steps than the French,
- 2 and if all French units are South of the Serre river.

To easily follow the evolution of step losses, use the General Track with the corresponding markers.



# ASSAULT ON LIEGE

August 2<sup>nd</sup>-17<sup>th</sup>, 1914 - Learning Scenario



8 GTs

GT1 ➤ GT8



60 CTRs



1.5 HOURS

STANDALONE MAP

The 12 forts constituting the fortified position of Liège were intended to stop German units on the Meuse and prevent the use of the railway line connecting the German Empire to Belgium.

As early as August 4, just after the declaration of war, the "Maas Armee" was formed quickly, numbering 60,000 men and supported by 21 cm howitzers. It launched a "coup de main" attack on Liège.

Initially, the Belgian fortified position, manned by approximately 32,000 men, valiantly resisted the German assaults and inflicted heavy casualties.

To accelerate the destruction of the forts, the German High Command sent in reinforcements, in the shape of several siege batteries as well as four short, but extremely powerful, 42 cm navy mortars.

After several days of intensive bombardment, the last fort Flémalle capitulated on August 16, 1914.

## SCENARIO AREA

• • • • • GERMAN PLAYER • • • • •



• • • • • BELGIAN PLAYER • • • • •

## MAP CONFIGURATION:

2 Specific Structures Destroyed  
U35: 6 turns, U36: 4 turns

3 'Rail control' markers at the border:  
T37, T36, T33 [12.1.2].

## SPECIFIC RULES:

### SSR 1

According to rule [10.1.5], during the Combat Phase, the Germans can make 1 failed attempt and Belgians none.

### SSR 2

As soon as a Belgian unit loses a step, it can no longer initiate ABU, and must exit as quickly as possible from the the playing area by the west side during its next Movement Phase.

## VICTORY CONDITIONS:

The Germans win at the end of the game if they:

1	destroy the 12 forts of Liège's ENC,
2	exit at least an INF step total of 30 from the west side,
3	and have an INF unit in Liège (X35) [11.6.15].

# STRONG ATTACK ON NAMUR

August 16<sup>th</sup>–25<sup>th</sup>, 1914 - Learning Scenario



5 GTs GT8>GT12



50 CTRs



1 HOUR

STANDALONE MAP

**A**fter the capture of Liège, only the entrenched camp of Namur remained to block the German advance towards France. Consisting of 9 strengthened masonry forts built according to the Brialmont system, the fortress had had time to organize itself defensively.

An attack group commanded by General Von Gallwitz, made up of 2 army corps, numbering 90,000 men, and an impressive siege artillery train, was to seize Namur. On August 19, the approach began and after a terrifying bombardment, the assault was launched on August 23.

At the same time, the French withdrew to Charleroi and the British had to do the same at Mons, leaving Namur to its own fate.

On 25 August, the last fort capitulated. The Germans made 6,700 prisoners in Namur, while the 4<sup>th</sup> Army Division (4<sup>e</sup> DA), harassed and diminished, had been able to escape to join the French lines and subsequently reconstitute itself in the Rouen region.

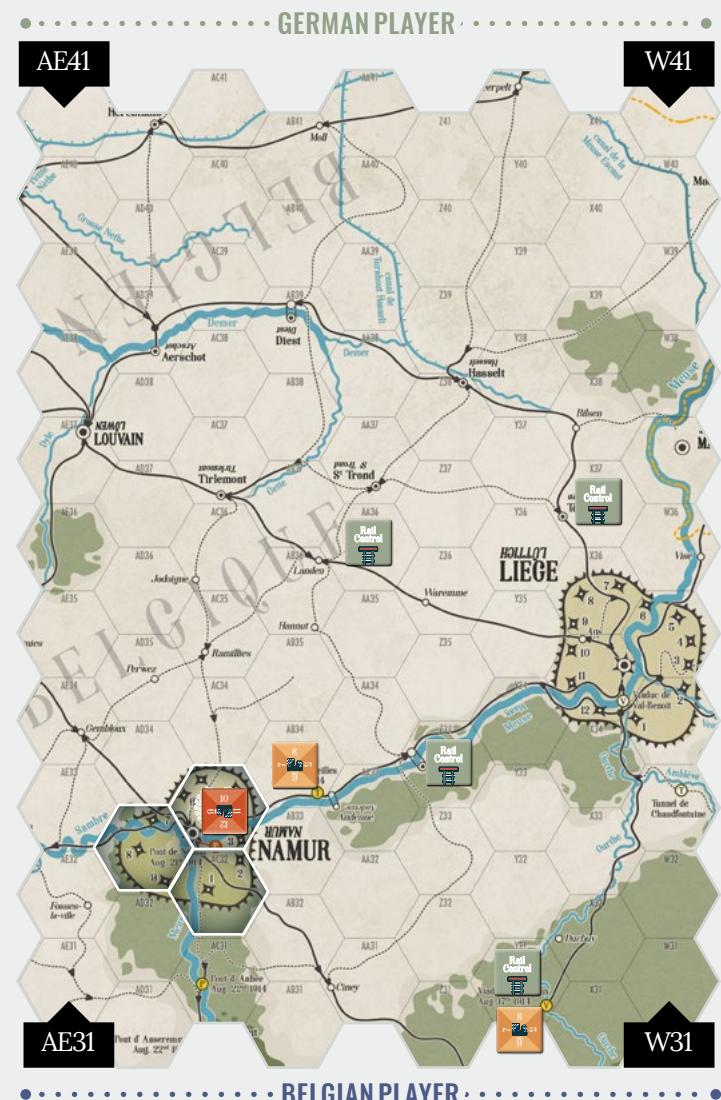
## SPECIFIC RULES:

<b>SSR 1</b>	According to rule [10.1.5], during the Combat Phase, the Germans can make 1 failed attempt, Belgians none.
<b>SSR 2</b>	The 13.RD will remain in Liège, it is designated as a garrison unit, [11.6.15].
<b>SSR 3</b>	Units belonging to the AOK.3 army are exempted from maintaining a Command Range, [13.1], and German INF divisions (38.ID & 22.ID) are exempted from complying with restriction [13.2].
<b>SSR 4</b>	Namur's ENC is fully operational [11.6.5].
<b>SSR 5</b>	As soon as a Belgian unit loses a step, it can no longer initiate ABU and must exit the playing area as soon as possible during its next Movement Phase, or it is removed from the game.
<b>SSR 6</b>	French units are exempted from maintaining a Line of Communications (LOC) [13.1].
<b>SSR 7 GT8</b>	SAR units subject to the ammunition rules [8.8.2], initially have 7 42 cm shells and 25 30,5 cm or 28 cm shells.
<b>SSR 8 GT8</b>	Germans are connected to their networks by the HCR [Liège-Aachen], they control the RRs up to the limit of hexes X37, Y31, Z34, AA36, [12.1.2] & [12.1.5].
<b>SSR 9 GTs 8, 9, 10</b>	During the 8 <sup>th</sup> , 9 <sup>th</sup> and 10 <sup>th</sup> GT, the Germans cannot enter hexes AB31 and AC31.

To easily follow the evolution of step losses, use the General Track with the corresponding marker.



## SCENARIO AREA



## MAP CONFIGURATION:

3 Specific Structures Destroyed:  
AC33 : 12 turns, AB34, Y31 : 6 turns.

## VICTORY CONDITIONS:

The Germans win at the end of the game:

- 1 if they destroy the 9 forts of Namur's ENC without losing more than 3 INF unit steps,
- 2 if the 14.RD is present in Namur (AC33) [11.6.15],
- 3 and if there is no Allied unit in the Namur ENC.

# AROUND THE MARSHES OF SAINT-GOND

September 3<sup>rd</sup>–10<sup>th</sup>, 1914 - Learning Scenario



4 GTs



60 CTRs



2 HOURS

STANDALONE MAP

**O**n August 29, 1914, to fill a gap that appeared between the lines, Joffre created an army detachment entrusted to General Foch. On September 5, it became the 9<sup>th</sup> Army.

After the long retreat, Joffre ordered a resumption of the offensive on September 6, and the 9<sup>th</sup> Army placed around the marshes of Saint-Gond sprang into action. But quickly the German troops succeeded in repelling the first French assaults. On September 8 they conquered Fère-Champenoise, and on September 9 the strategic position of Mount Août.

Thanks to the timely intervention on the right wing of the 10<sup>th</sup> Army Corps, part of Franchet d'Esperey's 5<sup>th</sup> Army, Foch managed to reoccupy the castle of Mondement, lost the day before, and to stop the German divisions. The fighting raged for four days, but in the face of French determination, Von Bülow, now threatened by the French 5<sup>th</sup> Army, was forced to fall back on September 9.

The outcome of this battle played a fundamental role in the French victory of the Marne.

## SPECIFIC RULES:

### SSR 1

According to rule [10.1.5], during the Combat Phase, the Germans and French can make 1 failed attempt.

### SSR 2

#### GT17

Germans are connected to their networks by the HCR [La Fère-St Quentin-Cambrai-Valenciennes-Mons-...-Aachen]. As many bridges are destroyed, no HCR inside the game surface is connected. This situation prohibits RMVs and implies that the logistics line is optimized [13.1.4] from hex AL20 with only 40 MF.

### SSR 3

#### GT17

During the Movement Phase at the time of the Units Arrival [7.7], French units may position themselves either in the initial hex or in an adjacent hex not occupied by the Germans.

### SSR 4

#### GT19

The 24.ID & 40.ID will exit on the East side with a minimum step total of 7 [7.8.2].

### SSR 5

#### GT19

The 14.ID is not subject to regrouping [9.4.11], and appears in AM17, AM16 or AM15 with 20 MF.

### SSR 6

#### GT20

The 25.IB appears in AM17, AM16 or AM15 with 25 MF, and is not subject to regrouping either.

### SSR 7

#### GT20

The Germans and French are not allowed to perform FOMs and all units have an MF divided by 2.

## SCENARIO AREA:

• • • • • GERMAN PLAYER • • • • •



• • • • • FRENCH PLAYER • • • • •

## MAP CONFIGURATION:

1 Specific Structure Destroyed

AG16 : 6 turns.

## VICTORY CONDITIONS:

The Germans win at the end of the game if one of these conditions is met:

A

Hold hex AK14,

Hold 2 hexes out of 3 from:

B

- AM15
- AJ15
- AH15.

# THE SIEGE OF FORTRESS MAUBEUGE

August 26<sup>th</sup>–September 8<sup>th</sup>, 1914 - Learning Scenario

7 GTs

GT13 ➤ GT19

30 CTRs

1 HOUR

STANDALONE MAP

The German armies quickly passed through Belgium and after the French defeat at Charleroi, they reached the Maubeuge fortress. General Hans Von Zwehl, commanding the 7<sup>th</sup> Reserve Corps (VII.RK), immediately received the order to bring down the fortified position.

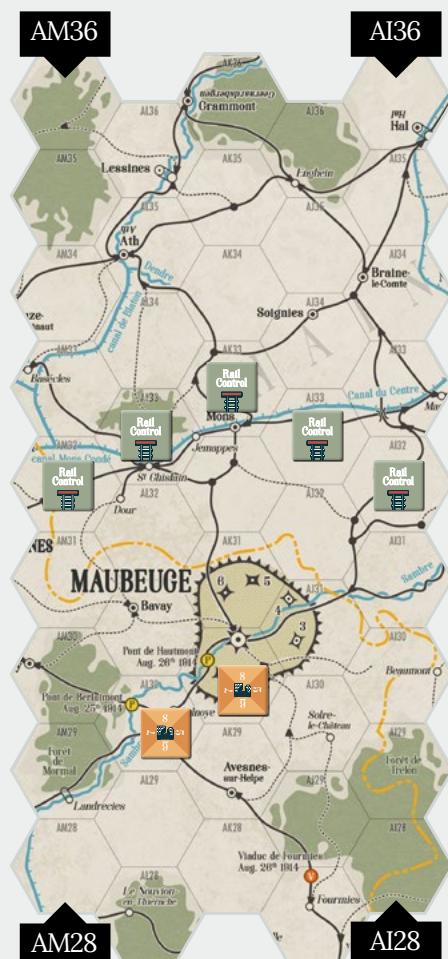
The 50.000 strong Maubeuge garrison, made up of both many territorial troops and first-rate regiments such as the 145<sup>th</sup>, 345<sup>th</sup> Infantry Regiments, and the 31<sup>st</sup>, 32<sup>nd</sup> Colonial Infantry Regiments, shut themselves up in the fortress whose defensive organization had just been completed.

Bombarded on August 29, 1914, with much heavier siege artillery than that used at Liège, the fortress was attacked by infantry on September 5. With the defenders exhausted, and all forts destroyed, General Fournier was forced to surrender on September 8, at 8 a.m.

About 45.000 men were sent into captivity to Germany, only 1.200 artillerymen were able to escape and reach Dunkirk after a long journey. Among the prisoners, there were also about a hundred British who had lost contact with their troops.

## SCENARIO AREA

• • • • • GERMAN PLAYER • • • • •



• • • • • FRENCH PLAYER • • • • •

## SPECIFIC RULES:

<b>SSR 1</b>	According to rule [10.1.5], during the Combat Phase, the Germans can make 1 failed attempt and French none.
<b>SSR 2</b>	Maubeuge's ENC is fully operational [11.6.5].
<b>SSR 3 GT13</b>	SAR units subject to the ammunition rules [8.8.2], initially have 4 42cm shells and 17 30.5 or 28cm shells.
<b>SSR 4 GT13</b>	Germans are connected to their networks by the HCR [Valenciennes-Mons-Bruxelles-Liège-Aachen], they control the RRs up to the limit of hexes AI32, AJ33, AK33, AL33, AM32 [12.1.2] & [12.1.5].
<b>SSR 5 GTs 13-15</b>	Due to serious difficulties in transporting ammunition, all German AFFs are divided by 3 until the 15 <sup>th</sup> Game Turn included.

## MAP CONFIGURATION:

2 Specific Structures Destroyed  
AL30, AK30 : 6 turns.

## VICTORY CONDITIONS:

The Germans win at the end of the game if they:

Destroy the 6 forts of Maubeuge's ENC and its garrison units without losing more than one INF unit step.

# THE GREAT SORTIE FROM ANTWERP

September 7<sup>th</sup>–14<sup>th</sup>, 1914

**3.5 GTs** **GT19 (BEL) ▶ GT22** **80 CTRs** **2 HOURS** **STANDALONE MAP**

**O**n September 7, 1914, the Belgian command noted that three German reserve divisions had been sent as reinforcements to counter the French offensive on the Marne.

The Belgians carried out a great sortie with the entirety of their army, with the exception of the 4<sup>th</sup> Army Division (4<sup>e</sup> DA) which was being reconstituted. The goal was either to force the enemy to redeploy forces to Antwerp or, failing that, to neutralize the besieging forces.

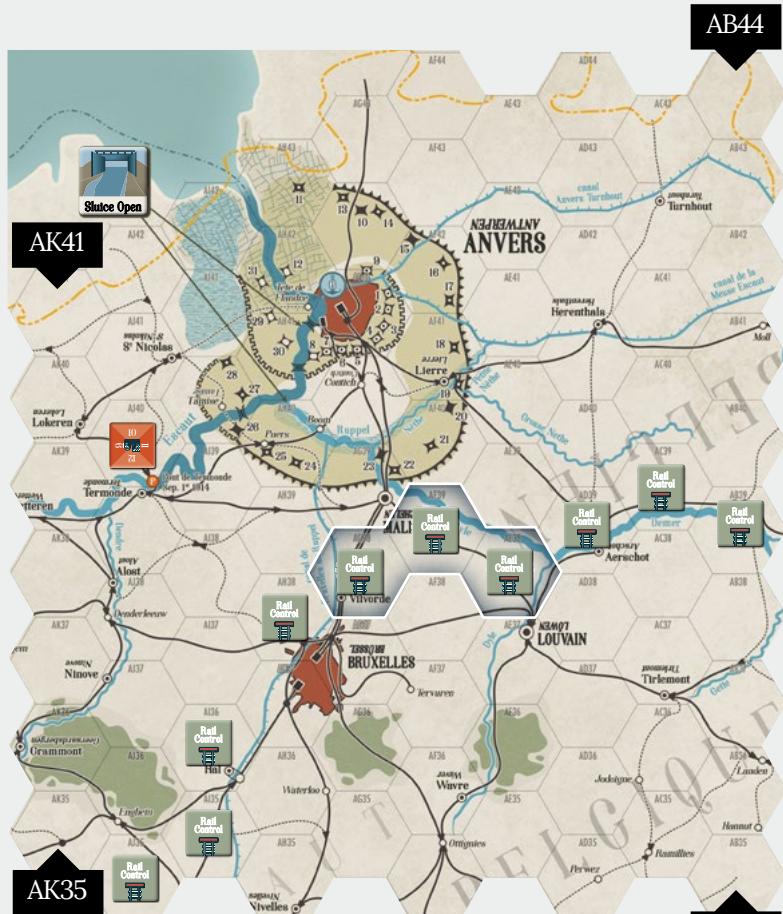
The sortie began on September 9 and the first attacks against firmly entrenched units met with success. But with the redeployment of the 6<sup>th</sup> German Reserve Division (6.RD), on September 12, the Germans

took the offensive and were able to repel the Belgian troops. On 13 September the Belgian campaign army was pushed away and took refuge in the entrenched camp of Antwerp.

