

BATTLE BOOK

# Clash of Giants

CAMPAIGNS of TANNENBERG and the MARNE, 1914



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# Tannenberg, 1914

## 1.0 INTRODUCTION

### 1.1 Tannenberg

On August 15, 1914, the Russian First Army under General Pavel Rennenkampf crossed the border into East Prussia. With the Second Army, under General Alexander Samsonov, advancing into East Prussia from the south, the two armies of General Zhilinskii's Northwest Front threatened to trap and destroy the outnumbered German Eighth Army, under General Prittwitz.

The first battle of the campaign was fought on August 17<sup>th</sup> at Stalluponen. Attacking without orders, the aggressive Prussian General Hermann von Francois, commander of the German I Corps, inflicted a sharp tactical defeat on one of Rennenkampf's divisions. In doing so, however, he cost the Germans the element of surprise—instead of blundering into the Eighth Army's prepared defenses along the River Angerapp, Rennenkampf cautiously halted the Russian advance around the town of Gumbinnen.

On August 20<sup>th</sup> the Germans attacked the Russian First Army and were bloodily repulsed. At the same time word arrived that the Russian Second Army was advancing on a broad front some 60 miles to the southwest. In a panic, Prittwitz phoned the German High Command to announce that he was abandoning East Prussia and retreating to the safety of the Vistula. As a result he was quickly sacked, replaced by the soon-to-be-famous team of Erich Ludendorff and Paul von Hindenburg.

Even before the new commanders arrived, however, the Eighth Army's brilliant Chief of Operations, Max Hoffmann, had

developed a plan to redeploy the Eighth Army to destroy Samsonov's forces. The stage was set for the climactic battle of Tannenberg, which resulted in the destruction of the Russian Second Army and the end of the first Tsarist offensive against Imperial Germany.

*Tannenberg* simulates this opening campaign of The Great War in the east at a division/brigade level. The German player is outnumbered, but has the advantage of the central position, and knowledge of Russian capabilities (provided by intercepted wireless orders). The Russian player has the larger force, but a creaky command and logistical structure with which to try to coordinate the actions of his two widely-separated armies.

It is August 15, 1914. The clash of giants is about to begin...

**Living Rules Note:** All segments marked with a red circle to the left of the rule are NEW additions or clarifications from the original book.

## 2.0 GAME COMPONENTS

### 2.1 The Game Map

**2.11 Game Scale.** Each hex on the map represents approximately 4.5 miles across. Each turn represents the passage of one or two days. Units are divisions or brigades.

*Design Note: The pace of events during the first week of the campaign was slowed by the shaking out of problems associated with mobilization, and the natural caution (except on the part of von Francois) exhibited by commanders in the opening days of a war (hence the variable time scale).*

**2.12 The Retreat Compass.** Note the Retreat Compass for each side on the map. German units retreat to the north, northwest and southwest. Russian units retreat to the northeast, southeast and south.

**Map Corrections:** 1) The terrain key in Tannenberg incorrectly reverses the German and Russian VP hexes. German VP hexes are yellow, Russian VP hexes are red. 2) The hexside between 1811 and 1910 is a river.

## 3.0 GAME SETUP

### 3.1 Counter Setup

**Note:** The color shading on the German counters may make it unclear which go to Tannenberg and which to Marne. All 8th Army counters are Tannenberg, the rest are Marne. (In other words, ALL the German units with an exact hex set up number are Tannenberg units, plus the 3R XX entering on Turn 2, and the 1 LW XX on Turn 11. All the other German units are Marne units.)

The Russian 53rd division which enters Tannenberg on Turn 3 is missing its ABC entry hexes notation.

Both players should take all the units they control and sort them into two piles: 1) units with an at-start setup code or hex number, and 2) units with a reinforcement turn of entry (circled). Place the reinforcements on the Turn Record Track.

**3.11 Russian Setup.** The Russian player sets up first. Place all units that start the game on the map in the Russian Entry Hex indicated on the counter. Place those Russian units with a hex number

printed on them in the indicated hex. Note that normal stacking limits do not apply in these hexes. Place all remaining Russian units on the Turn Record Track on the turn indicated on the unit. The Russian player begins with 0 Victory Points (VPs).



**3.12 German Setup.** The German player sets up second. All German units which start the game on the map have a specific hex number listed on the counter—these units must be set up in the indicated hexes. Place all remaining German units on the Turn Record Track on the turn indicated on the unit. The German player begins with 15 Victory Points (VPs).

**Note:** The German 1st Cavalry Division sets up overstacked at the start. It must comply with stacking limits at the end of German movement on turn 1.

## 4.0 HOW TO WIN

### 4.1 Game Victory

Victory is determined at the end of the September 2 game turn (turn 15). The player with the most victory points wins. A tie is a Russian victory. The Russian player scores victory points for those hexes marked with a red victory number, the German player for those marked with a black victory number. Note that hex 2804 is a Russian victory hex—this represents the successful breaching of the outer Königsberg defensive works and the placing of the fortress city under close siege.

### 4.2 Hex Control

**4.21 At Start.** At the start of play, the German player controls all hexes in Germany. The Russian player controls all hexes in Russia.