The main goal had been achieved: the enemy had been forced to recall units which had been earmarked to counter the Allied offensive on the Marne. It also delayed for several days the arrival of both reserve divisions of 9<sup>th</sup> German Reserve Corps (9.RK).

## SCENARIO AREA:

### GERMAN PLAYER



### BELGIAN PLAYER

## MAP CONFIGURATION:

1 Specific Structure Destroyed

AJ40 : 12 turns.

Sluice Open

## TURN TRACK EXPLANATION:

**GT19:** Belgian appear during the Movement Phase and the only action they can perform during the Combat Phase is building fieldworks.

## SPECIFIC RULES:

<b>SSR 1</b>	The M.G.Formationen are formations made up of more than thirty machine guns from the fortresses, these German units are considered to be INF units with one step, [2.4.1].
<b>SSR 2</b>	According to rule [10.1.5], during the Combat Phase, the Germans and Belgians can make 1 failed attempt.
<b>SSR 3</b>	Antwerp's ENC is fully operational [11.6.5].
<b>SSR 4</b>	Due to the opening of the sluices of Antwerp's ENC, the flood plain and the flood susceptible banks are flooded, [17.2].
<b>SSR 5</b>	As soon as the Belgian army has suffered a total of 4 INF step losses, it is no longer allowed to attack.
<b>SSR 6 GT20</b>	Germans are connected to their networks by the HCR [Louvain-Liège-Aachen], they control the RRs up to the limit of hexes AB39, AC39, AD39, AE38, AF39, AG38, AH38, AI35, AI36, AJ35 [12.1.2] & [12.1.5].

## VICTORY CONDITIONS:

At the end of the game, the Belgians win if :

- A** they are present in one of the following hexes: AG38, AF39, AE38, and have not lost more than 6 INF steps,
- B** or if they destroy a minimum of 9 Germans INF unit steps.

To easily follow the evolution of step losses, use the General Track with the corresponding markers.



# BATTLE OF CHARLEROI

August 18<sup>th</sup>-23<sup>rd</sup>, 1914

3 GTs

GT9 ➤ GT11

110 CTRs

2 HOURS

MAP A & C

**A**fter the invasion of Belgian territory by the German armies and a first battle at Dinant, on August 15, General Joffre asked Lanrezac, General of the 5<sup>th</sup> Army, to enter Belgian territory to intercept the German forces which were supposed to be small in number. Lanrezac, distrustful of the situation, orders these army corps to settle defensively behind the Sambre river by relying on the position of the entrenched camp of Namur.

Near Charleroi in Belgium on August 21, the first German elements manage to cross the Sambre. The French immediately attempt to counter-attack, but the frontal assault was very poorly coordinated. On 22 August, without previous artillery preparation, the French counter-attacked again, failing in face of the German defensive positions.

These battles demonstrated that the French officer corps had serious difficulty both in organizing a defense, and coordinating an attack.

Caught in a pincer movement, the position of the French 5<sup>th</sup> Army quickly became untenable and General Lanrezac ordered the retreat at the right time. His troops, even though they had been roughed up in the fighting, kept their discipline and fighting spirit, and retreated in good order.

## VICTORY CONDITIONS:

The Germans win at the end of the game if they amass 8 VPs with :

**+1 VP** per fort of Namur's ENC destroyed,

**+1 VP** per hex controlled among these 7  
(AH32, AG31, AF32, AE32, AD33, AD32, AD31).

An hex is controlled by the side who occupies it at the end of the game, or the last side who occupied it, in the case of an empty hex.

## SPECIFIC RULES:

### SSR 1

According to rule [10.1.5], during the Combat Phase, the Germans can make up to 2 failed attempts, the French 1 and Belgians none.

### SSR 2

The 13.RD will remain in Liège as it is designated as a garrison unit [11.6.15].

### SSR 3

Namur's ENC is fully operational [11.6.5].

### SSR 4

Allied units are exempted from maintaining a Command Range [13.1].

### SSR 5

As soon as a Belgian unit loses a step, it can no longer initiate an ABU and must exit the playing area via the South side as quickly as possible during its next Movement Phase.

### SSR 6

### GT9

Germans are connected to their networks by the HCR [Liège-Aachen], they control the RRs up to the limit of hexes Z30, Z31, Z33, Z34, AA34, AA35, AA36, AB36, AB37, AC35, AC36, AC37, AD35, [12.1.2] & [12.1.5].

### SSR 7

### GT10

The 35<sup>e</sup> and 36<sup>e</sup> DI enter through hex AI30 with 25 MF.

### SSR 8

### GT11

The 51<sup>e</sup> DR enters through hex AF30 with 20 MF.

To easily follow the evolution of victory points, use the General Track with the corresponding marker.



## MAP CONFIGURATION:

3 Specific Structures Destroyed: AC33 : 12 turns. AB34, Y31 : 6 turns.



# HANG ON TO MONS

August 20<sup>th</sup>–25<sup>th</sup>, 1914 - with optional Chapters 19 and 20



3 GTs

GT10 ➤ GT12



80 CTRs



2 HOURS

STANDALONE MAP

The German plan called for outflanking the Allied left wing, namely the BEF, composed of 4 infantry divisions and 5 cavalry brigades, which, on August 21, had just taken positions near Maubeuge.

Both British corps would experience their first battles at Mons, as they found themselves in the path of the 6 divisions making up Von Kluck's 1<sup>st</sup> Army.

The battle began at dawn on August 23, 1914, the British troops defending behind the Condé-Mons canal resisting German attacks all day long, inflicting heavy casualties on the attackers.

In the face of the superiority of the German 1<sup>st</sup> Army units and due to the withdrawal of the 5<sup>th</sup> French Army, which had been repulsed at Charleroi, which put them at risk of being surrounded, the British army was forced to retreat, in forced march, and to form a new defensive line between Cambrai and the Cateau.

The Battle of Mons was neither a victory nor a defeat, but a stalemate which delayed the German's breakthrough and prevented the envelopment of the Allied armies.

## SPECIFIC RULES:

### SSR 1

According to rule [10.1.5], during the Combat Phase, the Germans and British can make 1 failed attempt, French none.

### SSR 2

French units are exempted from maintaining a Command Range, [13.1].

### SSR 3 GT10

Germans are connected to their networks by the HCR [Bruxelles-Louvain-Liège-Aachen], they control the RRs up to the limit of hexes AI37, AH37, AH36, [12.1.2] & [12.1.5].

### SSR 4 GT10

British units appear in at least 4 of these hexes: AN32, AM31, AL32, AL31, AK32 & AJ32; they cannot take refuge in Maubeuge's ENC.

### SSR 5 GT12

If hexes A030 or AO31 are free, then these GER CAV units can appear there.

### SSR 6 GT12

The 4<sup>th</sup> Div appears "on board" on the rail network in AO27 with 20 MF.

## SCENARIO AREA

### GERMAN PLAYER



### ALLIED PLAYER

## MAP CONFIGURATION:

No action

## VICTORY CONDITIONS:

The Germans win at game end if they:

### A

control at least one of these 3 hexes, AM30, AN30 or AO30,

### B

or if they destroy at least 6 Allied INF unit steps, without losing more.

Controlled hex means the last side who occupies it, or occupied it in the case of an empty hex.

To easily follow the evolution of step losses, the General Track with the corresponding markers



# BATTLE OF THE MEUSE

August 24<sup>th</sup>-29<sup>th</sup>, 1914



3 GTs GT12>GT14



100 CTRs



2 HOURS

STANDALONE MAP

## SCENARIO AREA

### GERMAN PLAYER



### FRENCH PLAYER

## MAP CONFIGURATION:

8 Specific Structures Destroyed

AB24 : 6 turns,

AC 24, AD25 : 12 turns

W21, Y22, AD26, AE26, AE27 : Permanently destroyed

## VICTORY CONDITIONS:

The Germans win at the end of the game if they:

keep at least one INF unit in one of these hexes : AD24, AC24, AC23, AB24, AA22, AA21, AA20.

**P**ushed back after the failure of the French offensive of August 22, the 4<sup>th</sup> Army of General de Langle de Carry retreated first behind the Chiers river and later on the left bank of the Meuse river. Its mission was to oppose the German crossing attempts.

However, from August 26, the Germans had crossed the Meuse at Donchery near Sedan, and could not be turned back by the counter-attacks carried out the next day by the 11<sup>th</sup> French Corps.

On 27 August, other German units built bridges across the Meuse near Stenay, French infantry repelling some, but not all, of them.

On August 28, the GQG decided to launch an all-out attack to drive the Germans back across the Meuse. Not to be outflanked on their left, and according to orders from the GQG, the French units of the 4<sup>th</sup> Army who had obstinately defended the positions of the Meuse for three days, were ordered to retreat on the Aisne river, while linking up with their neighboring armies. The French suffered heavy casualties but also inflicted heavy losses on the enemy.

## SPECIFIC RULES:

<b>SSR 1</b>	According to rule [10.1.5], during the Combat Phase, the Germans and French can make up to 2 failed attempts.
<b>SSR 2</b>	Units belonging to the AOK.3 and AOK.5 armies are not affected by chapters [13.1] & [13.2].
<b>SSR 3 GT12</b>	Germans are connected to their networks by these HCRs [Jemelle-Libramont-Arlon-Luxembourg] & [Longuyon-Longwy] following the surrender of the citadel of Longwy. They control the RRs up to the limit of hexes AB29 (LCR NU), AA24 (LCR NU), Z24 (LCR NU), X23 (LCR NU), X22 (LCR NU), W21, W22, [12.1.2] & [12.1.5].
<b>SSR 4 GT13</b>	During the Barrage Phase, the citadel of Montmédy (Y22) is considered destroyed.

# OPERATIONS IN ALSACE-LORRAINE

August 2<sup>nd</sup>-29<sup>th</sup>, 1914 - Campaign Scenario



14 GTs

GT1 ➤ GT14



200 CTRs



5 HOURS

MAP D

**A**s early as August 7, a small French detachment began an offensive in "Haute-Alsace" up to Mulhouse, but in the face of the obvious threat of encirclement, it began to move back on August 11.

A new army called "armée d'Alsace" composed of 115,000 men was formed. On August 14 the alpine infantry went down the Vosges passes and surprised the Germans.

In Lorraine, after heavy fighting near the border, the 2<sup>nd</sup> Army supported by 3 army corps of the 1<sup>st</sup> Army launched an offensive in Empire territory, on August 14. The German cover troops retreated and willingly allowed the French units to penetrate as deeply as possible.

After an advance of 40 km almost without a fight, the firmly entrenched Germans stopped them brutally in front of Morhange and Sarrebourg.

These battles resulted in a hasty retreat by the 2<sup>nd</sup> Army on the Grand-Couronné of Nancy and in the loss of the Donon Pass in the Vosges. The Germans took advantage of the situation to cross the border at Lunéville, on August 23.

This defeat, and those suffered in Belgium, resulted in the Alsace battlefield, in the withdrawal of the French forces to Thann and on the line of the Vosges ridges.

On August 24 the Germans supported by several Ersatz divisions, attempted to break through the passage of the Charmes hole, but the French, reinforced by the units of the Alpine Army, resisted and were able to push back the Germans beyond the Morhange river on August 29.

## MAP CONFIGURATION:

6 'Rail control' markers at the border:  
I02, L14, O14, S17, S18, S20, [12.1.2]

## VICTORY CONDITIONS:

At the end of the game, the winner is the player with the most VPs.  
Players earn:

+1 VP	per INF enemy unit step loss.
+1 VP	per enemy fortification destroyed.
+4 VPs	per normal enemy town controlled.
+8 VPs	per large enemy town controlled, (Nancy, Mulhausen, Colmar, Freiburg,...).

A town is controlled by the side who occupies it at the end of the game, or was the last to occupy it if the hex is empty.

To easily follow the evolution of victory points, use the General Track with the corresponding markers.



## SPECIFIC RULES:

<b>SSR 1</b>	According to rule [10.1.5], during the Combat Phase, the Germans and French can make up to 2 failed attempts.
<b>SSR 2</b>	Because of the very great firepower of the fortress of Metz, French units are not allowed to enter a hex adjacent to Metz's ENC.
<b>SSR 3</b>	As soon as the French has suffered a total of 30 INF step losses, or 26 for Germans, the <b>affected player</b> is no longer allowed to <b>engage in combat</b> .
<b>SSR 4 GT1</b>	SAR units subject to the ammunition rules [8.8.2], initially have 1 42cm shell and 2 30.5 or 28cm shells.
<b>SSR 5 GTs 1, 8, 9</b>	The 58.IB, begins under the command of the HQ "Ober-rhein" unit. As soon as they appear, Ersatz INF units (GED, bED, 4, 8, 10, 19 ED, 55.EB) will be able to choose which HQ unit they will depend from.
<b>SSR 6 GT9</b>	The 17 <sup>e</sup> DI will leave the map with a step total minimum of 4 [7.8.2].
<b>SSR 7 GT11</b>	The 33.RD, 53.LIB, bRFuβa.3 will join Metz's ENC with a step total minimum of 7 [7.8.2].
<b>SSR 8 GT13</b>	The Alsace Army, (Armée d'Alsace), is dissolved, the 14 <sup>e</sup> DI, 63 <sup>e</sup> DR and BCP 7 <sup>e</sup> CA will leave the map with a step total minimum of 7 [7.8.2].

After each step loss, the corresponding casualties marker will be shifted down one box on the General Track.



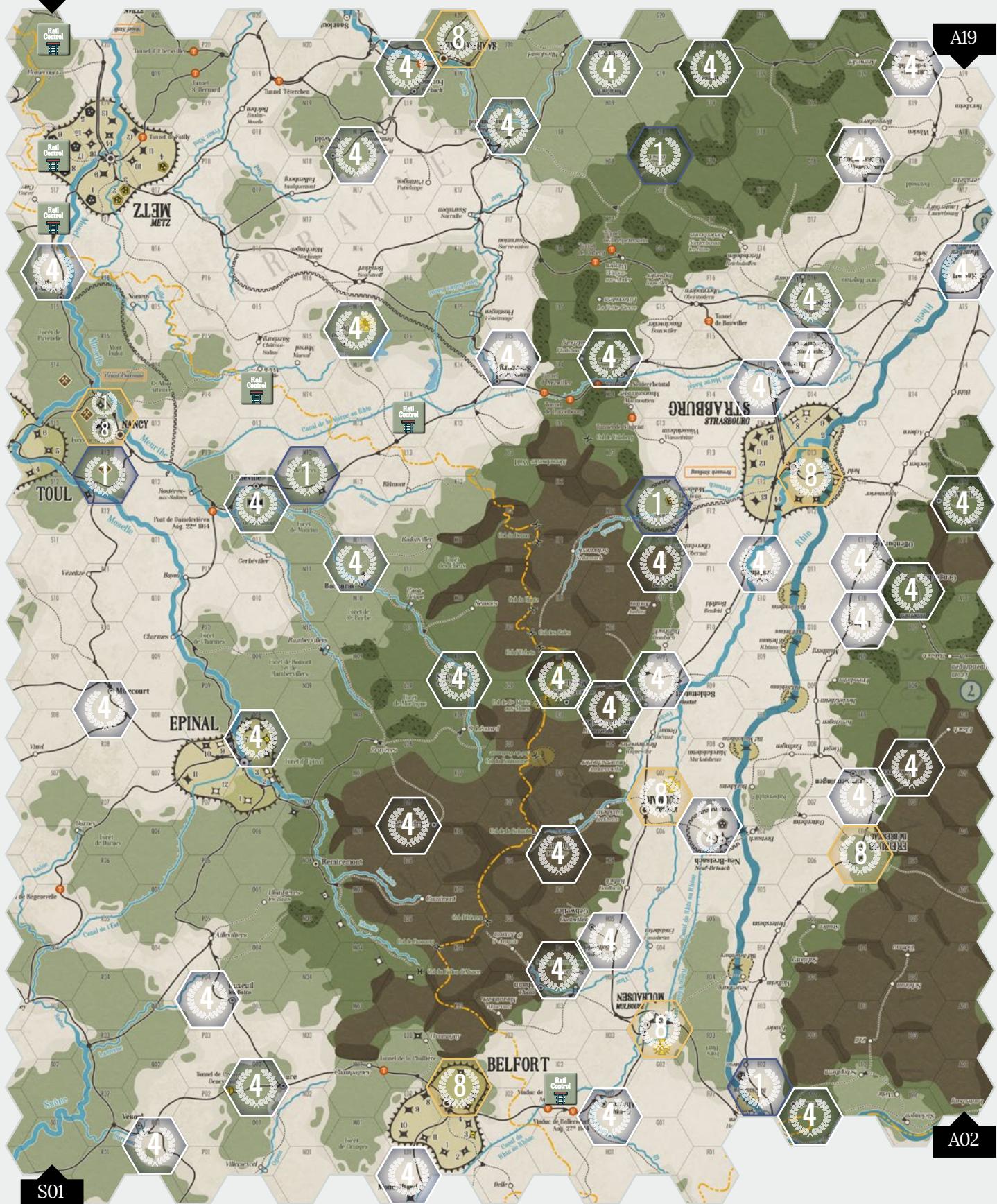
## VICTORY LEVELS:

<b>NO DECISIVE RESULT</b>	< 4 VPs difference
<b>NARROW VICTORY</b>	4-10 VPs difference
<b>VICTORY</b>	11-19 VPs difference
<b>CLEAR VICTORY</b>	> 19 VPs difference

# SCENARIO AREA

## GERMAN PLAYER

S20



• FRENCH PLAYER

# THE BATTLE OF THE MARNE

September 3<sup>rd</sup>–14<sup>th</sup>, 1914, Campaign Scenario

6 GTs

GT17 ➤ GT22

720 CTRs

6 HOURS

MAP A & B

**A**fter the serious setbacks suffered in Charleroi and the Belgian Ardennes on August 22 and 23, 1914, the French retreated to avert disaster. The German armies were now threatening Paris, and to face this situation, the French Minister of War, Messimy, required the commitment of three active corps to the defense of the Capital. On September 5, 1914 Galliéni, the military governor of Paris, attacked the left flank of the 1<sup>st</sup> German Army, which found itself exposed following a surprising change of direction to the Southeast, with several infantry divisions.

On September 6, Joffre coordinated the counter-offensive with the British. The assault of the 6<sup>th</sup> Army launched from the entrenched camp of Paris, forced the Germans to commit reinforcements, which quickly created a breach which the British and French 5<sup>th</sup> Army tried to rush into.

With their right wing weakened and outflanked, and as the French center defended by the 9<sup>th</sup> Army withstood days of combat without breaking, the German armies had to retreat behind the Aisne river to organize a formidable line of defense.

## VICTORY CONDITIONS:

At the end of the game, determine victory by computing the number of VPs earned by the Allied player, as follows, to the victory levels below.

+30 VPs	if no German unit is within 4 hexes of the Paris's ENC.
+10 VPs	if Maubeuge's ENC is not destroyed.
+10 VPs	if Germans have either an INF unit A+, A, B destroyed or at Attrition Level ●●●.

### BY CONQUERED CITIES

+10 VPs	Beauvais, Amiens, Reims.
+5 VPs	Compiègne, Meaux, Senlis, Noyon, Soissons, Château-Thierry, Montmirail, Châlons-sur-Marne, Vitry-le-François, S <sup>te</sup> Menehould, Bar-le-Duc.

A City is conquered by the side who occupies it at the end of the game, or was the last to occupy it if the hex is empty.

GT17: Allies have 45 VPs: Maubeuge's ENC, Beauvais, Amiens, Meaux, Vitry-le-François & Bar-le-Duc.

To easily follow the evolution of victory points, use the General Track with the corresponding markers.



## VICTORY LEVELS:

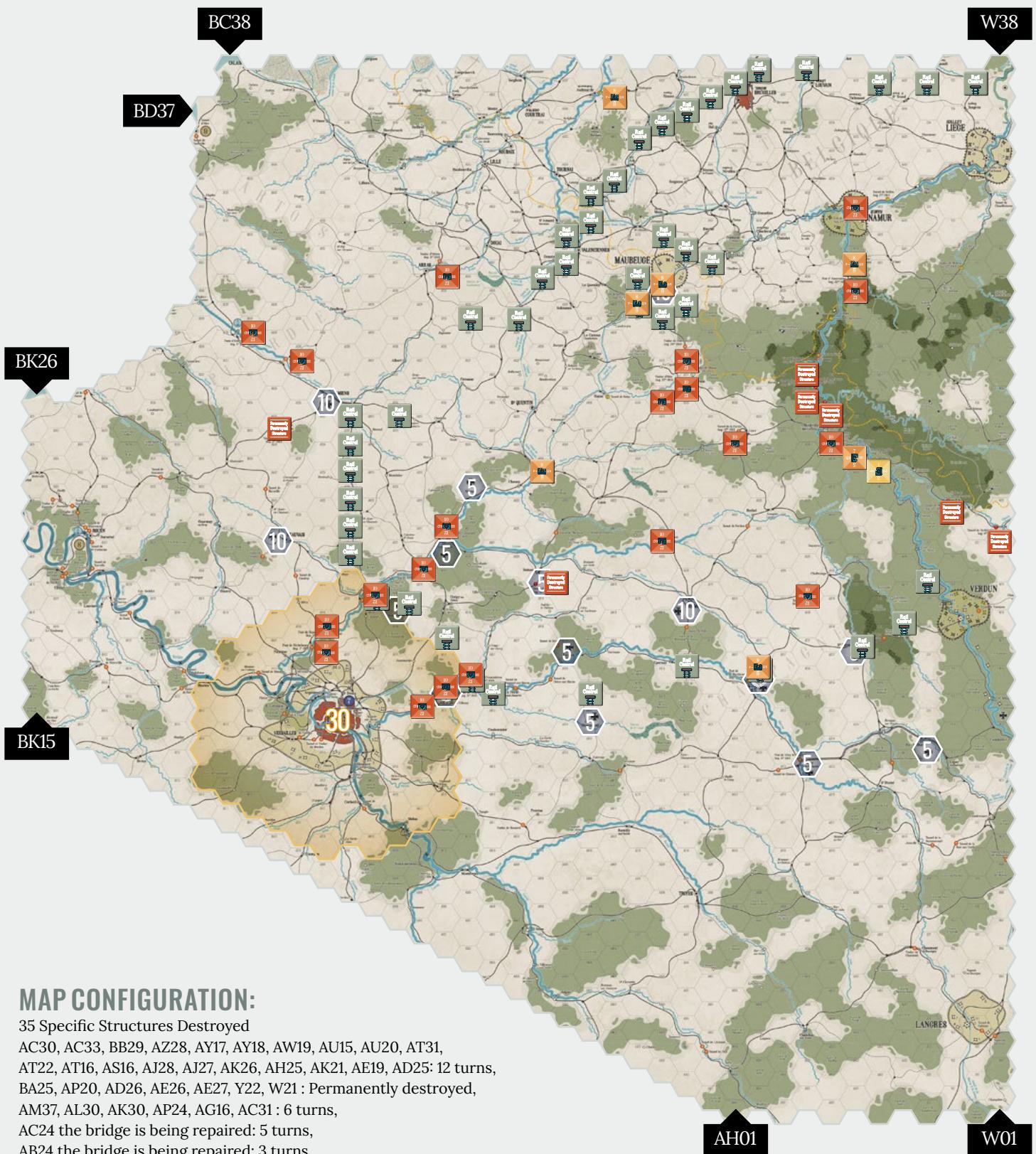
DEFEAT	< 75 VPs
NO DECISIVE RESULT	75 – 85 VPs
VICTORY	> 85 VPs

## SPECIFIC RULES:

<b>SSR 1</b>	According to rule [10.1.5], during the Combat Phase, the Germans can make 5 failed attempts, the French 4 and the British 1.
<b>SSR 2</b>	The ENCs of Liège and Namur are destroyed, the 38.LIB & 27.LIB are initially designated to remain in these ENCs, [11.6.15]. The citadels of Montmédy, Y22, of Charlemont, AD 30, and the fort of Ayvelles, AE 24, are also destroyed, [13.1.10].
<b>SSR 3</b>	Verdun's forts are not part of the game but the ENC throws a ZOC all around. Of course the Germans cannot enter, while French can enter or exit by respecting the classic rules of MVT, [7].
<b>SSR 4</b>	British units can only attack in a combat if both following conditions are met: • The odds ratio must be at least 1.5 to 1, • British total losses in INF steps number must be less than 5, Replacements included (7 losses with 3 REPs it's OK, as total losses for SSR is thus 7-3< 5).  After each step loss, the corresponding casualties marker will be shifted down one box on the General Track; and with a replacement, the marker will be shifted up one box
<b>SSR 5 GT17</b>	SAR units subject to the ammunition rules [8.8.2], initially have 3 42cm shells and 13 30.5 or 28cm shells.  Germans are connected to their networks by these HCRs [Compiègne-St Quentin-Cambrai-Valenciennes-Mons-Liège-...-Aachen], [Jemelle-Libratmont-Arlon-Luxembourg] & [Metz-Luxembourg-Longuyon]. They control the RRs up to the limit of hexes AL31, AL30, AK32, AK29, AJ32, AJ30, AI31, X38, Z38, AB38, AE38, AG38, AH38, AI37, AJ37, AK36, AL36, AM34, AN34, AN33, AO32, AO31, AP31, AQ29, AS29, AV26, AX26, AX25, AX24, AX23, AX22, AX21, AW19, AV19, AT18, AS16, AR16, AN16, AJ17, AG16, AC17, AA18, Z20 [12.1.2] & [12.1.5]. As many bridges are destroyed, it is from hexes AP24, AQ23, W21 that the German logistics line is optimized [16.1.9] & [13.1.4].
<b>SSR 6 GT17</b>	These units are without LOC, (therefore OOC) because their HQ units are way too far.
<b>SSR 7 GT17</b>	Maubeuge's and Paris' ENCs are active, but the fort of Cerfontaine, N°3, Maubeuge's ENC is considered destroyed.
<b>SSR 8 GT17</b>	During the Movement Phase at the time of the Units Arrival, [7.7], Allied units may position themselves either in the initial hex or in an adjacent hex not occupied by the Germans.
<b>SSR 9 GT17</b>	HQ & 7.KD appear on the rail network in W25 with 30 MF.
<b>SSR 10 GT19</b>	These German units, 39.ID and 30.ID, appear on the rail network in W25 with 10 MF, and the LIB.11 in AI36 with 30 MF.
<b>SSR 11 GT20</b>	The 18 & 17.RD appear on the rail network in AI36 with 35 MF.
<b>SSR 12 GT22</b>	The 25 <sup>e</sup> & 26 <sup>e</sup> DI appear on the rail network, RR No. 7, with 25 MF.
<b>SSR 13 GT22</b>	

## SCENARIO AREA

GERMAN PLAYER



ALLIED PLAYER

# EN RASE CAMPAGNE

August 2<sup>nd</sup>–September 14<sup>th</sup> 1914 - Great Campaign Sc.

22 GTs GT1>GT22

1000 CTRs

27 HOURS FULL MAP

**A**s soon as war was declared on August 4, 1914, the Germans, initiated an assault on the entrenched camp of Liège. Without siege artillery in the first days, they wasted time and sustained significant losses. It was under these conditions that the German forces began to outflank the French left wing.

Will the French forces continue their offensive throughout the Belgian Ardennes as General Joffre had planned?

Or will they try to organize a coherent line of defense, together with the British Expeditionary Force, to stop the German invasion?

## MAP CONFIGURATION:

2 Specific Structures Destroyed

U35 : 6 turns

U36 : 4 turns

14 "Rail control" markers at the border:

I02, L14, O14, S17, S18, S20, T21, T22, R22, O25, S30 T33, T36, T37, [12.1.2].

## SPECIFIC RULES:

### SSR 1

According to rule [10.1.5], during the Combat Phase, the Germans can make up to 7 failed attempts, the French 5, the British and Belgians 1 each.

### SSR 2

Allied units are not allowed to enter a hex adjacent to Metz's ENC.

### SSR 3

If the losses of Belgians INF units are between 7 and 11 step losses, replacements included (for example 12 losses with 2 REPs qualify, since  $7 \leq (12 - 2=10) \leq 11$ ), Belgian units can no longer attack, except if they are within 3 hexes of the ENC of Antwerp. If losses exceed 11 step losses, replacements included, Belgian units can no longer attack.

After each step loss, the corresponding casualties marker will be shifted down one box on the General Track; and with a replacement, the marker will be shifted up one box.



### SSR 4

British units can only attack in a combat if both following conditions are met:

- The odds ratio must be at least 1.5 to 1.
- British total losses must be lower than 5 INF steps, replacements included. (7 losses with 3 REPs is OK, as total losses for SSR is thus 7-3< 5).

After each step loss, the corresponding casualties marker will be shifted down one box on the General Track; and with a replacement, the marker will be shifted up one box.

### SSR 5 GT1

The advance of the 16.ID implies the RR control up to the limits of hexes P25 and R24.

### SSR 6 GTs 1, 8, 9

The 58.IB, begins under command of the HQ "Oberrhein" unit. As soon as they appear, Ersatz INF units (GED, bED, 4, 8, 10, 19 ED, 55.EB) will be able to choose under which HQ they will serve.

### SSR 7 GT12

The HQ Zwehl appears in the hex where the 13.RD is located. This HQ unit must be removed as soon as the entrenched camp of Maubeuge is completely destroyed.

### SSR 8 GTs 13 & 15

Germans will have to reinforce the Eastern Front by sending a minimum step total of 14 steps in GT13 [7.8.1] & [7.8.2] and 2 steps from the 8.KD in GT15.

### SSR 9 GT13

During the Movement Phase, at the small step "Unit Arrivals", the RM Bri will be able to disembark in the harbor of its choice, and is exempted from maintaining a Command Range, [13.1].

### SSR 10 GT14

Belgians benefit from 2 REPs provided that the INF units to be completed are inside the ENC of Antwerp.

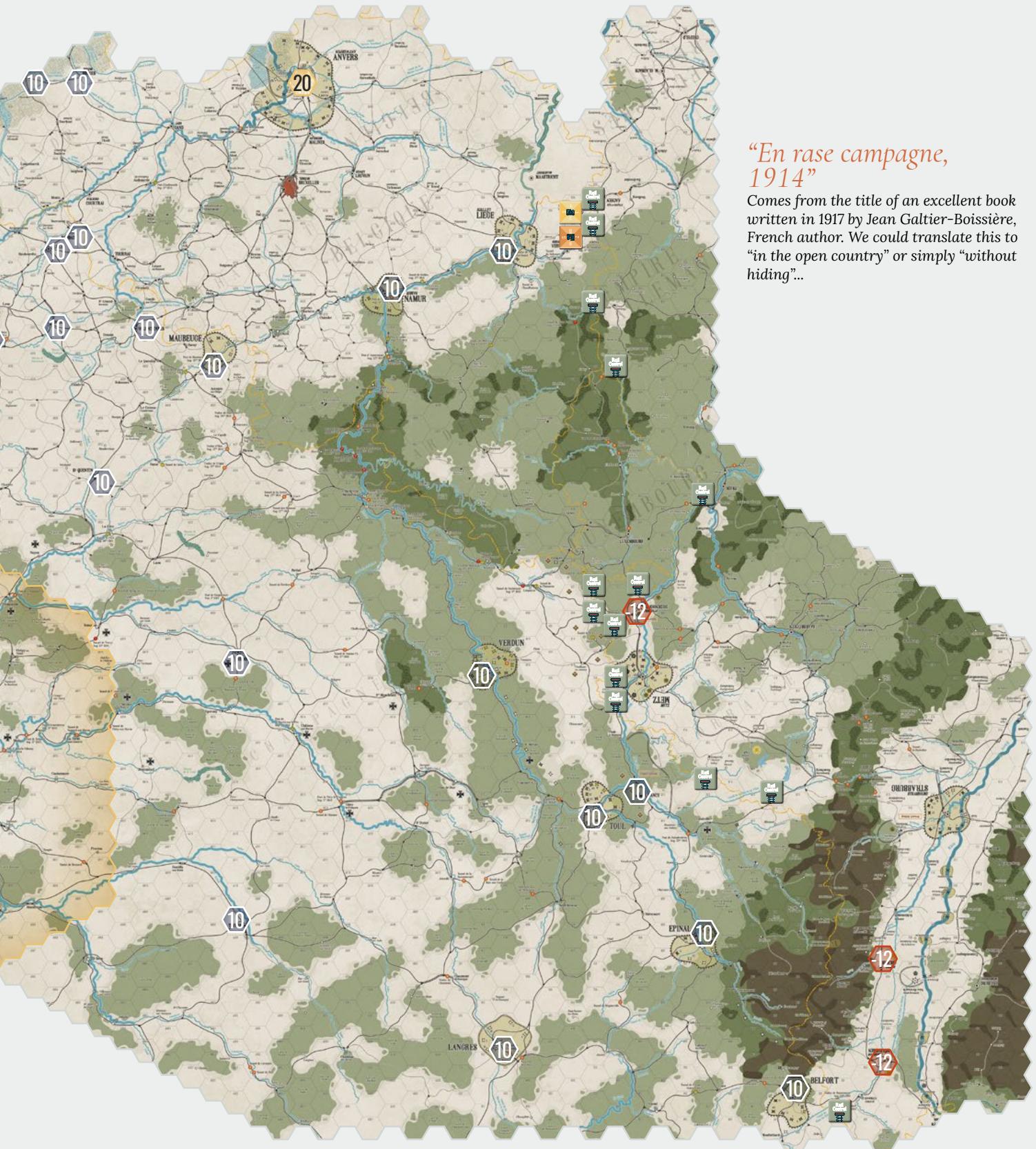
## SCENARIO AREA (FULL MAP)



## VICTORY CONDITIONS:

At end of the game, the Germans win according to the number of VPs obtained :

+ 40 VPs	if one German unit is within 8 hexes of the Paris's ENC.
+10 VPs	for the capitulation of Antwerp.
+10 VPs	if the Belgians have lost at least 7 INF steps.
+10 VPs	per other ENC taken, (Liège, Namur, Maubeuge, ...).
+10 VPs	per large French town controlled (Amiens, Arras, Douai, Lille, Nancy, Reims, Roubaix, S' Quentin, Valenciennes...).
+10 VPs	per conquered harbor with a capacity $\geq 3$ , Belgian or French.
+2 VPs	if the French or Belgians open one or more sluices.
-12 VPs	per the loss of a large German town (only Mulhausen & Colmar).
-12 VPs	if 9 French iron mines in Lorraine are not controlled.