**4.22 Victory Hex Control.** A player scores the victory points for a specific hex if:

- 1) He controlled that hex at the start of the game and no enemy unit has entered it, or
- 2) He controlled that hex at the start of the game and a friendly supplied unit was the last to enter that hex, or
- 3) The opposing player controlled the hex at the start of the game and he was the last to enter that hex with a friendly, supplied infantry unit.

**AS** units are not considered supplied for the purpose of this rule.

Note that all victory hexes at the start of the game are under German control, so conditions 1 and 2 apply to the German player, and condition 3 to the Russian.



## 5.0 SEQUENCE OF PLAY

### 5.1 The Turn Sequence

Each game turn represents one day of real time. The sequence for a game turn is outlined below. Note the sequence below takes precedence over the generic sequence in the standard rulebook.

### 5.2 The Sequence of Play

- I. Mutual Supply Determination Phase
- II. Russian Player Turn
  - A. Russian Reinforcement/Replacement Phase
  - B. First Russian Operational Phase
  - C. Second Russian Operational Phase
  - D. Russian Combat Phase
  - E. Russian Recovery Phase
- III. German Player Turn
  - A. Wireless Intercept Phase
  - B. German Reinforcement/Replacement Phase
  - C. German Operational Phase
  - D. German Combat Phase
  - E. German Recovery Phase
- IV. Game Turn Advance/Victory Phase

### 5.3 Phases and Procedures

**5.31 Mutual Supply Determination Phase.** Check all units of both sides. Place “AS” and “OoS” markers as appropriate. The supply status lasts until the next Mutual Supply Determination Phase. All units of both sides begin game turn 1 in supply.

### 5.32 Reinforcement/Replacement Phases

**5.321 Russian Phase.** Newly-arriving Russian units may be placed on any Russian Entry Hex of that army (to the east for the First Army, to the south

for the Second Army) unless a specific Entry Hex is indicated on the Turn Record Track. There are no stacking limits in Russian Entry Hexes.



Flip units taking replacements and mark them with Replacement markers (also signifying that those units cannot move or attack). The Russian player may place up to two Replacement markers on eligible First Army infantry units, and one Replacement marker on an eligible Second Army infantry unit.

5.322 German Phase. On their turn of arrival, German reinforcements may be placed on a rail line in any town/city in Germany at least seven hexes away from any Russian unit. The unit must be able to trace a path of contiguous rail hexes free of Russian units and ZoCs (regardless of the presence of friendly units) to a German western map edge supply source. Unlike Russian reinforcements, stacking limits must be observed when placing German reinforcements.



Flip one unit taking replacements and mark it with a Replacement marker (also signifying that the unit cannot move or attack). The German player may place his single Replacement marker on any eligible infantry unit.

### 5.33 Operational Phases

5.331 First Russian Operational Phase. The Russian player rolls on the Command Track to determine the current Movement Allowance (MA) for all units of ONE of his two armies this turn. On turn 1 he must choose to activate the First Army, because the Second Army may not move on turn 1. On turns 2 through 4 the Russian player chooses which army he wishes to activate and move in this phase. Place the Army Command marker (ACM) on the Command Track as a reminder. Starting on turn 5, he must choose whichever army the German player chose in the previous Wire-

less Intercept Phase, using the command roll made at that time (the ACM placed at that time will serve as a reminder). The Russian player moves all units desired of the currently active army up to the limits of their current MA.

5.332 Second Russian Operational Phase. Skip this phase on turn 1. Starting on turn 2, the Russian player rolls on the Command Track to determine the current MA for all units of the Russian army that was not active in the First Russian Operational Phase. Place the ACM on the Command Track as a reminder. The Russian player moves all units desired of the currently active army up to the limits of their current MA.

5.333 German Operational Phase. The German player has two Commands: 1) the two units of the German I Corps and 2) the rest of the Eighth Army (all other units). The German player must always activate and complete the movement of the German I Corps before the Eighth Army. The German player rolls on the Command Track to determine the Eighth Army's current MA. Note that the four units of the German 1st Cavalry Division always have their printed MA available (subject to supply). Starting on turn 5, two German units may move by Strategic Movement [15.0].

### 5.34 Russian Combat Phase

The Russian player may attack adjacent German units according to the combat rules, but the Russian First and Second Army units may never combine in an attack. All Russian attacks may be resolved in any order desired.

### 5.35 Recovery Phases

5.351 Russian Phase. Remove both Russian ACMs from the Command Track at this time. Remove the Russian Replacement markers.

5.352 German Phase. Remove both German ACMs from the Command Track at this time. Remove the German Replacement marker.

5.36 Game Turn Advance/Victory Phase. Advance the Game Turn marker and be-

gin a new game turn with the Mutual Supply Determination Phase. At the end of the September 2 turn, determine victory [4.0].

5.37 Wireless Intercept Phase. Starting on turn 4, the Russian player rolls during this phase to determine the Movement Allowance of one of his two armies for the First Russian Operational Phase of the following turn. The German player chooses which army (First or Second), and the Russian player rolls the die. The German player will thus have advance knowledge of the MA for the Russian army of his choice, and that army must also move first in the following Russian player turn.

## 8.0 SUPPLY

### 8.2 How Units Are Supplied

8.21 Supply Source Hexes. The green Entry Hexes are used as supply source hexes for the Russians. First Army units must trace to such hexes on the eastern map edge, Second Army units must trace to such hexes on the southern map edge.