## *"En rase campagne, 1914"*

Comes from the title of an excellent book written in 1917 by Jean Galtier-Boissière, French author. We could translate this to "in the open country" or simply "without hiding"...

### Clarifications:

- A town or mine is controlled by the last side who occupies it, or occupied it in the case of an empty hex,
- A harbor is conquered if it is occupied by a German INF or CAV unit,
- An ENC is taken if all forts are destroyed, there are no enemy units and rule [11.6.15],
- For Antwerp, as soon as the 4 forts in hex AG41 are destroyed, the ENC capitulates with all its forts and all units present.

If a hex could provide VPs for different reasons, only take into consideration the highest award, be it the VPs of the ENC, the VPs of the town, or the VPs of the harbor.

### VICTORY LEVELS:

DEFEAT	< 80 VPs
NO DECISIVE RESULT	80 - 100 VPs
VICTORY	> 100 VPs

To easily follow the evolution of victory points, use the General Track with the corresponding markers.



# EXAMPLE OF PLAY - SCENARIO N°1 - VICTORIOUS RECOVERY AT GUISE

**START GT13**

## GT13 - FRENCH SIDE

### ADMINISTRATIVE PHASE:

No possible action (no unit on the map).

### BARRAGE PHASE:

No possible action (no unit on the map).

### MOVEMENT PHASE:

1 [7.8] No possible action (no unit on the map).

2 [7.7] As an exception, the scenario imposes the French to position themselves first; there is a "Fieldworks" marker in hex AK26.

### Specific Structures Destruction, Railroad Network Delimitation & Split or Recombine Units:

No action.

### COMBAT PHASE:

A,B,C,D No possible action.

E The 38<sup>e</sup> DI wishes to construct fieldworks, with the base 12 & -5, [10.1.3], so the CAB with the modifier is : 12 -5 = 7 for a success d20 ≤ 7, the d20 roll is "17", it is a failure. It's over for the French player with the "Fieldworks" (SSR 1).

**START GT14**

## GT14 - GERMAN SIDE

### ADMINISTRATIVE PHASE:

For the first GER Administrative Phase only: Railroad Network Delimitation, the German player places 'Rail control' markers (SSR 2).

1 Not concerned.

2 GER No possible action (no unit on the map).

2 FRE Line of Communications is good.

3 No possible action (no unit on the map).

### BARRAGE PHASE:

No possible action (no unit on the map).

### MOVEMENT PHASE:

1 [7.8] No possible action (no unit on the map).

2 [7.7] Positioning of German units, initially there is no "Fieldworks".

### Specific Structures Destruction:

No action.

### Railroad Network Delimitation:

No change.

### Split or Recombine Units:

No action.

### COMBAT PHASE:

A The 1.GID and 2.GID do not want to perform any combat.

B,C,D No possible action.

E The 2.GID passes its CAB test, there is a "Fieldworks" in hex AK27, the 19.ID fails its CAB test, it's over for the German player with the "Fieldworks" (SSR 1).

Rule [12.1.1]: In a RR hex with a German unit, it is not necessary to put a 'Rail control' marker, I withdraw them.



## GT14 - FRENCH SIDE

### ADMINISTRATIVE PHASE:

- 2 FRE** Line of Communications is good.  
**2 GER** Line of Communications is good.

**3** No possible action.

### BARRAGE PHASE:

- 1** The French player decides not to perform any ABU.

### MOVEMENT PHASE:

- 1** [7.8] Not concerned.  
**2** [7.1] The French units move (an ingenious movement):

- 51<sup>e</sup> DR: AH26 to AL25 : 42 PTS  $\Rightarrow$  EXM-1,
- 4<sup>e</sup> DC: AH25 to AM26 : 60 PTS  $\Rightarrow$  EXM-1,
- 19<sup>e</sup> & 20<sup>e</sup> DI: AJ26 to AM26 : 40 PTS  $\Rightarrow$  EXM-1,
- 1<sup>er</sup> RAL 120C: AJ26 to AN26 : 40 PTS,
- 37<sup>e</sup> DI: AJ26 to AN26 : 40 PTS  $\Rightarrow$  EXM-1,
- 4<sup>er</sup> RAL: AK26 to AN26 : 40 PTS,
- 69<sup>e</sup> DR: AM25 to AN26 : 10 PTS,
- 36<sup>e</sup> DI: AM25 to AP25 : 30 PTS  $\Rightarrow$  EXM-1,
- 53<sup>e</sup> DR & 35<sup>e</sup> DI: AN25 to AO25 : 10 PTS,
- 38<sup>e</sup> DI: AL25 to AP25 : 40 PTS  $\Rightarrow$  EXM-1,
- 1<sup>ere</sup> DI, 2<sup>e</sup> DI & 1<sup>er</sup> RAL 155 CTR: AI26 to AJ27: 10 PTS.

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.

**Split or Recombine Units:** No action.

### COMBAT PHASE:

- A** The French player plans to perform four combats:

### 1<sup>ST</sup> COMBAT

38<sup>e</sup> DI + 36<sup>e</sup> DI vs. 14.ID

#### Combat Calculation

38<sup>e</sup> DI + 36<sup>e</sup> DI  $\Rightarrow$  18 + 26 = 44 PTS of CBF,  
 14.ID  $\Rightarrow$  26 PTS of CBF,  
 44 PTS against 26, gives a combat with a 1.7 to 1 odds ratio, rounded down to 1.5 : 1 [9.1.12].

#### Combat Modifier

+1 for eye-catching uniforms [9.4.7].

#### Combat Results

The d20 rolls a "9", so the final result is "9" +1=10. On the Combat Results Table  $\Rightarrow$  d= ○-8 and a= ○ 0.

#### CAB tests

The German player (Defender) has got the worst combat results so he must check his unit's CAB test first [9.3.3]:

- The 14.ID checks its CAB test with a -8 modifier, so its CAB becomes 11 -8= 3. The d20 rolls a "15", the 14.ID loses one step, its new Attrition Level is ●●, and the 14.ID retreats to hex AP27.
- The 38<sup>e</sup> DI & 36<sup>e</sup> DI check their CAB tests with the base 0 and -1 [7.4.2] and -1 [9.5.1] so the total CAB modifier is : 0 -1 -1 = -2.
- The 38<sup>e</sup> DI checks its CAB test so its CAB becomes 12- 2= 10. The d20 rolls a "1", luck!
- The 36<sup>e</sup> DI checks its CAB test so its CAB becomes 12- 2= 10. The d20 rolls a "10", still very lucky!

The 2 French units remain in the hex, they are cautious.

### 2<sup>ND</sup> COMBAT

(35<sup>e</sup> DI+ 53<sup>e</sup> DR + 69<sup>e</sup> DR +37<sup>e</sup> DI + 1<sup>er</sup> and 4<sup>e</sup> RAL) vs (2.GRD + 19.RD + II/RFuSa.2)

#### Combat Calculation

35<sup>e</sup> DI+ 53<sup>e</sup> DR + 69<sup>e</sup> DR +37<sup>e</sup> DI + 1<sup>er</sup> and 4<sup>e</sup> RAL  $\Rightarrow$  26+ 18+ 19+ 24+ 2x3= 93 PTS of CBF,  
 2.GRD + 19.RD + II/RFuSa.2  $\Rightarrow$  20 +21 +3= 44 PTS of CBF,

93 PTS against 44, gives a combat with a 2.1 to 1 odds ratio, rounded down to 2:1 [9.1.12].

#### Combat Modifiers

+1 for eye-catching uniforms [9.4.7],  
 -1 for an attack conducted from two hexes [9.4.10],  
 + 6 for Minor River [9.4.3],  
 And 53<sup>e</sup> & 69<sup>e</sup> DR check their CAB tests [9.4.12], only the 69<sup>e</sup> DR fails its CAB test  $\Rightarrow$  +3.

So, the total combat modifier to the d20 is +1 -1 +6 +3= +9.

#### Combat Results

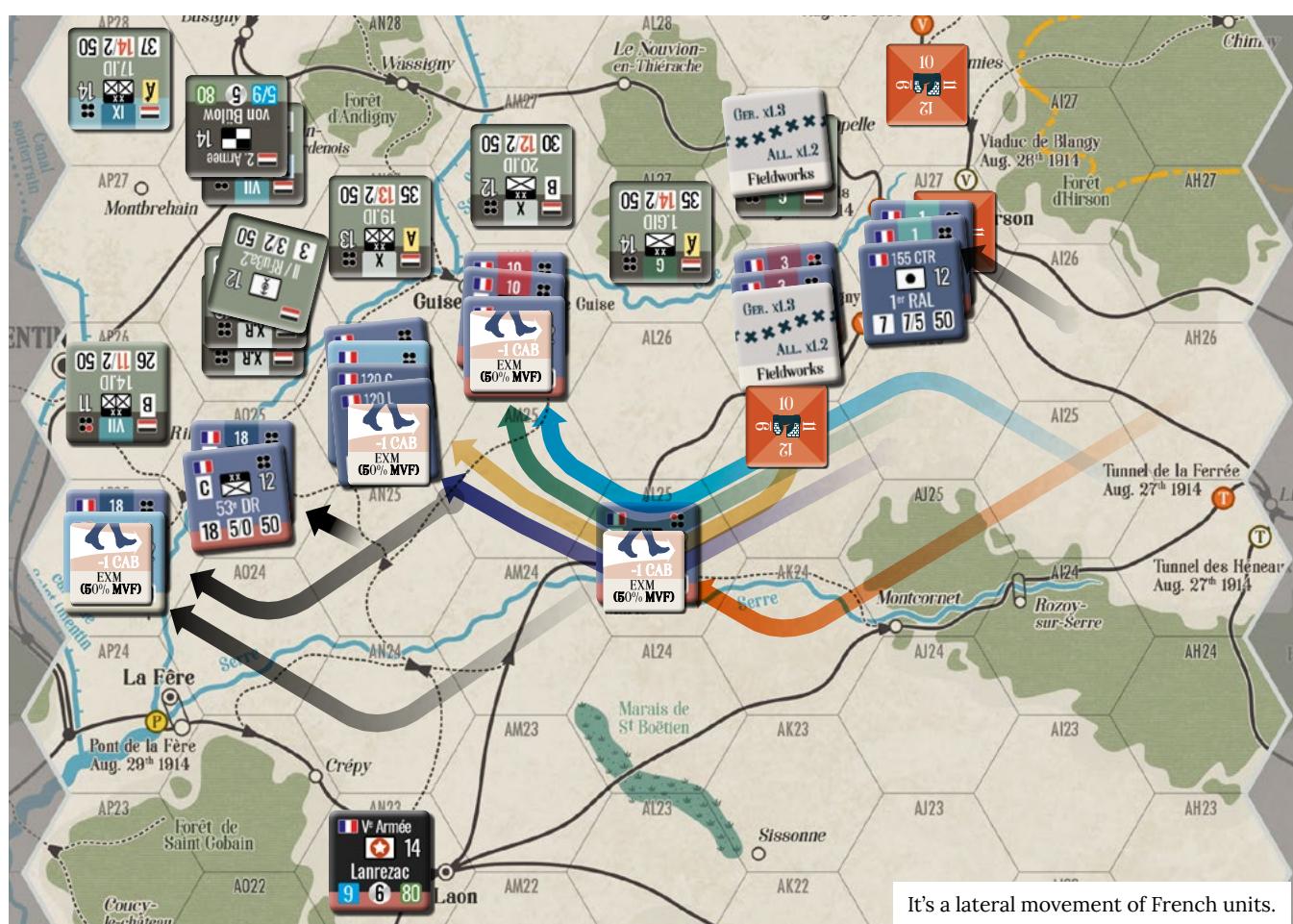
The d20 rolls a "1", So the final result is "1" +9=10, On the Combat Results Table  $\Rightarrow$  d= ●○+3 and a= ○+3.

#### CAB tests

The German player (Defender) has got the worst combat results.

First, the 19.RD & 2.GRD lose one step and they move back one hex to AO27, the II/RFuSa.2 is alone and lose one step, so it is destroyed. [9.3.3].

The HAR French has 6 PTS of ARF  $\Rightarrow$  The German CAB loses 1 [9.5.2].



Secondly, the 19.RD & 2.GRD check their CAB tests, with +3 and -1, their CAB become  $12+3-1=14$ . The 19.RD & 2.GRD pass their CAB tests. Now, the French units check their CAB tests: 35<sup>e</sup> DI+ 53<sup>e</sup> DR check their CAB tests with +3 modifier, their CABs become  $12+3=15$ .

- The first d20 rolls a "19", Oh! the 35<sup>e</sup> DI loses one step.
- The second d20 rolls an "8", the 53<sup>e</sup> DR succeeds its CAB test.

69<sup>e</sup> DR +37<sup>e</sup> DI check their CAB tests with +3 and -1 (EXM -1) only for the 37<sup>e</sup> DI, 69<sup>e</sup> DR, its CAB becomes:  $12+3=15$  and for the 37<sup>e</sup> DI, its CAB becomes:  $12+3-1=14$ .

- The first d20 rolls a "17", the 69<sup>e</sup> DI loses one step.
- The second d20 rolls a "9", the 37<sup>e</sup> DI succeeds its CAB test.

### 3<sup>RD</sup> COMBAT

(19<sup>e</sup> DI + 20<sup>e</sup> DI + 4<sup>e</sup> DC) vs. 20.ID

#### Combat Calculation

19<sup>e</sup> DI + 20<sup>e</sup> DI + 4<sup>e</sup> DC  $\rightarrow 26+26+10=62$  PTS of CBF,

20.ID  $\rightarrow 30$  PTS of CBF,

62 PTS against 30, gives a combat with a 2.1 to 1 odds ratio, rounded down to 2:1 [9.1.12].

#### Combat Modifiers

+1 modifier for eye-catching uniforms [9.4.7],  
+ 6 for Minor River [9.4.3],

So, the total modifier to the d20 is  $+1+6=+7$ .

#### Combat Results

The d20 rolls a "4",

So the final result is "4"  $+7=11$ . On the Combat Results Table  $\rightarrow d=O-1$  and  $a=O+3$ .

#### CAB tests

The German player has got the worst combat results, so he must check his unit's CAB test first [9.3.3].

- The 20.ID checks its CAB test with a -11 modifier, so its CAB becomes  $12-11=1$ . The d20 rolls a "3", then the 20.ID loses one step, its Attrition Level is ●, and the 20.ID backs up to hex AM28.

The 19<sup>e</sup> DI, 20<sup>e</sup> DI & 4<sup>e</sup> DC check their CAB tests with the base +3 and -1 [7.4.2] and -1 [9.5.1] so the total CAB modifier is:  $3-1-1=+1$ .

- The 19<sup>e</sup> DI checks its CAB test with +1, its CAB becomes  $12+1=13$ . The d20 rolls a "9" the 19<sup>e</sup> DI succeeds its CAB test.

- The 20<sup>e</sup> DI checks its CAB test with +1, its CAB becomes  $12+1=13$ . The d20 rolls an "8" the 20<sup>e</sup> DI also succeeds its CAB test.

- The 4<sup>e</sup> DC checks its CAB test with +1, its CAB becomes  $12+1=13$ . The d20 rolls a "2", the 4<sup>e</sup> DC also succeeds.

The 3 units remain in the hex.

**At this moment, there are 4 German and 2 French step losses. The French player will perform the fourth combat.**

### 4<sup>TH</sup> COMBAT

1<sup>er</sup> DI + 2<sup>e</sup> DI + 5<sup>e</sup> DI + 6<sup>e</sup> DI + 1<sup>er</sup> RAL vs. 1.GID

#### Combat Calculation

1<sup>er</sup> DI + 2<sup>e</sup> DI + 5<sup>e</sup> DI + 6<sup>e</sup> DI + 1<sup>er</sup> RAL  $\rightarrow 29+30+7+26+23=115$  PTS of CBF,

2.GID  $\rightarrow 35$  PTS of CBF,

115 PTS against  $35 \times 1.3$  (Fieldworks), gives a combat with a 2.5 to 1 odds ratio.

#### Combat Modifiers

+ 1 for eye-catching uniforms [9.4.7],

- 1 for an attack conducted from two hexes [9.4.10],

+ 6 for Minor River [9.4.3],

So, the total modifier to the d20 is  $+1-1+6=+6$ .

#### Combat Results

The d20 rolls a "6", so the final result is "6"  $+6=12$ . On the Combat Results Table  $\rightarrow d=O-2$  and  $a=O+4$ .

#### CAB tests

The German player has got the worst combat results.

First, the 2.GID loses one step but does not retreat yet [9.3.3] (2.GID=A+).

Secondly, the 2.GID checks its CAB test with the modifiers -2 and -1 [9.5.2] (ARF of 1<sup>er</sup> RAL  $\geq 5$  PTS), so the total CAB modifier is:  $-2-1=-3$ , its CAB becomes  $14-3=11$ . The d20 rolls a "1" the 2.GID succeeds its CAB test.

The 1<sup>er</sup> DI + 2<sup>e</sup> DI + 5<sup>e</sup> DI + 6<sup>e</sup> DI check their CAB tests with the base 4 and -1, [9.5.1], so the total CAB modifier is:  $+4-1=+3$ .

- The 1<sup>er</sup> DI checks its CAB test, its CAB becomes:  $13+3=16$ . The d20 rolls an "11", OK,
- The 2<sup>e</sup> DI checks its CAB test, its CAB becomes:  $14+3=17$ . The d20 rolls a "2", it's OK,
- The 6<sup>e</sup> DI checks its CAB test, its CAB becomes:  $12+3=15$ . The d20 rolls a "5", OK,
- The 5<sup>e</sup> DI checks its CAB test, its CAB becomes:  $12+3=15$ . The d20 rolls a "5", it's still OK.
- As the 1<sup>er</sup> RAL is not alone, it is not concerned by the CAB test [9.3.3].

**B,C** No possible action.

**D** Replacement fills up the lost step of the 51<sup>e</sup> DR, which returns to full strength.

**E** No possible action.

And I remove EXM-1 markers.

The German situation is bad, but not necessarily lost. There are 5 German and 2 French step losses. The French win, Germans must counterattack...



## START GT15

### GT15 - GERMAN SIDE

#### ADMINISTRATIVE PHASE:

**1** Not concerned.

**2 GER** The 17.ID is not penalized by rules [9.4.11] & [13.1], if it stays in the AO or AP hex columns (SSR 2).

Line of Communications is good :

- The Command Range is good: All distances between units (Armee.2) and their HQ are less than or equal to nine hexes.
- There is a normal logistics line: All distances between units and usable HCR are well below 100 MF.

And the restriction [13.2.1] is respected, because INF units (Army Corps) are within five hexes of their HQ.

**2 FRE** Line of Communications is good.

**3** No possible action.

#### BARRAGE PHASE:

The German player does not want to launch a preparatory barrage.

#### MOVEMENT PHASE:

**1** [7.8] Not concerned.

**2** [7.1] The German units move:

- 1.GID : AL27 to AM27 : 22 PTS,
- 2.GID : AK27 to AL27 : 24 PTS,
- AK27, remove Fieldworks marker [10.3.1],
- 17.ID : AP28 to AN27 : 20 PTS.

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.

**Split or Recombine Units:** No action.

#### COMBAT PHASE:

**A** The German player will perform one combat, the one of victory? As the 14.ID, 2.GRD & 19.RD have lost one step in GT14, these GER units cannot conduct combat in this turn [9.3.6].

#### 1<sup>ST</sup> COMBAT

(1.GID +2.GID +17.ID +19.ID) vs

(19<sup>e</sup> DI +20<sup>e</sup> DI +4<sup>e</sup> DC)

#### Combat Calculation

1.GID +2.GID +17.ID +19.ID  $\Rightarrow$  35 + 28 + 37 + 35 = 135 PTS of CBF, it's impressive!

19<sup>e</sup> DI +20<sup>e</sup> DI +4<sup>e</sup> DC  $\Rightarrow$  26 + 26 + 10 = 62 PTS of CBF,

135 PTS against 62, gives a combat with a 2.2 to 1 odds ratio, rounded down to 2:1 [9.1.12].

The French player decides to fight with his 4<sup>e</sup> DC, no Cavalry Withdrawal [9.2.1].

#### Combat Modifiers

- 3 for an attack conducted from three hexes [9.4.10],

+ 6 for Minor River [9.4.2],

and +5 because of the SSR 2, the 17.ID is in hex AN27  $\Rightarrow$  [9.4.11].

So, the total modifier to the d20 is -3 + 6 + 5 = +8.



Suffering step losses, some of the defending German units retreat, except the 2.GID.



The German player reorganizes his units and counterattacks.





### Combat Results

The d20 rolls a "9", bad luck or there was something else to do...

So the final result is "9" +8 =17.

On the Combat Results Table  $\rightarrow$  d= 0-8 and a= 0+1.

### CAB tests

The French player has got the worst combat results, so he must check his units' CAB test first [9.3.3] with the base -8 and -1 [9.5.1] so the total CAB modifier is : -8 -1 = -9, with a -9 modifier, so the French's CAB become : 12- 9= 3.

- For the 4<sup>e</sup> DC, the d20 rolls a "1", Luck ! The 4<sup>e</sup> DC stays on site,
- For the 19<sup>e</sup> DI, the d20 rolls a "4", the 19<sup>e</sup> DI loses one step and retreats to hex AM25, its Attrition Level is ●,
- For the 20<sup>e</sup> DI, the d20 rolls a "10", the 20<sup>e</sup> DI loses one step too and retreats to hex AM25, its Attrition Level is ●.

The 1.GID +2.GID +17.ID check their CAB tests, with the modifier +1.

- The 1.GID checks its CAB test  $\rightarrow$  14+ 1= 15. The d20 rolls a "20", no luck!, the 1.GID loses one step, its Attrition Level is ●,
- The 2.GID checks its CAB test  $\rightarrow$  13+1= 14. The d20 rolls a "6", the 2.GID succeeds its CAB test,
- The 17.ID checks its CAB test  $\rightarrow$  14+1= 15. The d20 rolls a "12", it's OK,
- The 19.ID checks its CAB test  $\rightarrow$  13+1= 14. The d20 rolls a "14", it's good.

**B, C** No action.

**D** Replacement fills up 1 lost step of the 14.ID, its Attrition Level is ●.

**E** No action.

## GT15 - FRENCH SIDE

### ADMINISTRATIVE PHASE:

**2 FRE** Line of Communications is good.

**2 GER** Line of Communications is good.

**3** No possible action.

### BARRAGE PHASE:

**1** The French player decides not to perform any ABU.

### MOVEMENT PHASE:

**1** [7.8]: Not concerned.

**2** [7.1]: The French units retreat behind the Serre river.

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.

**Split or Recombine Units:** No action.

### COMBAT PHASE:

**A, B, C** No possible action.

**D** The 2 replacements fill up the lost steps of the 19<sup>e</sup> & 20<sup>e</sup> DI, they become at full strength.

**E** The 5<sup>e</sup> & 6<sup>e</sup> DI wishes to construct fieldworks, with the base 12 & -5 [10.1.3], so the CAB with the modifier is : 12 -5 = 7 for a success d20  $\leq$  7, the d20 rolls a "1", there is a "Fieldworks" in hex AI24.

French player continues, now, the 38<sup>e</sup> DI + 2 x RAL wish to construct fieldworks, with the base 12 & -5 [10.1.3], so the CAB with the modifier is : 12 -5 = 7 for a success d20  $\leq$  7, the d20 rolls an "8", failure, it's over for the French player with the "Fieldworks" (SSR 1).

## SCENARIO END

The French player wins, there are 6 German and 4 French step losses. Rewind, the General Von Bulow prepares another attack plan...

## ALTERNATIVE GT15

### GT15 - GERMAN SIDE

### MOVEMENT PHASE:

**1** [7.8]: Not concerned.

**2** [7.1]: The German units move:

- 1.GID : AL27 to AM27 : 22 PTS,
- 2.GID : AK27 to AL27 : 24 PTS, remove the Fieldworks marker in AK27 [10.3.1],
- 17.ID : AP28 to AO26 : 20 PTS.

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.

**Split or Recombine Units:** No action.

### COMBAT PHASE:

**A** The German player will perform 2 combats:

#### 1<sup>ST</sup> COMBAT

(17.ID +19.ID) vs. (37<sup>e</sup> DI +69<sup>e</sup> DR +4<sup>e</sup> RAL +1<sup>er</sup> RAL)

#### Combat Calculation

17.ID +19.ID  $\rightarrow$  +37 +35 = 72 PTS of CBF,  
 37<sup>e</sup> DI +69<sup>e</sup> DR +4<sup>e</sup> RAL +1<sup>er</sup> RAL  $\rightarrow$  24+ 15+ 3+ 3= 45 PTS of CBF,  
 72 PTS against 45, gives a combat with a 1.6 to 1 odds ratio, rounded down to 1,5:1 [9.1.12].

#### Combat Modifiers

- 1 for an attack conducted from two hexes [9.4.10],

+ 6 for Minor River [9.4.3],  
 and 0 because of the SSR 2 is respected,  
 So, the total modifier to the d20 is -1+6 = +5.

#### Combat Results

The d20 rolls a "3", it's a good dice roll.

So the final result is "3" +5 =8.

On the Combat Results Table  $\rightarrow$  d= 0-8 and a= 0+1.

#### CAB tests

The French player must pass his units' CAB test first [9.3.3] with the base -8 and -1 [9.5.1], so the total CAB modifier is : -8 -1 = -9. With a -9 modifier, so the French's CAB become: 12 -9 = 3.

- For the 37<sup>e</sup> DI, the d20 rolls a "12", the 37<sup>e</sup> DI loses one step and retreats to hex AN25, its Attrition Level is ●,

- For the 69<sup>e</sup> DR, the d20 rolls a "17", the 69<sup>e</sup> DR loses one step and retreats to hex AN25, its new Attrition Level is ●● [9.3.3].

Now the ART units are alone, they must endure the combat results [9.3.3].

- For the 4<sup>e</sup> RAL, the d20 rolls a "14", the 4<sup>e</sup> RAL loses one step [2.4.6], it is destroyed.
- For the 1<sup>er</sup> RAL, the d20 rolls a "13", the 1<sup>er</sup> RAL is destroyed too.

The 17.ID and 19.ID check their CAB tests, with the base +1 and -1 [9.5.2] (ARF of 1<sup>er</sup>+4<sup>e</sup> RAL > 5 PTS), so the total CAB modifiers is : +1 -1 = 0.

- The 17.ID checks its CAB test, its CAB becomes 14+0 = 14. The d20 rolls a "12", the 17.ID succeeds its CAB test.
- The 19.ID checks its CAB test, its CAB becomes 13+0 = 13. The d20 rolls a "2", with flying colors...

## 2<sup>ND</sup> COMBAT

(1.GID + 2.GID) vs. (19<sup>e</sup> DI + 20<sup>e</sup> DI + 4<sup>e</sup> DC)

### Combat Calculation

1.GID + 2.GID → 35 + 28 = 63 PTS of CBF,  
19<sup>e</sup> DI + 20<sup>e</sup> DI + 4<sup>e</sup> DC → 26+26+10=62 PTS of CBF,  
63 PTS against 62, gives a combat with a 1 to 1 odds ratio.

The French player decides to fight with his 4<sup>e</sup> DC, no Cavalry Withdrawal [9.2.1].

### Combat Modifiers

- 1 for an attack conducted from two hexes [9.4.10],
  - +6 for Minor River [9.4.3],
- So, the total modifiers to the d20 is -1+6 = +5.

### Combat Results

This last roll is very important and...

The d20 rolls a "10", it's very average,  
So the final result is "10" +5 =15.

On the Combat Results Table → d= ○ -3 and  
a= ○ -5.

### CAB tests

The German player must pass his units' CAB test first [9.3.3].

The 1.GID and 2.GID check their CAB tests, with the modifier -5,

- The 1.GID checks its CAB test → 14 -5= 9, the d20 rolls a "2", it's OK,
- The 2.GID checks its CAB test → 13-5= 8, The d20 rolls a "10", No! it's not good... The 2.GID loses one step, its new Attrition Level is ●●, and retreats to hex AM28 [9.3.3].

Now, the French player must pass his units' CAB test, with the base -3 and -1 [9.5.1] so the total CAB modifier is : -3 -1 = -4,

With a -4 modifier, the French's CAB becomes: 12 -4= 8.

- For the 4<sup>e</sup> DC, the d20 rolls a "6", the 4<sup>e</sup> DC stays on site,
- For the 19<sup>e</sup> DI, the d20 rolls a "12", the 19<sup>e</sup> DI loses one step but stays on site [9.3.3], its Attrition Level is ●.
- For the 20<sup>e</sup> DI, the d20 rolls a "10", the 20<sup>e</sup> DI loses one step but stays on site, its Attrition Level is ●.



Alternative, GER GT15, The German player reorganizes his units and counterattacks.



Alternative, GER GT15, after the 2 combats.

## ALTERNATIVE SCENARIO END

There are 6 German and 6 French step losses, the French player narrowly wins.

This seems very balanced, if for the CAB test of the 2.GID, the d20 roll had been "8", the German player would have won, or if the 25.ID placed in AO27 had participated in the 2<sup>nd</sup> combat, we would have had a better odds ratio...

I hope you feel like playing.

# EXAMPLE OF PLAY - SCENARIO N°2 - ASSAULT ON LIEGE

## GT1 STARTS

### GT1 - GERMAN SIDE

For the first GER Admin Phase only, I place three 'Rail control' in the border hexes, T33, T36, T37 [12.1.2].

#### ADMINISTRATIVE PHASE:

No possible action (no unit on the map).

#### BARRAGE PHASE:

No possible action (no unit on the map).

#### MOVEMENT PHASE:

**1** [7.8] No possible action (no unit on the map).

**2** Positioning of German units [7.7], initially there are no Fieldworks marker.

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change (I can remove the three 'Rail control' markers [12.1.1]).

**Split or Recombine Units:** No action.

#### COMBAT PHASE:

**A,B,C,D** No possible action.

**E** No action.

## GT1 - BELGIAN SIDE

#### ADMIN PHASE:

No possible action (no unit on the map).

#### BARRAGE PHASE:

No possible action (no unit on the map).

#### MOVEMENT PHASE:

**1** [7.8] No possible action (no unit on the map).

**2** Positioning of Belgian units [7.7] and positioning of Belgian forts [11.3.4].

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.

**Split or Recombine Units:** No action.

#### COMBAT PHASE:

**A,B,C,D** No possible action.

**E** No action.

## GT2 STARTS

### GT2 - GERMAN SIDE

#### ADMINISTRATIVE PHASE:

**1** Not concerned.

**2 GER** The LOC is good:

- The Command Range is good: All distances between units (Armee Maas) and their HQ are less than or equal to eight hexes.
- There is a normal logistics line: All distances between units and usable HCR are well below 100 MF.
- And the restriction [13.2.1] is respected, because INF units (Army Corps) are within four hexes of their HQ.

**2 BEL** The LOC is good : Due to the presence of a governor (Lieutenant-général Leman) inside the ENC of Liege, the Belgian units have an establed LOC [13.1.8].

**3** No possible action.

#### BARRAGE PHASE:

No possible action.

#### MOVEMENT PHASE:

**1** [7.8] Not concerned.

**2** [7] The German player moves his units and places his Unit Arrivals:

- 34.IB : T37 to V35 ➔ 30 PTS EXM-1,
- 2.KD & Fußa. 4u9: T37 to V35 ➔ 30 PTS,
- 4.KD : T37 to V36 ➔ 20 PTS,
- 11.IB : T35 to V34 ➔ 22 PTS,
- 27.IB : T36 to V36 ➔ 20 PTS,
- 14.IB : T36 to V35 ➔ 20 PTS,
- 38.IB : T33 to V34 ➔ 24 PTS,

- 43.IB : T33 to W33 ➔ 34 PTS EXM-1,
- 9.KD : T33 to W33 ➔ 34 PTS,
- HQ Maas Armee: T35 to U34 ➔ 10 PTS,
- ENG 1: Q37 (Entrained) to U36 ➔ 5+ 7= 12 PTS [16.1.9],
- ENG 2: Q37(Entrained) to U35 ➔ 6+ 7= 13 PTS,
- PiR.24 and PiR.25 ➔ T37,
- HQ 2.Armee ➔ R35.

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** +(U32, U33, U34, U35, U36, V33, V34, V35, V36, W33), but I can remove the seven 'Rail control' markers [12.1.1].

**Split or Recombine Units:** No action.

#### COMBAT PHASE:

**A** The GER player wishes to perform two combats.

##### 1<sup>ST</sup> COMBAT

(4.KD +27.IB +34.IB +2.KD + Fußa.4u9) vs. 12, 14<sup>e</sup> BM

##### Combat Calculation

GER = 9 +12 +19 +9 +3 = 52 PTS of CBF,  
12, 14<sup>e</sup> BM ➔ 11 PTS of CBF and with [11.6.6] ➔ 11 x1.7 and with [11.6.8] ➔ (4(Fléron) + 3(Evégné) + 4(Barchon) +4(Pontisse) +11 x1.7) =(15 +11 x1.7)= 33.7 PTS of CBF,  
52 PTS against 33.7, gives a combat with a 1.5 to 1 odds ratio.

##### Combat Modifier

-1 for an attack conducted from two hexes [9.4.10].

##### Combat Results

The d20 rolls a "5" (good preparation). So the final result is "5" -1= 4. On the Combat Results Table ➔ d= ○ -10 and a= ○ +3.



### CAB tests

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

- The 12, 14<sup>e</sup> BM checks its CAB test with a -10 modifier, so its CAB becomes 12 -10 = 2 ! The d20 rolls a "9", the 12, 14<sup>e</sup> BM loses one step, its Attrition Level is ●.