German units must trace supply to the gray supply hexes on the western map edge, or to Konigsberg.

#### 8.22 Tracing a Supply Line

8.221 Konigsberg. German units tracing supply to Konigsberg may trace no more than six hexes long.

8.222 Rail Lines. Rail lines in Tannenberg have no effect on supply. Their only effect is on the placement of German reinforcements and on German Strategic Movement.

*Design Note: What! A WWI game where railroads are ignored for supply? Yup. While it is true WWI armies were ultimately tied to railheads for supply, the armies in August 1914 frequently attempted Napoleonic-style operations that pushed them far from their normal logistical tether. (That was true both of Samsonov in this battle and von Kluck at the Marne.)*

*Furthermore, tying supply to the rail lines would scarcely affect the Germans, who have*

a plentiful rail net inside East Prussia. As for the Russians, most of their logistical problems are tied into their Command die rolls.

Finally, and odd as it may seem to us, looking back today, commanders in 1914 did not think in terms of interdicting enemy rail lines. The Germans at Tannenberg were intent on surrounding the Russian Second Army, not cutting its (largely non-existent) rail connections. To force players to trace supply to rail lines would result in very ahistorical attempts to halt the Russian advance with a single cavalry unit holding a rail line.

### 8.3 Procedure

**8.31 Russian Second Army Supply.** The Russian 2nd Army units have no attenuated supply. If they have no supply line during a Mutual Supply Determination Phase, they are marked with an OoS counter.



*Design Note: Logistics for the Russian Second Army began to break down even before that army crossed into East Prussia.*

- **8.32** Russian 2nd Army units east of hexrow 3400 inside Russia may trace supply through hexes in Russia (only) without regard to the Russian retreat compass.

## 9.0 REINFORCEMENTS AND REPLACEMENTS

### 9.2 Reinforcements

**9.21 Russian Reinforcements.** Russian reinforcements are placed on the lettered Entry Hexes (which also act as Supply Sources) marked on the map. Russian reinforcements arrive at any reinforcement hex of their particular army; east map edge for the First Army, south map edge for the Second Army, unless otherwise indicated on the Turn Record Track.

**9.22 Russian Entry Hexes.** There are no stacking limits in Entry hexes, but units must exit them at the earliest opportunity, at which point stacking limits apply. German units may never end their move in or adjacent to a Russian Entry Hex. No combat may take place in such hexes.

**9.23 German Reinforcements.** On their turn of arrival, German reinforcements may be placed on a rail line in any town/city in Germany at least seven hexes away from any Russian unit. The unit must be able to trace a path of contiguous rail hexes free of Russian units and ZoCs (regardless of the presence of friendly units) to a German western map edge supply source. Unlike Russian reinforcements, stacking limits must be observed when placing German reinforcements.

### 9.3 Replacements

Each side has Replacement markers that may be used once *per turn* to rebuild units that have been reduced in combat. The German player has one Replacement marker and may rebuild one step per turn. The Russian First Army has two markers and may rebuild two steps per turn. The Russian Second Army has one marker and may rebuild one step per turn. Replacement markers also signify that the unit is “Done”—not able to move or attack.

Steps may not be saved, nor may they be exchanged between armies. The marker limit is an absolute per-turn replacement limit for each army.

**9.31 Replacement Restrictions.** To be eligible for replacements a unit must be in map-edge supply (not fort/Konigsberg supply; not under an OoS or AS marker).

## 10.0 COMMAND

### 10.1 In General

Both players must roll a die and compare the result to the Command Track to determine the MA for all units of an army.

**Exception:** German cavalry always uses its printed movement factor.

### 10.4 Russian Commands

The Russian Player rolls on the Command Track to determine the current MA

for all units of his two armies. One army is activated in each of the two Russian Operational phases. On turn 1 he must choose to activate the First Army, because the Second Army may not move on turn 1. On turns 2 through 4 the Russian player chooses which army he wishes to activate and move in this phase. Place the Army Command marker (ACM) on the Command Track as a reminder. Starting on turn 5, he must choose whichever army the German player chose in the previous Wireless Intercept Phase, using the command roll made at that time.

**10.41 First Army.** Starting with the first command roll following any combat in which a defending (not attacking) infantry unit of the First Army loses a step in combat, and for the rest of the game, use the “After loss” line of the First Army Command Track.

**10.42 Second Army.** The Second Army may not activate on turn 1. On turns 2-4 (only) use the “turn 2-4” line of the Second Army Command Track.

### 10.5 Wireless Intercept Phase

Starting on turn 4, the Russian player rolls during this phase to determine the Movement Allowance of one of his two armies for the First Russian Operational Phase of the following turn. The German player chooses which army (First or Second), and the Russian player rolls the die. Use the ACM marker for the chosen army as a reminder. The German player will thus have advance knowledge of the MA for the Russian army of his choice, and that army must also move first in the following turn’s First Russian Operations Phase.

*Design Note: This rule simulates the advantage the Germans had in reading Russian orders sent by wireless in an easily deciphered simple block code.*

### 10.6 German Commands

The German player has two Commands: 1) the two units of the German I Corps and 2) the rest of the Eighth Army (all other units). The German player must al-

ways activate and complete the movement of the German I Corps before the Eighth Army. After moving the I Corps, the German player rolls on the Command Track to determine the Eighth Army's current MA. Note that the four units of the German 1st Cavalry Division always have their printed MA available (subject to supply).