And the 12, 14<sup>e</sup> BM remains in the hex [11.1.6], 4.KD +27.IB +34.IB +2.KD check their CAB tests, with the modifier +3:

- The 4.KD checks its CAB test ➔ 12+ 3= 15. The d20 rolls an "8", it is OK,
- The 27.IB checks its CAB test ➔ 12+ 3= 15. The d20 rolls a "15", just, but correct.
- The 34.IB checks its CAB test ➔ 14+ 3 -1 (EXM-1)= 16. The d20 rolls a "16", just but the 34.IB succeeds its CAB test.
- The 2.KD checks its CAB test ➔ 12+ 3= 15. The d20 rolls a "14", still good!

Fu&auml;sa.4u9 is not concerned because it is not alone [9.3.3].

The GER units remain in their hexes.

### 2<sup>ND</sup> COMBAT

(14.IB+ 11.IB+ 38.IB +43.IB +9.KD) vs 9, 11<sup>e</sup> BM

#### Combat Calculation

GER = 14 +16 +14 +10 +9 = 63 PTS of CBF, 9, 11<sup>e</sup> BM ➔ 12 PTS of CBF and with [11.6.6] ➔ 12 x1.7 and with [11.6.8] ➔ (4 (Embourg) +4 (Chaudfontaine) +12 x1.7)=(8+12 x1.7)=28.4 PTS of CBF.

63 PTS against 28.4, gives a combat with a 2.2 to 1 odds ratio, rounded down to 2:1 [9.1.12].

#### Combat Modifiers

-3 for an attack conducted from three hexes [9.4.10],

+6 for Minor River [9.4.3],

As you use the most unfavorable hex for the attacker [9.4.2], you retain only the modifier +6. So, the total combat modifier to the d20 is -3 +6= +3.

#### Combat Results

The d20 rolls a "7".

So the final result is "7" +3=10. On the Combat Results Table ➔ d= ● ○ +3 and a= ○ +3.

#### CAB tests

The BEL player loses one step [9.3.3], its Attrition Level is ●.

Now, the 12, 14<sup>e</sup> BM checks its CAB test with a +3 modifier, so its CAB becomes 12+3= 15 [5.1.3]. The d20 rolls a "9"; the 12, 14<sup>e</sup> BM does not lose a second step, its Attrition Level remains ●, but the 12, 14<sup>e</sup> BM must retreat one hex (X35) [11.1.6].

(14.IB+ 11.IB+ 38.IB +43.IB +9.KD) check their CAB tests, with the base +3.

- The 14.IB checks its CAB test ➔ 14+ 3= 17. The d20 rolls an "8", it is OK.
- The 11.IB checks its CAB test ➔ 14+ 3= 17. The d20 rolls a "9", OK.
- The 38.IB checks its CAB test ➔ 14+ 3= 17. The d20 rolls a "19", not good! Its Attrition Level is ●.
- The 43.IB checks its CAB test ➔ 12+ 3 -1 (EXM-1)=14. The d20 rolls an "18", not good, too! Its Attrition Level is ●.
- The 2.KD checks its CAB test ➔ 12+ 3= 15. The d20 rolls a "1", OK.

The GER units remain in their hexes.

**B, C, D** No possible action.

**E** No action.

And at the end, I remove the EXM-1 markers.

## GT2 - BELGIAN SIDE

### ADMINISTRATIVE PHASE:

**2 BEL** The LOC is good.

**2 GER** The LOC is also good.

**3** No possible action.

### BARRAGE PHASE:

With the forts of Liege, the BEL player wants to perform one ABU vs. hex V35.

#### ARF Calculation:

The total BEL ARF is: 3 (Embourg) +3 (Chaudfontaine) +4 (Fléron) +2 (Evigné) +4 (Barchon) +3 (Pontisse) = 19 PTS.

The column is rounded down to 16 [8.3.3].

With a total of 16, the ARF can strike every German unit (4 units) stacked in the target hex [8.3.1].

The roll of a d20 is "13" divided by 2 and rounded up to a "7" [8.3.2].

#### ABU Modifier:

None for the two INF units, and +3 for the 2.KD [8.4.4] and for the Fu&auml;sa. 4u9 [8.4.5].

#### ABU Result:

The result, found on the 16 column with a dice roll of "7" [8.3.3], is without effect.

### MOVEMENT PHASE:

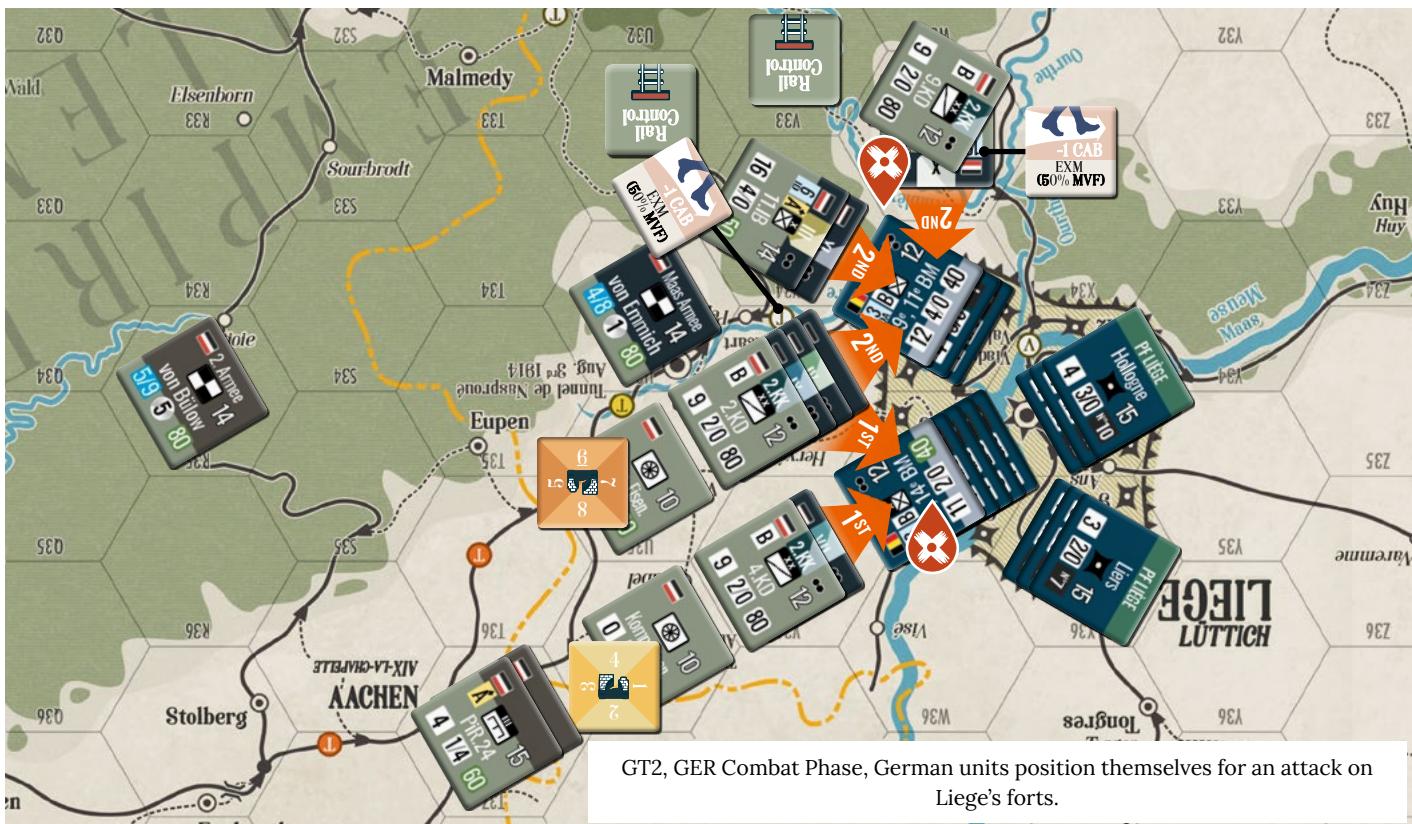
**1** [7.8] SSR 2 – "As soon as a Belgian unit loses a step, it can no longer initiate ABU, and must exit as quickly as possible from the playing area by the west side during its next Movement Phase."

I remove the two BEL units, the forts are alone now...

**2** No possible action.

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.



**Split or Recombine Units:** No action.

#### COMBAT PHASE:

**A,B,C,D,E** No possible action.

#### GT3 STARTS

#### GT3 - GERMAN SIDE

The GER player will take risks.

#### ADMINISTRATIVE PHASE:

**1** Not concerned.

**2 GER** The LOC is good:

- The Command Range is good: All distances between units (Armee Maas) and their HQ are less than or equal to eight hexes, and all distances between units (AOK.2) and their HQ are less than or equal to nine hexes.
- There is a normal logistics line: All distances between units and usable HCR are well below 100 MF.
- And the restriction [13.2.1] is respected, all distances between INF units (Army Corps) and their HQs are less than or equal to four (Armee Maas) or five (AOK.2) hexes.

**2 BEL** No unit on the map.

**3** Structure Repair:

Hex U36, Tunnel de Hombourg, marker "4" becomes "3" [17.1.2],

Hex U35, Tunnel de Nasproué, marker "6" becomes "5".

#### BARRAGE PHASE:

**1** No action.

**2** The German player announces the following assaults [11.5.1]:

- 1<sup>st</sup> Assault ABF with PiR.24 against Chaudfontaine's fort (N°2), hex W34,
- 2<sup>nd</sup> Assault ABF with PiR.25 & Fußa.4u9 against Embourg's fort (N°1), hex W34.

#### MOVEMENT PHASE:

**1** [7.8] Not concerned.

**2** [7] : The German player moves his units and places his Unit Arrivals,

- 24.PiR and 25.PiR : T37 to V35 → 30 PTS → EXM -1 [7.4.1],
- T37: I,II/Fußa.9 & II,III/Fußa.4,
- 43.IB and 9.KD exit the map (1 INF step), still 29 to go...
- Some units move.

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** +X32, X33, Z32, Z33.

**Split or Recombine Units:** No action.

#### COMBAT PHASE:

##### Resolution of Assault ABF

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

**1<sup>st</sup> AFF calculation against Chaudfontaine's Fort (N°2), hex W34:**  
PiR.24 → 14 AFF PTS [11.5.5], so the column to be used is the 14 PTS column [8.6.3].



##### 1<sup>st</sup> Assault ABF results:

The d20 rolls a "13" divided by 2 rounded up, which gives a "7" [8.6.2], so the result on the ABF Table is: ○.

Chaudfontaine's fort has a CAB of 15, it must pass its CAB test first [11.5.6].

The BEL player rolls a "14" on the d20, Chaudfontaine's fort is not destroyed as 14 ≤ 15 [5.1.1], and PiR.24 must now check its CAB test, its CAB becomes 15 +1 [11.5.6] -1 (EXM -1) =15.

The German player rolls a "3" on the d20, so there is no step loss as "3" ≤ 15, PiR.24 remains in its hex.

##### 2<sup>nd</sup> AFF calculation against Embourg's Fort (N°1), hex W34:

PiR.25 & Fußa.4u9 → (4+14 and with +4 columns [11.5.5] to 42 AFF PTS so the column to be used is the 42 PTS column.

##### 2<sup>nd</sup> Assault ABF results:

The d20 rolls a "17" divided by 2 rounded up, which gives a "9" [8.6.2], so the result on the Table is: ○ -8.

Embourg's fort has a CAB of 15, so the CAB becomes 15 -8= 7, it must pass its CAB test first [11.5.6].

The BEL player rolls a "13" on the d20, Embourg's fort is destroyed because "13" > 7 [5.1.1], and PiR.25 must now check its CAB test, its CAB becomes 15 +3 +1 [11.5.6] -1 (EXM -1) =18. The German player rolls a "4" on the d20, so there is no step loss as "4" ≤ 18, PiR.25 remains in its hex and I remove the counter of the destroyed fort.

#### COMBAT PHASE:

**A,B,C,D,E** No action.

At the end, I remove the marker EXM-1.

#### GT3 - BELGIAN SIDE

#### ADMINISTRATIVE PHASE:

**2 BEL** No unit on the map.

**2 GER** The LOC is good.

**3** No unit on the map.

#### BARRAGE PHASE:

With the forts of Liege, the BEL player wants to perform one ABU vs. hex V35.

#### ARF Calculation:

The total BEL ARF is: 3 (Chaudfontaine) +4 (Fléron) + 2 (Evéné) + 4 (Barchon) +3 (Pontisse) = 16 PTS.

With a total of 16, the ARF can strike four German units (The BEL player chooses PiR.24, PiR.25, Fußa.4u9) stacked in the target hex [8.3.1].

The roll of a d20 gets a "5" divided by 2 and rounded up to a "3" [8.3.2].

#### ABU Result

The result, found on the 16 column with a dice roll of "3" [8.3.3], is: ○ +3.

#### ABU Result vs PiR.24

The PiR.24 must pass a CAB test [5.1], its CAB becomes 15 + 3 = 18 [5.1.2]. The German player rolls a "4" on the d20, the PiR.24 does not lose a step because "4" ≤ 18.

#### ABU Result vs PiR.25

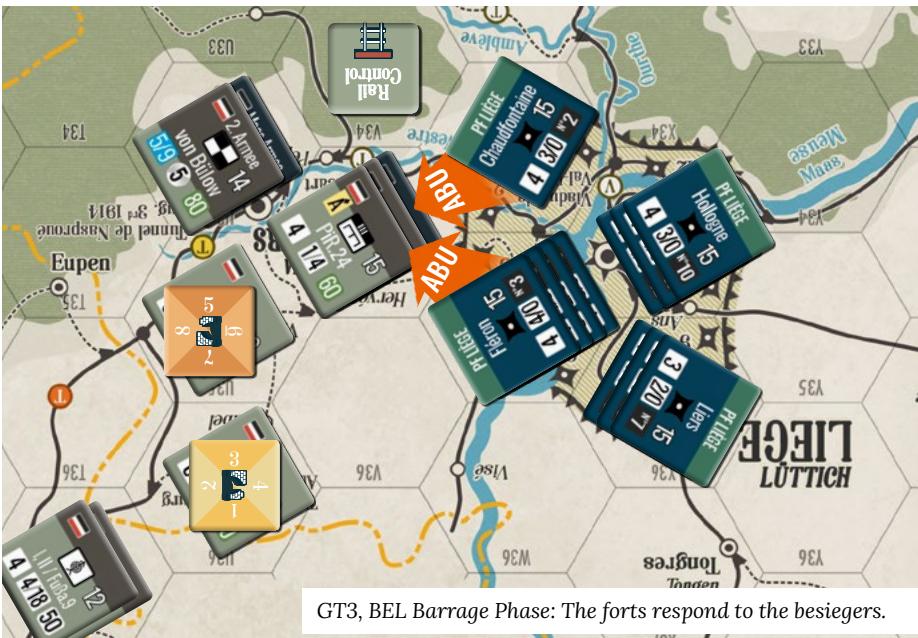
The PiR.25 must pass a CAB test [5.1], its CAB becomes 15 + 3 = 18 [5.1.2]. The German player rolls an "8" on the d20, the PiR.25 does not lose a step because "8" ≤ 18.

#### ABU Result vs Fuß.4u9

The German HAR gets + 3 modifier, so "3" + 3 = 6 [8.4.5]. With a 6, it's without effect.

#### MOVEMENT PHASE:

**1,2** No possible action.



GT3, BEL Barrage Phase: The forts respond to the besiegers.

#### COMBAT PHASE:

**A,B,C,D,E** No possible action.

#### TURN END BALANCE SHEET

Forts Destroyed	GER INF units exited
1	1 step

#### GT4 STARTS

#### GT4 - GERMAN SIDE

#### ADMINISTRATIVE PHASE:

**1** Not concerned.

**2 GER** The LOC is good:

- The Command Range is good : All distances between units (Armee Maas) and their HQ are less than or equal to eight hexes and all distances between units (AOK.2) and their HQ are less than or equal to nine hexes.
- There is a normal logistics line: All distances between units and usable HCR are well below 100 MF.
- And the restriction [13.2.1] is respected, all distances between INF units (Army Corps) and their HQs are less than or equal to four or five hexes.

**2 BEL** No unit on the map.

**3** Structure Repair:

Hex U36, Tunnel de Hombourg, marker "3" becomes "2" [17.1.2],

Hex U35, Tunnel de Nasproué, marker "5" becomes "4".

#### BARRAGE PHASE:

**1** No action.

**2** The German player announces the following assaults [11.5.1]:

- 1<sup>st</sup> Assault ABF with PiR.24 & FuSa.4u9 against Chaudfontaine's fort (N°2), W34.
- 2<sup>nd</sup> Assault ABF with PiR.25 against Fléron's fort (N°3), W35.

#### MOVEMENT PHASE:

**1** [7.8] Not concerned.

- 2** [7] The German player moves his units and places his Unit Arrivals,
- 27.IB : V33 to Y32 → 32 PTS,
  - T37 to V35 : I,II/FuSa.9 & II,III/FuSa.4 : 30 PTS,
  - 11.IB, 14.IB, 34.IB, 4.KD, 2.KD exit the map (+8 INF steps).

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.

**Split or Recombine Units:** No action.

#### COMBAT PHASE:

##### Resolution of Assault ABF

##### 1<sup>st</sup> AFF calculation against Chaudfontaine Fort (N°2), W34:

PiR.24 & FuSa.4u9 → (4+14 and with +4 columns [11.5.5]) to 42 AFF PTS.

##### 1<sup>st</sup> Assault ABF results:

The d20 rolls a "15" divided by 2 rounded up, which gives an "8", [8.6.2], so the result on the Table is: ○-9.

Chaudfontaine's fort has a CAB of 15, so the CAB becomes 15 -9= 6, it must pass its CAB test first [11.5.6].

The BEL player rolls a "7" on the d20, Chaudfontaine's fort is destroyed as "7">> 6, [5.1.1], and PiR.24 must now check its CAB test, its CAB becomes 15 +1+3= 19, [11.5.6].

The German player rolls a "15" on the d20, so PiR.24 is not destroyed as "15" ≤ 19.

I remove the counter of the fort and PiR.24 advances into hex W34.

##### 2<sup>nd</sup> AFF calculation against Fléron's Fort (N°3), hex W35:

PiR.25 → 14 AFF PTS, but -1 column, as there is one fort at least in the hex [11.5.3], so the column to be used is the 10 PTS column.

#### 2<sup>nd</sup> Assault ABF results:

The d20 rolls a "1" divided by 2 rounded up, which gives a "1", [8.6.2], so the result on the Table is : ○-4.

Fléron's fort has a CAB of 15, so the CAB becomes 15 -4= 11, it must pass its CAB test first [11.5.6].

The BEL player rolls a "7" on the d20, Fléron's fort is not destroyed as "7" ≤ 11, [5.1.1], and PiR.25 must now check its CAB test, its CAB becomes 15 +1= 16, [11.5.6].

The German player rolls a "15" on the d20, so PiR.25 is not destroyed as "15" ≤ 16, it remains in its hex.

**A, B, C, D, E** No action.

#### GT4 - BELGIAN SIDE

#### ADMINISTRATIVE PHASE:

**2 BEL** No unit on the map.

**2 GER** The LOC is good.

**3** No unit on the map.

#### BARRAGE PHASE:

With the forts of Liege, the BEL player wants to perform two ABUs vs hexes V35 & W34.

#### ARF Calculation against hex V35:

The total BEL ARF is: +4(Fléron) + 2(Evéné) + 4(Barchon) +3(Pontisse) = 13 PTS. This is rounded down to column 12 [8.3.3].

With a total of 12, the ARF can strike three German units (PiR.25, FuSa.4, FuSa.9) stacked in the target hex [8.3.1].

The roll of a d20 gets a "17" divided by 2 and rounded up to an "8" [8.3.2].

#### ABU Result:

The result, found on the 12 column with a dice roll of "8" [8.3.3], is without effect.

#### ARF Calculation against hex W34:

The total BEL ARF is: +4 (Boncelles) + 4 (Flémalle) + 3 (Hologne) = 11 PTS. This is rounded down to column 8 [8.3.3].

With a total of 8, the ARF can strike the PiR.24. The roll of a d20 gets a "6" divided by 2 and rounded up to a "3" [8.3.2].

#### ABU Result vs the PiR.24:

The German unit gets +2 modifier [11.6.13].

The table result is changed from "3" +2 = 5.

The result found on the 8 column with a 5 [8.3.3], is without effect.

#### MOVEMENT PHASE:

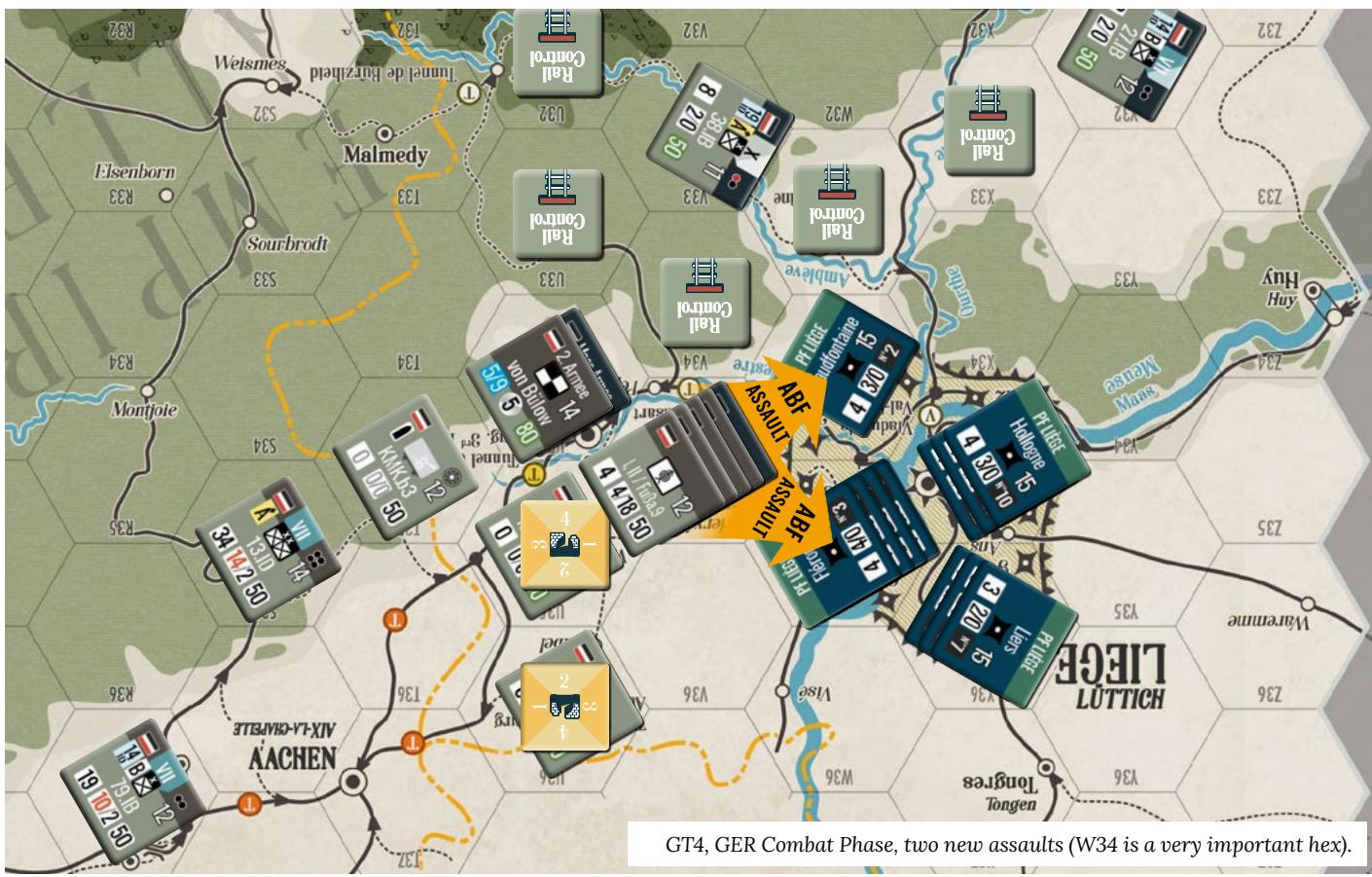
**1,2** No possible action.

#### COMBAT PHASE:

**A, B, C, D, E** No possible action.

#### TURN END BALANCE SHEET

Forts Destroyed	GER INF units exited
2	Step total of 8



## GT5 STARTS (OPP. HEAT)

### GT5 - GERMAN SIDE

#### ADMINISTRATIVE PHASE:

1 Not concerned.

**2 GER** The LOC is good:

- The Command Range is good: All distances between units (Armee Maas) and their HQ are less than or equal to eight hexes and all distances between units (AOK.2) and their HQ are less than or equal to nine hexes.
- There is a normal logistics line: All distances between units and usable HCR are well below 100 MF.
- And the restriction [13.2.1] is respected, all distances between INF units (Army Corps) and their HQs are less than or equal to four or five hexes.

**2 BEL** No unit on the map.

**3** Structure Repair:

Hex U36, Tunnel de Hombourg, marker "2" becomes "1" [17.1.2],

Hex U35, Tunnel de Nasproué, marker "4" becomes "3".

#### BARRAGE PHASE:

1 No action.

2 The German player announces the following assaults [11.5.1]:

- 1<sup>st</sup> Assault ABF with PiR.24 & FuSa.4u9 against Fléron's fort (N°3), W35,
- 2<sup>nd</sup> Assault ABF with PiR.25 +FuSa.4+ FuSa.9

against Barchon's fort (N°5), W35.

#### MOVEMENT PHASE:

1 [7.8] Not concerned.

2 [7] The German player moves his units and places his Unit Arrivals,

- 27.IB exits the map (+2 INF steps),
- KMK.b3 : T35 to W34  $\rightarrow$  32 PTS and with FIP +10 PTS [7.9.1]  $\rightarrow$  42 PTS,
- 13.ID : S35 to W34  $\rightarrow$  44 PTS,
- 79.IB : R37 to U34  $\rightarrow$  40 PTS.

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.

**Split or Recombine Units:** No action.

#### COMBAT PHASE:

##### Resolution of Assault ABF

##### 1<sup>st</sup> AFF calculation against Fléron's Fort (N°3), hex W35:

PiR.24 & FuSa.4u9  $\rightarrow$  (4+14 and with +4 columns [11.5.5]) to 42 AFF PTS, but -1 column (if at least one fortification (fort N°6) [11.5.3]) so the column to be used is the 34 PTS column.

##### 1<sup>st</sup> Assault ABF results:

The d20 rolls a "16" divided by 2 rounded up, which gives an "8" [8.6.2], so the result on the Table is: ○ -7.

Fléron's fort has a CAB of 15, so the CAB becomes 15 -7= 8, it must pass its CAB test first [11.5.6].

The BEL player rolls a "14" on the d20, Fléron's fort is destroyed, and PiR.24 must now check its CAB test, its CAB becomes 15 +1+3 -1 (oppressive heat [15.1.1]) = 18 [11.5.6].

The German player rolls a "6" on the d20, so

PiR.24 is not destroyed as "6"  $\leq$  18.

PiR.24 remains in its hex.

##### 2<sup>nd</sup> AFF calculation against Barchon's Fort (N°5), hex W35:

PiR.25 +FuSa.4 +FuSa.9  $\rightarrow$  4+18 x 2= 40 AFF PTS, so the column to be used is the 34 PTS column [8.6.3], and +4 (PIO) columns -1 (fort N°4) column [11.5.3],  $\rightarrow$  64 PTS column.

##### 2<sup>nd</sup> Assault ABF results:

The d20 rolls a "16" divided by 2 rounded up, which gives an "8" [8.6.2], so the result on the Table is: ○ -13.

Barchon's fort has a CAB of 15, so the CAB becomes 15 -13= 2 it must pass its CAB test first [11.5.6].

The BEL player rolls a "10" on the d20, Barchon's fort is destroyed, and PiR.25 must now check its CAB test, its CAB becomes 15 +1+3 -1= 18 [11.5.6] & [15.1.1].

The German player rolls a "17" on the d20, so PiR.25 is not destroyed as "17"  $\leq$  19, PiR.25 remains in its hex.

**A, B, C, D, E** No action.



## GT5 - BELGIAN SIDE

### ADMINISTRATIVE PHASE:

**2 BEL** No unit on the map.

**2 GER** The LOC is good.

**3** No unit on the map.

### BARRAGE PHASE:

With the forts of Liege, the BEL player wants to perform two ABUs cv hexes V35 & W34.

### ARF Calculation against hex V35:

The total BEL ARF is: + 2(Evéné) + 3(Pontisse) = 5 PTS. This is rounded down to column 3 [8.3.3].

With the column 3, the ARF can strike one German unit (The BEL player chooses PiR.25) stacked in the target hex [8.3.1]. The roll of a d20 gets a "18" divided by 2 and rounded up to a "9" [8.3.2].

### ABU Result:

The result, found on the 3 column with a dice roll of "9" [8.3.3], is without effect.

### ARF Calculation against hex W34:

The total BEL ARF is: +4 (Boncelles) + 4 (Flémalle) + 3 (Hologne) = 11 PTS. This is rounded down to column 8 [8.3.3].

With a total of 8, the ARF can strike two units (the BEL player chooses PiR.24 & 13.ID).

The roll of a d20 gets a "5" divided by 2 and rounded up to a "3" [8.3.2].

### ABU Result:

The German unit gets + 2 modifier [11.6.13].

The table result is changed from "3" +2 = 5.

The result found on the 8 column with a 5 [8.3.3], is without effect.

### MOVEMENT PHASE:

**1, 2** No possible action.

### COMBAT PHASE:

**A, B, C, D, E** No possible action.

### TURN END BALANCE SHEET

Forts Destroyed	GER INF units exited
4 (33%)	Step total of 10

## GT6 STARTS (OPP. HEAT)

### GT6 - GERMAN SIDE

#### ADMINISTRATIVE PHASE:

**1** Not concerned.

**2 GER** The LOC is good:

- The Command Range is good: All distances between units (Armee Maas) and their HQ are less than or equal to eight hexes and all distances between units (AOK.2 & AOK.1) and their HQs are less than or equal to nine hexes.
- There is a normal logistics line: All distances between units and usable HCR are well below 100 MF.
- And the restriction [13.2.1] is respected, all distances between INF units (Army Corps) and their HQs are less than or equal to four or five hexes.

**2 BEL** No units on the map.

**3** Structure Repair:

Hex U36, Tunnel de Hombourg, marker "1" becomes OK [17.1.2] but, this LCR after the tunnel is not usable. Because it is not connected by two Railway connections each leading to a HCR connected to its network [12.1.5], (The Liege forts in hexes X35 & X36 cut the RR network in hex W34 [12.1.6]).

Hex U35, Tunnel de Nasproué, marker "3" becomes "2".

#### BARRAGE PHASE:

**1** 1<sup>st</sup> AFF calculation against Pontisse's Fort (N°6), hex W35:

KMK.b3 : 96 AFF PTS, so the column to be used is the 94 PTS column [8.6.3].

**1<sup>st</sup> ABF results:**

The d20 rolls a "9" divided by 2 rounded up, which gives a "5" [8.6.2], so the result on the Table is : ●○-2.

Pontisse's fort is automatically destroyed, I remove it, and I can bombard the Evégné's fort (N°4) with ○-2 [8.6.3].

Evégné's fort has a CAB of 15, so its CAB becomes 15 -2= 13.

The BEL player rolls a "12", Evégné's fort is not destroyed.

**2<sup>nd</sup> AFF calculation against Evégné's Fort (N°4) [8.6.4], hex W35:**

FuFsA.4 +FuFsA.9 +FuFsA.4u9 → 18 x 2 +14= 50 AFF PTS, so the column to be used is the 42 PTS column [8.6.3].

**2<sup>nd</sup> ABF results:**

The d20 rolls a "4" divided by 2 rounded up, which gives a "2" [8.6.2], so the result on the Table is: ○-15. Evégné's fort is automatically destroyed [5.1.2], I remove it.

**2** No action

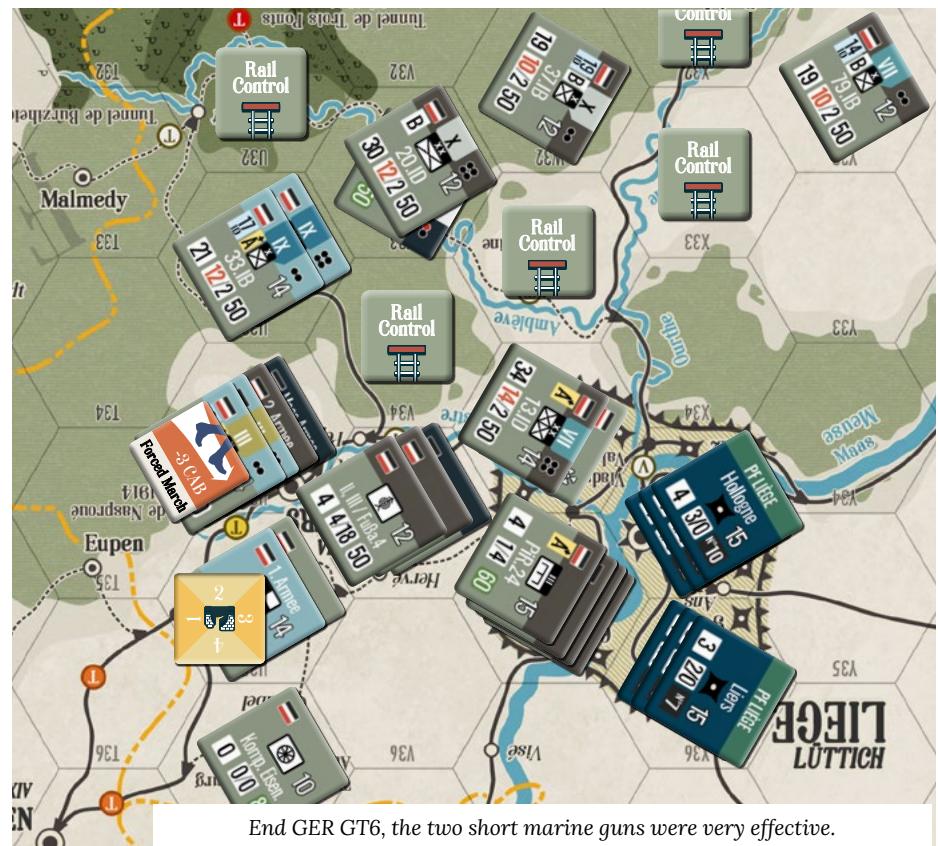
(I don't take any risk with my two PIO Units).