**10.61 German I Corps Attack State.** Once per game on any of turns 1 through 4, the German Player must place the German I Corps in an "Attack State." This is done before, and in place of, the I Corps Command Roll. The I Corps may only be placed in an Attack State if at least one of its two divisions is on the map, in full map edge supply, and within six MPs of a Russian unit. If both divisions are on the map they must be within four hexes (that is, three intervening hexes) of one another at this time.

If these requirements are met the German player may declare the I Corps in an Attack State, placing the I Corps ACM on its "von Francois Attacks" side on the Command Track as a reminder. All fully-supplied I Corps units now have a MA of six this turn, but at least one of the I Corps units must attack this turn. Upon declaration of the Attack State, if for any reason this attack is not made, the German player forfeits the game.

If the German player fails to place the I Corps in Attack State by the end of turn 4, he loses the Eighth Army H/L command roll modifier [10.62].

*Design Note: An able and aggressive corps commander, von Francois could be insubordinate at times—his attack without orders at Stalluponen disrupted the defensive plans of the Eighth Army commander. If the I Corps is never placed in Attack State it means Prittwitz has shown uncharacteristic backbone and maintained a tighter hold on his army. As a result, he doesn't panic and threaten a withdrawal to the Vistula, and is not replaced by Hindenburg/Ludendorff.*

**10.62 Eighth Army.** Starting on game turn 5, and for the rest of the game, the German player uses the H/L line of the Eighth Army Command Track, if and only if he has fulfilled the German I Corps Attack conditions [10.61].

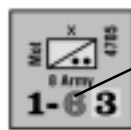
## 11.0 OPERATIONAL MOVEMENT

### 11.2 Limits

In addition to those limits listed in the basic rules, units may neither enter nor end their move adjacent to an enemy map edge supply source hex (though they may enter Konigsberg).

### 11.6 Cavalry Restrictions

**11.61 German Cavalry.** The German 1<sup>st</sup> Cavalry Division units have their Movement Allowance printed in the bottom center (either 8 or 6). Subject to supply effects, they always uses their printed MA. German cavalry moves along with the Eighth Army, after the I Corps has completed its movement.



Movement Allowance

**11.62 Russian Cavalry.** Russian Cavalry has the same MA as the army to which it belongs.

*Design Note: Yes, Russian cavalry have the same MA as the infantry of their respective armies. The Russian cavalry, of variable quality at the best of times, was at its worst during this campaign, largely because of incompetent corps level command.*

## 15.0 STRATEGIC MOVEMENT

### 15.1 In General

Only the German Player may perform Strategic Movement. This simulates the use of rail movement to redeploy a German corps. Up to two German non-motorized infantry units, of any size, that start the game on the map may use



Strategic Movement. Each unit may use Strategic Movement only *once per game*, but both units need not use Strategic Movement on the same turn. No Strategic Movement is allowed prior to turn 5. The two Strategic Movement markers are provided as a reminder of the usage limit.

### 15.2 Procedure

To use Strategic Movement, a German non-motorized infantry unit must begin the Operational Phase in a town or city inside Germany on a rail line, not in a Russian ZoC and able to trace a path of contiguous rail hexes free of Russian units and ZoCs (regardless of the presence of friendly units) to a German west map-edge supply source. During the Operational Phase, after rolling for command but before any movement, remove the unit(s) from the map and place the unit(s) on the Turn Record Track two game turns later (mark the unit with a Strategic Movement marker). *For example, if the unit was removed on turn 5, place it on the track on turn 7.*

The unit(s) may be returned to the map starting on that turn or any subsequent turn, but the unit may be held off the map no more than two turns after it was eligible to return. *For example, if the unit was eligible to return to the map on turn 7, it can return on turns 7, 8 or 9—but no later than turn 9.*

Units are returned to the map during the Reinforcement Phase. Returning units must be placed in any German-controlled town or city inside Germany on a rail line, not in a Russian ZoC and able to trace a path of contiguous rail hexes free of Russian units and ZoC (regardless of the presence of friendly units) to a German west map edge supply source in full (map edge) supply.

Stacking limits must be observed when units are returned to the map. If both units are returned to the map on the same turn they must be placed on the same hex.

Returning units may perform normal movement and combat on the turn of their return.

# The Marne, 1914

## 1.0 INTRODUCTION

### 1.1 The Marne

In the West, The Great War began with two great offensives. In the north, the German Schlieffen Plan, as modified by the German commander, General Helmuth von Moltke (nephew of the Great Moltke who had won Germany's wars of unification) sent four armies on a scythe-like swing through Belgium into northern France. In the south, the French under General Joseph Joffre launched Plan XVII, a series of frontal assaults against the German armies in Alsace-Lorraine and the Ardennes.

By August 31<sup>st</sup>, the French plan had collapsed, while the German aim of enveloping Paris and the French armies from the west had likewise been abandoned. Instead, east of the French capital, the German armies were advancing to the south and southeast in pursuit of the retreating French Fifth Army and the British Expeditionary Force.

By September 4<sup>th</sup> the German First Army of General Alexander von Kluck was south of the Marne, and considerably ahead of its left-hand neighbor, General Karl von Bulow's Second Army. Still intent on his pursuit of what he believed to be a beaten enemy, von Kluck detailed a single corps to protect his right flank against an attack from the direction of Paris.

Unknown to the Germans, the Allied armies had rallied, and Joffre, shifting forces steadily from east to west, had built a new Sixth Army at Paris. It was

now positioned to strike von Kluck's exposed right flank. On September 5<sup>th</sup> the Battle of the Marne began.

It is August 31, 1914. The campaign is about to begin...

## 2.0 GAME COMPONENTS

### 2.1 The Game Map

**2.11 Game Scale.** Each hex on the map represents approximately 3.3 miles across. Each turn represents the passage of one day. Units are divisions and brigades.

**2.12 The Retreat Compass.** Note the Retreat Compass for each side on the map. German units retreat to the northwest, north and northeast. Allied units retreat to the southwest, south and southeast.

**2.13 Start Hexes.** The northernmost hexes (numbered xx01) on the map are called Start Hexes, and are marked as either Allied or German. Most units begin the Campaign Game in the Start Hexes. German reinforcements enter the game through the German Start Hexes.

Zones of Control do not extend into or out of the Start Hexes. Units in Start Hexes may not be attacked. Units in Start Hexes are always in supply. All Start Hexes are considered to be clear terrain for all purposes. Allied units may never enter German Start Hexes. German units may enter and pass through the Allied Start Hexes on their way to the map.

Both starting units and reinforcements must move onto the map as soon as possible (as soon as their army is activated and they have the movement al-

lowance to do so). Units may never re-enter Start Hexes once they have entered the map.

**Exception:** Defending German units may retreat onto Start Hexes to avoid elimination. They must re-enter the map as soon as possible.

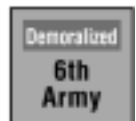
Units of either side in a Start Hex may attack onto the map if they were prevented by enemy units from entering the map during their Operational Phase. They must advance after combat onto the map if possible.

## 3.0 GAME SETUP

### 3.1 Campaign Setup

Both players should take all the units they control and sort them into two piles: 1) units with a reinforcement turn of entry to the right of the unit type box, and 2) those units without such a number. Place the reinforcements on the Turn Record Track on the turn indicated.

**3.11 Allied Setup.** The Allied player sets up first. Place all French and British units that start the game as part of a particular army (those with no reinforcement turn number) in an Allied Start Hex on the north edge of the map containing that army's number. The Allied player may place units in excess of the stacking limits if necessary. Units assigned to the "FCP" are placed anywhere within the Fortified Camp of Paris, within stacking limits. Place a Demoralized marker on each Allied Army's Command Track.



**3.12 German Setup.** The German player sets up second. Place all German units that start the game as part of a particular army (those with no reinforcement turn number) in a German Start Hex on the north edge of the map containing that army's number. Normal stacking limits apply.

● **Note:** Ignore the German 1st Army Cavalry Command Marker (but see the optional rule 16.3 below).

### 3.2 Battle Scenario

Alternatively, see 17.0 for the setup to begin the game on turn 6, if you wish to focus more directly upon the Battle of the Marne itself (skipping the German pursuit leading into it).

### 4.3 Hex Control

**4.21 At Start.** At the start of play, the Allied player controls all VP hexes on the map.

**4.22 Gaining Control.** The German player gains control of a VP hex the instant a supplied German unit enters that hex; the Allied player regains control the instant a supplied Allied unit enters the hex. Control of a given hex may switch from one side to the other any number of times during play as units move across the map. Mark control of VP hexes by flipping the Control marker to the appropriate side each time control changes hands.

● **AS units are not considered supplied for the purpose of this rule.**

## 4.0 HOW TO WIN

### 4.1 Game Victory

Victory is determined at the end of the September 11 game turn (turn 12). The player who controls the majority of Red Primary Victory Hexes wins. If neither player controls a majority, the player who controls the majority of Black Secondary Victory Hexes wins. A draw is not possible.



### 4.2 Instant Victory

The German player wins at the moment he occupies any city hex of Paris with a German combat unit. The game ends immediately at that point.

*Design Note: No, the capture of Paris would not win the war for the Germans, but it would have had significant political effects, and represents a significant enough development to give the German player the victory.*

## 5.0 SEQUENCE OF PLAY

### 5.1 The Turn Sequence

Each game turn represents one day of real time. The sequence for a game turn is outlined below. Note the sequence below takes precedence over the generic sequence in the standard rulebook.

### 5.2 The Sequence of Play

- I. Allied Player Turn
  - A. Allied Logistics Phase
    - 1. Supply Segment
    - 2. Reinforcement Segment
    - 3. Rally Segment
  - B. Allied Operational Phase
    - 1. Command & Movement Segment
    - 2. Command & Movement Segment
    - .. etc. (one segment per Army Command marker)
  - C. Allied Combat Phase
  - D. Allied Recovery Phase
- II. German Player Turn
  - A. German Logistics Phase
    - 1. Supply Segment
    - 2. Reinforcement Segment
    - 3. Rally and Replacement Segment
  - B. German Operational Phase
    - 1. Command & Movement Segment
    - 2. Command & Movement Segment
    - .. etc. (one segment per Army Command marker)
  - C. German Combat Phase
  - D. German Recovery Phase
- III. Game Turn Advance/Victory Phase

### 5.3 Phases and Procedures

#### 5.31 Logistic Phases

**5.311 Supply Segment.** Check all units, and place "AS" and "OOS" markers as appropriate. The supply status lasts until that player's next Supply Segment. All units of both sides begin game turn 1 in supply.