#### MOVEMENT PHASE:

**1** [7.8] Not concerned.

**2** [7.1] The German player moves his units:

- 37.IB : S33 to W32 → 48 PTS,
- 79.IB : U34 to Y32 → 42 PTS,
- 20.ID : R35 to V33 → 48 PTS,



- PiR.25 : V35 to W35 → 10 PTS,
- PiR.24 : W34 to W35 → 10 PTS [11.6.7],
- RFuFsA.9+ RFuFsA.7 : T37 to W35 → 30 PTS,
- HQ AOK.1 : Q38 to U35 → 50 PTS,
- 18.ID +33.IB : T37 to U33 → 42 PTS,
- 5.ID + 12.ID : Q38 to U34 → 60 PTS (FOM), [7.5.3] + [15.1].

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.

**Split or Recombine Units:** No action.

#### COMBAT PHASE:

**A, B, C, D, E** No action.

## GT6 - BELGIAN SIDE

#### ADMINISTRATIVE PHASE:

**2 BEL** No unit on the map.

**2 GER** The LOC is good.

**3** No unit on the map.

#### BARRAGE PHASE:

With the forts of Liege, the BEL player wants to perform one ABU cv the hex W35.

#### ARF Calculation:

The total BEL ARF is: + 3 (Loncin) + 2 (Lantin) + 2 (Liers) + 4 (Boncelles) + 4 (Flémalle) + 3 (Hollongne) = 18 PTS. This is rounded down to column 16 [8.3.3].

With a total of 16, the ARF can strike all German units stacked in the target hex [8.3.1]. The roll of a d20 gets a "1" divided by 2 and rounded up to a "1" [8.3.2].

#### ABU Result:

The result, found on the "16" column with a dice roll of "1" [8.3.3], is: ○+1.

#### TURN END BALANCE SHEET

Forts Destroyed	GER INF units exited
6 (50%) [11.6.14]	Step total of 10

## GT7 STARTS (OPP. HEAT)

### GT7 - GERMAN SIDE

#### ADMINISTRATIVE PHASE:

**1** Not concerned.

**2 GER** The LOC is good:

- The Command Range is good: All distances between units (Armee Maas) and their HQ are less than or equal to eight hexes, and all distances between units (AOK.2 & AOK.1) and their HQs are less than or equal to nine hexes.
- There is a normal logistics line: All distances between units and usable HCR are well below 100 MF.
- And the restriction [13.2.1] is respected, all distances between INF units (Army Corps) and their HQs are less than or equal to four or five hexes.

**2 BEL** No unit on the map.

**3** Structure Repair:

Hex U35, Tunnel de Nasproué, marker "2" becomes "1".

#### BARRAGE PHASE:

**1** No action.

**2** The German player announces the following assaults [11.5.1]:

- 1<sup>st</sup> Assault ABF with PiR.24 & RFuS9.9 + RFuS9.7 against Loncin's fort (N°9), X36.
- 2<sup>nd</sup> Assault ABF with PiR.25 & KMK.b3 against Flémalle's fort (N°11), X35.

#### MOVEMENT PHASE:

I remove the FOM marker (5.ID and 12.ID).

**1** [7.8] Not concerned.

**2** [7] : The German player moves his units and places his Unit Arrivals,

- 79.ID, 37.ID, 20.ID (18.ID +33.ID with a FOM) exit the map (+14 INF steps).
- FuS9.4u9, FuS9.4, FuS9.9: V35 to W35 ➔ 10 PTS,
- 5.ID+ 12.ID : U34 to Y32 ➔ 42 PTS,
- HQ AOK.1: U35 to W33 ➔ 32 PTS,
- HQ AOK.2 and AOK Maas: U34 to W33 ➔ 22 PTS,
- 38.ID : V33 to W33 ➔ 12 PTS,
- KMK.b2 : Q37(Entrained) to U35(Entrained): 6 PTS, blocked trains by the Tunnel Nasproué [16.1.9],
- SKM.b1 : Q37(Entrained) to T36(Entrained, behind the KMK.b2) : 5 PTS, [12.2.4].

As these Railroad-transported SAR units are not in FIP, their counters will stay on its "Transported" side, heading towards the RR direction used [12.5.3].

**Specific Structures Destruction:** No action.

**Railroad Network Delimitation:** No change.

**Split or Recombine Units:** No action.

#### COMBAT PHASE:

##### Resolution of Assault ABF

**1<sup>st</sup> AFF calculation against Loncin's Fort (N°9), hex X36:**

PiR.24 + RFuS9.9 + RFuS9.7 ➔ (4 +16 +2 and with +4 columns [15.5]) to 52 AFF PTS, but -1 column (if at least one fortification (fort N°7) [11.5.3]) so the column to be used is the 42 PTS column.

##### 1<sup>st</sup> Assault ABF results:

The d20 rolls an "11" divided by 2 rounded up, which gives a "6" [8.6.2], so the result on the Table is: ○ -11.

Loncin's fort has a CAB of 15, so the CAB becomes 15 -11 and -1 ([50 to 75% destroyed forts [11.6.14]) = 3.

The BEL player rolls a "10" on the d20, Loncin's fort is destroyed, and PiR.24 must now check its CAB test, its CAB becomes 15 +1+3 -1 [15.1.1] -2 (Fortification behind a River) [11.5.6] = 16. The German player rolls a "14" on the d20, it succeeds its CAB test, as "14" ≤ 16.

PiR.24 remains in its hex.

**2<sup>nd</sup> AFF calculation against Flémalle's Fort (N°11), hex X35:**

PiR.25 + KMK.b3 ➔ (96+ 4)= 100 AFF PTS, so the column to be used is the 94 PTS column [8.6.3], and +4 columns (PIO), -1 column (fort N°10) [11.5.3], ➔ 154 PTS column.

##### 2<sup>nd</sup> Assault ABF results:

The d20 rolls a "20" divided by 2 rounded up, which gives a "10" [8.6.2], so the result on the Table is: ●○ -3. Flémalle's fort is automatically destroyed, I remove it, and I can bombard the Hollogne's fort (N°10) with ○ -3 [11.5.4].

Hollogne's fort has a CAB of 15, so the CAB becomes 15 -3 -1 [11.6.14] = 11.

The BEL player rolls a "12" on the d20, Hollogne's fort is destroyed, and PiR.25 must now check its CAB test, its CAB becomes 15 +1+3 -1 -2 = 16 [11.5.6]. The German player rolls an "11" on the d20, the PiR.25 passes its CAB test, as "11" ≤ 16. PiR.25 remains in its hex.

#### COMBAT PHASE:

**A, B, C, D, E** No action.

### GT7 - BELGIAN SIDE

#### ADMINISTRATIVE PHASE:

**2 BEL** No unit on the map.

**2 GER** The LOC is good.

**3** No unit on the map.

#### BARRAGE PHASE:

With the forts of Liege, the BEL player wants to perform one ABU vs hex V35.

#### ARF Calculation:

The total BEL ARF is: +2(Lantin) +2(Liers) + 4(Boncelles) = 8 PTS.

With the column 8, the ARF can strike two German units (The BEL player chooses PiR.24 & PiR.25) stacked in the target hex [8.3.1].

The roll of a d20 gets a "20" divided by 2 and rounded up to a "10" [8.3.2].

#### ARF Results:

The result, found on the 8 column with a dice roll of "10" [8.3.3], is without effect.

#### MOVEMENT PHASE:

**1, 2** No possible action.

#### COMBAT PHASE:

**A, B, C, D, E** No possible action.



## TURN END BALANCE SHEET

Forts Destroyed	GER INF units exited
9 (75%) [11.6.14]	Step total of 24

## GT8 STARTS (LAST TURN)

### GT8 - GERMAN SIDE

#### ADMINISTRATIVE PHASE:

1 Not concerned.

2 GER The LOC is good:

- The Command Range is good: All distances between units (Armee Maas) and their HQ are less than or equal to eight hexes, and all distances between units (AOK.2 & AOK.1) and their HQs are less than or equal to nine hexes.
- There is a normal logistics line: All distances between units and usable HCR are well below 100 MF.
- And the restriction [13.2.1] is respected, all distances between INF units (Army Corps) and their HQs are less than or equal to four or five hexes.

2 BEL No unit on the map.

3 Structure Repair:

Hex U35, Tunnel de Nasproué, marker "1" becomes OK, I remove the marker.

#### BARRAGE PHASE:

1 1<sup>st</sup> AFF calculation against Boncelle's Fort (N°12), hex X35:

KMK.b3 : 96 AFF PTS, so the column to be used is the 94 PTS column [8.6.3].

1<sup>st</sup> Assault ABF results:

The d20 rolls a "17" divided by 2 rounded up, which gives an "8" [8.6.2], so the result on the

Table is : ○ -17.

Boncelle's fort is automatically destroyed, I remove it.

2 The German player announces the following assaults [11.5.1]:

- 1<sup>st</sup> Assault ABF with PiR.24 + RFuSa.9 + FuSa.4 + FuSa.4u9 against Liers's fort (N°7), X36.
- 2<sup>nd</sup> Assault ABF with PiR.25 + RFuSa.7 + FuSa.9 against Lantin's fort (N°8), X36.

#### MOVEMENT PHASE:

1 [7.8] Not concerned.

2 [7.1] The German player moves his units:

- 13.ID, 5.ID, 12.IB exit the map (+10 INF steps).
- 38.IB : W33 to W34 → 10 PTS.

Specific Structures Destruction: No action.

Railroad Network Delimitation: No change.

Split or Recombine Units: No action.

#### COMBAT PHASE:

Resolution of Assault ABF

1<sup>st</sup> AFF calculation against Liers's Fort (N°7), hex X36:

PiR.24 + RFuSa.9 + FuSa.4 + FuSa.4u9 → (4+2+18+14) → 38 PTS, so the column to be used is the 34 PTS column [8.6.3].

With +4 columns [11.5.5], the column to be used is the 78 PTS column.

1<sup>st</sup> Assault ABF results:

The d20 rolls a "5" divided by 2 rounded up, which gives a "3" [8.6.2], so the result on the Table is: ●○ -2.

Liers's fort is automatically destroyed, PiR.24 must not check its CAB test [11.5.6].

The Lantin's fort is the last fort → -6 [11.6.14]. Very important, I stop my assault with the PiR.24 [11.5.4]. This unit has already done a great job.

2<sup>nd</sup> AFF calculation against Lantin's Fort (N°8), hex X36:

PiR.25 + RFuSa.7 + FuSa.9 → (4+16+18) → 38 PTS, so the column to be used is the 34 PTS column [8.6.3]. With +4 columns [11.5.5], the column to be used is the 78 PTS column.

2<sup>nd</sup> Assault ABF results:

The d20 rolls an "8" divided by 2 rounded up, which gives a "4" [8.6.2], so the result on the Table is: ●○ -1.

Lantin's fort is automatically destroyed, I remove it, Victory.

PiR.25 must not check its CAB test [11.5.6].

A, B, C, D, E No action.

## GT8 - BELGIAN SIDE

#### ADMINISTRATIVE PHASE:

2 BEL No unit on the map.

2 GER The LOC is good.

3 No unit on the map.

#### BARRAGE PHASE:

No fort on the map.

#### MOVEMENT PHASE:

1, 2 No possible action.

#### COMBAT PHASE:

A, B, C, D, E No possible action.

## TURN END BALANCE SHEET

Forts Destroyed	GER INF units exited
12	Step total of 34

There are three INF units in Liege's ENC : PiR.24, PiR.25 & 38.IB.



Situation at the end of the scenario: All the forts are destroyed on August 16 as in reality, without the KMK.b2. Players, it's up to you to do better!

# DESIGNER'S NOTES

The First World War has always fascinated me especially the first 6 weeks of the conflict which saw maneuver warfare on a gargantuan scale. With the gigantic armies at the disposal of the different belligerents, the question "was it possible to obtain a quick and crushing victory in 1914?" led me to start designing **1914 - Nach Paris**.

To try and answer this question, in 2004, I embarked on this massive research endeavor. I began by gathering all the necessary data on the units, the fortifications, the different entrenched camps, the exact topography of the places and the structure and functionality of the railroad networks, which were extremely important at that time.

The main difficulty was to find the right sources, and gathering the data took a long time.

Chance did play a role at times, as it was in Italy, of all places, that I learned about the existence of a book dedicated to .... French railways and the war "*Les chemins de fer français et la guerre, 1922*". I used this book to correct and confirm the rules of Chapter 12.

I also used the military archives of both sides, namely the "Reichsarchiv, Der Weltkrieg 1914-1918, also the Bayerisches Kriegsarchiv", on the German side, the "Journaux des Marches et Opérations" and the numerous volumes of the collection "Armées françaises dans la Grande Guerre", for the French army.

Of course, I had to use other works for additional information, especially for the British and Belgian armies.

I have also called upon specialists on very specific subjects. In case you have specific requests, I recommend this very interesting forum : <https://forum.pages14-18.com>, where you can find a section in German and English.

The works written by the witnesses of this period, especially French ones, because they were all referenced by Jean-Norton Cru in his book "*Témoins*" published in 1929, have been meticulously analyzed. The details lived and felt by the combatants have obviously been taken into account. J-N Cru has also highlighted excellent testimonies, such as those of:

Maurice Genevoix, (*Sous Verdun, aout - octobre 1914\**) Pantheonized\*\* in 2020, Paul Linthier (*Ma pièce\*\*\**), Jean Galtier-Boissière, the very one who inspired me to name the great campaign scenario "En rase campagne, 1914", and the unavoidable Commander Grasset, with his very finely detailed books on the various disasters in Belgium in August 1914: "Rossignol-St Vincent", "Neufchateau", "Virton", "Ethe", all in the collection "*La guerre en action, War in Action*".

This solid historical basis allowed me to precisely model the units in the game, with customized stats, and, for the largest units, up to 5 steps.

This will allow you, especially during combat, to experience the life of the units as closely as possible. The Zone of Control, which takes into account the size and types of the units, as well as the Facing rules will also bring more realism.

To further distinguish between units of varying quality, several rankings have been created. One thus finds the two infantry divisions of the 20<sup>e</sup> CA respectively called "iron and steel division, 11<sup>e</sup> and 39<sup>e</sup> DI" and also the 2 German divisions of the GAK rated A+; I did some balancing so

that the number of units classified as "elite" between Allies and Germans is equivalent.

You could perhaps be surprised by discovering such high potentials for most of the units, I was too, but all these results were obtained by taking into account many parameters (numbers of soldiers, officers & NCO's, machine guns, guns, howitzers, quality of individual armament, level of training and instruction, discipline and experience...).

To take into account the foot Artillery Battalion (16 heavy howitzers, 15-cm s.FH .02) of German active corps, the ARF of their INF divisions have been significantly increased and are "red", which gives them some advantages.

Similarly, to take into account the 2 reserve infantry regiments of 2 battalions each included in a French active corps, the CBF of a corps INF division with a step loss is very close to the value of its full strength, (typically 26 to 23 points of CBF).

The decision to use a sequential system with clearly identified phases (igo-ugo system), already proven in many games, was an easy one.

For more linearity in the resolution of combats and other game functions, the use of a 20-sided dice also seemed to be a good compromise.

To develop the game system, it took a lot of testing to make the game as realistic as possible. The combat and barrage tables were scrapped and redone a number of times.

Years of testing with friends and family and good advice from specialists allowed the system to be continually enriched by including all the parameters influencing the conflict. Choices were made to find the best balance between complexity, historicity and of course, playability.

Since 2020, and more than a hundred years after the events, with Patrick from VUCA Simulations, this game on a brutal and defining conflict is being designed as a Franco-German project, which I find appropriate.

The Battle of the Marne seems ideal for a great confrontation between two players but the Grand Scenario will allow you to test your strategic commitments on a relatively wide front and for a longer period of time and with few constraints on the development of YOUR strategy.

You also have three optional rules chapters at your disposal; they will undoubtedly allow you to add another dimension to your games.

With the creation of each scenario, it has been a real pleasure to search for the positions of the different units and to estimate their Attrition Levels.

I hope that with this game system and the wide choice of scenarios, from small ones that can be played in an hour, to the full campaign, you will enjoy breathless games full of suspense and twists.

I sincerely thank all of those who have helped me in the making of this wargame. And finally, big thank you to Béatrice, my wife, and to Lionel and both Nicolas (S., and M.), for having believed in this project and having followed me in this adventure...!

To all, I say a warm thank you.

An expansion, "The Race to the Sea", is in progress.

**Bertrand Munier**

\* *Sous Verdun (Neath Verdun, August–October, 1914)*, First published in French 1916 by Hachette, First English translation by Hutchinson in 1916, ebook : <https://www.gutenberg.org/files/46770/46770-h/46770-h.htm>

\*\* The French government honors "great men" (and now women) by transferring their remains to the Panthéon, located in Paris in the 5<sup>th</sup> arrondissement.

\*\*\* *Ma pièce (My .75, Reminiscences of a Gunner of a .75 m/m Battery in 1914)*, Preface by Frances Wilson Huard.  
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Of course, many websites were consulted and they were also quite helpful.

*In italics:* Books originally written in German or English translated into French.

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— 1914 —

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