**5.312 Reinforcement Segment.** Newly arriving units may be placed in the entry hex indicated on the counter. If that hex is currently under enemy control any units entering there this turn are eliminated instead.

- 5.313 Rally Segment. The active player checks any currently Demoralized armies to see if they have fulfilled the conditions necessary for Rallying.

### 5.32 Operational Phases

The active player places all of his available ACMs in an opaque cup. He then randomly draws one ACM from the cup and performs the first Command & Movement Segment with only units of the army selected.

5.321 Command & Movement Segment. The active player rolls one die and finds the result on the Command Track of the Army whose ACM was drawn from the cup. The corresponding box on the track shows the current Movement Allowance (MA) for all units of the army whose ACM was drawn [8.0]; place the ACM on the Command Track in that box as a reminder. The active player then moves all the units he wishes of the currently active army, up to the limits of their current Movement Allowance.



After the first Command & Movement Segment is completed, the active player then repeats the procedure for each remaining army, one by one, as he draws the ACM markers from the cup.

French units which end their move within the area of a different army that has not yet activated this turn should be marked with a Done marker.

Note that unlike the French forces, which are activated according to the army area they occupy, the British BEF units are always activated together [8.0].

### 5.33 Combat Phases

5.331 Allied. The Allied player may attack adjacent German units according to the combat rules, but French and British units may never combine in an attack. All attacks may be resolved in any order desired, with eligible units advancing after combat. Allied units

may never attack German units in the Start Hexes (Allied or German) on the north map edge.

### 5.34 Recovery Phases

Remove Done markers from units. Remove ACMs from the Command Track.

5.36 Game Turn Advance/Victory Phase. Advance the Game Turn marker and begin a new game turn. At the end of the September 11 turn, determine victory [4.0].

## 8.0 SUPPLY

### 8.2 How Units Are Supplied

8.21 Supply Source Hexes. Allied supply sources are any hex on the south map edge (1025, 1125, 1225 and so on). French units within the boundary of the Fortified Camp of Paris may trace supply to any Paris city hex.

German units trace supply to any hex on the north map edge (1002, 1102, 1202 and so on).

Units of both sides in Start Hexes are always considered to be in supply.

### 8.3 Procedure

8.31 German First Army Supply. German units within the German First Army area boundary have no Attenuated Supply status. If they have no supply line during a Supply Determination Phase they are always marked with an OoS counter.

*Design Note: At the outer edge of the great German wheel through Belgium and northern France, the First Army was farthest from its railheads, and suffered the greatest amount of fatigue from constant forced marching.*

## 9.0 REINFORCEMENTS AND REPLACEMENTS

### 9.2 Reinforcements

9.21 Allied Reinforcements. Allied reinforcement units are placed on the turn indicated on the unit. FCP units may set up anywhere, subject to the stacking limits, in friendly controlled supplied hexes in the Fortified Camp of Paris. The French 4th Army reinforcements are placed on the south map edge within that army. If units cannot enter the game on the turn indicated they do not enter the game. For game purposes they are considered eliminated.

9.22 German Reinforcements. German reinforcements are placed in any German Start Hex containing the number of the army indicated on the unit. Stacking limits apply.

### 9.3 Replacements

Units may attempt to gain replacements during the Command & Movement Segment as explained below.

9.31 Restrictions. A unit may only attempt to receive replacements when it belongs to an army which rolls a "2\*" result on the Command Track. Only reduced two-step units may attempt to receive replacements. A unit must be in full supply (free of either AS or OoS markers) in order to make the attempt. Units may attempt to receive replacements while in an enemy ZOC.

Note: French units within the Fortified Camp of Paris may roll for replacements if the French 6th Army has a command roll of \*2.

9.32 Procedure. Mark the unit attempting to receive replacements with a Done marker (whether the attempt is successful or not), roll one die. The unit regains a step if the die roll result falls within the listed range:



*French:* Roll is less than or equal to the unit's TER (and remember that units of a demoralized army outside the FCP have their TER reduced by 1).

*BEF:* Roll is a 1.

*German:* Roll is less than the unit's TER.

**9.33 Paris Taxis.** The Paris Taxis marker acts as an automatic one-time replacement step for any one French unit that can trace to any Paris hex a path not longer than ten hexes in length and free of enemy units or their ZoCs (enemy ZoCs not negated by friendly units).



This replacement may be saved for use in any turn, and on any unit regardless of the Army's Command Table result.

The unit for which the Paris Taxis replacement is used is *not* marked with a Done marker, and is free to move in the same turn in which it receives the replacement.

## 10.0 COMMAND

### 10.2 Command Tracks

Each army is activated individually when its ACM is drawn during the current Operational Phase. A die roll result on the Command Track determines the Movement Allowance for all units of the activated army. The owning player must complete all movement for all units within the indicated army boundary hexsides before drawing another ACM. Once he draws another ACM, he may not go back and adjust or re-do the movement of units of an army that has already moved.

*Design Note: Cavalry has the same movement allowance as infantry in the Marne. By this time in the campaign the horses of both sides were exhausted and the cavalry commanders grown markedly more cautious.*

### 10.3 Pursuit Rules

The following rules are in effect on turns 1 through 4 (inclusive) of the Campaign Game.

**10.31** All "2\*" results on the Command Table are treated as "3" results.

**10.32** German units may not move across German army boundary hexsides [10.4] during their Operational Phase.

**10.33** Allied units may move only in directions allowed by the Allied Retreat Compass. On turns 1 and 2, all Allied units must attempt to expend their full current Movement Allowance. On turns 3 and 4, BEF units must attempt to expend their full current Movement Allowance.

**Exception:** French units starting their Operational Phase within the Fortified Camp of Paris are exempt from this movement restriction.

**10.34** Demoralization effects automatically apply to all Allied Armies (turn 5 is the first opportunity to Rally any of them). See 10.5.

### 10.4 Army Boundaries

**10.41 Army Boundary Hexsides.** The boundary hexsides of each army are marked on the map. A unit always belongs to the army of its own nationality within whose boundaries it finds itself at any given moment.

*EXAMPLE: A French unit in hex 3903 is part of the French Ninth Army. A German unit in hex 3903 is part of the German Third Army.*

**10.42 British Expeditionary Force.** The BEF may operate freely anywhere within the boundaries of the French Fifth and Sixth Armies, but may not move voluntarily into the Fortified Camp of Paris (FCP). The BEF is always treated as one army for all purposes, even if its units are spread across both French Army areas.

**10.43 Fortified Camp of Paris.** The area marked by the red border around Paris is the Fortified Camp of Paris (FCP). French units within the FCP:

- Activate as part of the French Sixth Army.
- Which begin their movement within the FCP, always have a

MA of 8 as long as they also end their movement within the FCP.

- May trace supply to any Paris city hex.
- May ignore the effects of the Pursuit Rules [10.3].
- May ignore the effects of Demoralization [10.5].

British units may not end their movement within the FCP. If forced to retreat into the FCP they must exit it at the earliest opportunity.

FCP units are always free to leave the FCP.

**10.44 Crossing Boundary Hexsides.** A unit that ends its move within the boundaries of a friendly army which has not yet had its ACM drawn must be marked with a Done marker. This is solely to prevent a unit from being able to move twice in one turn. The unit will be free to move as part of its new army on the following turn.



German units may not move across friendly army boundary hexsides on turns 1 through 4.

French units of a Demoralized army may not move across friendly army boundary hexsides.

BEF units may move freely across the French Fifth and Sixth Army boundary hexsides, but may not move across the French Fifth and Ninth Army boundary hexsides or into the Fortified Camp of Paris.

Units of both the French Fourth and German Fourth Armies marked with a yellow background color in the unit type box may not move across friendly army boundary hexsides—they must stay within their respective areas. These units may retreat across army boundary hexsides to avoid elimination, but must move east of the boundary as soon after as possible.

*Design Note: This represents the need to maintain contact with the armies fighting to the east of the game map.*

## 10.5 Demoralization and Rally

**10.51 Allied Demoralization.** All Allied armies begin the game Demoralized. All units of a Demoralized army suffer the following effects:



- The TER of each unit is reduced by one. **Exception:** French units within the Fortified Camp of Paris are exempt from this effect.
- Units may not move across an Allied Army Boundary hexside during their Operational Phase. **Exceptions:** The BEF ignores this effect.

The boundary movement restriction for an army is removed if all adjacent armies have rallied on a previous turn [10.52].

**10.52 Allied Rally.** Starting on turn 5, and on each subsequent turn, the Allied player checks each Demoralized army to see if it has Rallied. Once Rallied, an army is never subject to Demoralization again.

Individual armies may rally at the start of any turn (5 or later) according to the following specific rules:

**French Sixth Army:** Rallies if all of units of that army are within the Fortified Camp of Paris regardless of the presence of German units.

**French Fifth or Ninth Armies:** Rallies if all of units of that army are south of the Seine and/or Aube River.

**French Fourth Army:** Rallies if all of units of that army are south of hexrow xx17.

**The BEF:** Rallies when both the French Sixth and Fifth Armies have rallied.

**Any Allied Army:** Rallies if no unit of that army is currently adjacent to a German unit (AS and OoS units of either side are ignored for the purpose of this rule).

*Design Note: Notice that the Command die rolls for Allied armies other than the French Ninth yield fewer Movement Points on average once they have rallied. This is intentional. The Allied commanders found it hard to switch mental gears to an offensive mindset*

*after nearly two weeks of retreat. Ferdinand Foch, the ultra-aggressive commander of the French 9th Army, was an exception.*

## 15.0 STRATEGIC MOVEMENT

Each turn one active French infantry unit (division or brigade) may move by rail in place of its normal movement. It must begin its Operational Phase on a rail hex, not in an enemy ZoC, and able to trace to Paris a line of contiguous rail hexes free of enemy units or ZoCs (regardless of the presence of friendly units). Place the Entrained marker on the unit and roll two dice. Adds the numbers rolled—this is the unit's rail movement allowance. It may move up to that number of contiguous rail hexes, but may not at any point enter an enemy ZoC (regardless of the presence of friendly units). Once the move is completed, remove the Entrained marker (which is used simply to remind you not to enter an enemy ZoC).



Apart from this, rail hexes have no other effect on play.

*Design Note: The Germans had at this point basically outrun their rail supply. The French had a large number of rail lines for supply, and were in danger only if the Germans surrounded them, or advanced far enough south to cut the last direct connection between Paris and eastern France (represented by the Victory Conditions).*

*At The Marne the Germans had basically advanced beyond the reach of their railheads, while the French rail lines were busy moving supplies and transporting the French reinforcements that appear in the game.*

## 16.0 SPECIAL UNITS

### 16.1 German Detachments

The German player may form up to two one-step brigade detachments during the the game. Only divisional units with two steps may form brigade detachments.

To form a detachment, a unit must begin its Operational Phase in supply. Simply subtract one step from the “parent” unit to detach the brigade. Place the newly-detached brigade in the hex with its parent. Stacking limits must be observed at the end of the Operational Phase.

The detached units behave as normal German units for the rest of the game. They may not be reattached.

### 16.2 Optional German Reinforcements

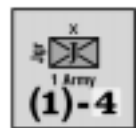
German Player can add to his starting units three corps (six divisions). All six units may be added to the German starting forces at a cost of two SECONDARY VPs. At the end of the game, subtract two from the German total of secondary VPs. This, of course, has no effect if the Germans take Paris, or a player wins by holding a majority of primary VPs.

German optional units may overstack on set-up (but the infantry/cavalry restriction still applies); they must meet normal stacking limits as soon as physically possible.

*Design Note: The Guard Reserve and 11th Corps were units sent by Moltke to the East Front after the fall of Namur. The 7th Reserve Corps was used to besiege Maubeuge, arriving at the Aisne River just after the battle of the Marne. If it is taken as an optional unit, we are assuming that Maubeuge was masked by one of the 7th Reserve's brigades rather than taken. All optional units must be taken together, under the assumption that Moltke has decided not to waver from the concept of the Strong Right Wing.*

### 16.3 German Jaeger Brigade

The German Jgr Brigade unit is treated as a cavalry unit for all purposes. It may not attack (its combat factor is shown in parentheses).



*Design Note: This unit represents an amalgam of various light infantry and motorized battalions used to screen the gap between the First and Second Armies.*

● **Optional:** The Marker (and the separately colored 1 Army Cavalry counters) is left over from a rule that was dropped after the counters went to the printer, so they can be ignored. But, otoh, since they are still there, optionally you can do the following:

Treat the German 1st Army and 1st Army Cavalry as two separate commands, both using the 1st Army Command Track. The three 1st Army Cavalry units are only treated as a separate command within the 1st Army boundary, and only those three units are so treated (ignoring any other cavalry that later attaches itself to 1st Army).

### 16.4 British Cavalry Training

British cavalry uses its printed TER when defending against enemy infantry.

## 17.0 BATTLE SCENARIO: THE ALLIED COUNTERATTACK

### 17.1 In General

This scenario depicts the Battle of the Marne proper, from the initial Allied attacks by the French Sixth Army to the German decision to withdraw behind the Aisne River.

### 17.2 Length and Victory Conditions

This scenario begins at the start of game turn 6 (September 5). It concludes at the end of turn 12. All normal rules and victory conditions apply.

### 17.3 Scenario Setup

All units are set up at full strength as follows. All Allied Armies have Rallied. Note that when a corps (XXX) is listed, set up both units of that corps.

● All German units may set up in any hexes (subject to the stacking limits)

within 1 hex of their listed set up hex, not including any Allied set up hexes.

*Design Note: The historical battle scenario strongly favors the Allies (the Germans, having allowed the Allied armies to escape during the pursuit, are in a bad way). The following two optional rules should make the scenario more competitive. Use of 17.5 may often lead to the game ending in a draw, perhaps a more accurate description of the battle, for all its strategic implications.*

### GERMAN SETUP

Unit:	Size:	Hex:
4 Cav	XX	2007
4R	XXX	2209
2	XXX	2214
Jgr	X	2414
2 Cav	XX	2415
4	XXX	2516
9 Cav	XX	2617
GD Cav	XX	2717
3	XXX	2818
5 Cav	XX	2917
9	XXX	3018
7	XXX	3116
10R	XXX	3215
10	XXX	3415
GD	XXX	3614
12	XXX	3813
23R	XX	3815
24R	XX	3706
19	XXX	4113
8R	XXX	4709
8	XXX	4716
18	XXX	4814
3 Cav	XX	4914
6 Cav	XX	5014

### BRITISH SETUP

Unit:	Size:	Hex:
3	XXX	1817
2	XXX	2117
1	XXX	2418
1 Cav	XX	2518
5 Cav	X	2519

### FRENCH SETUP

Unit:	Size:	Hex:
3 Cav	XX	1115
FM	X	1211
86T	XX	1310
92T	XX	1511
1 Cav	XX	1510
85T	XX	1613
62R	XX	1413
PR Cav	XX	1813
61R	XX	1710
5 Cav	XX	1708
14	XX	1908
63R	XX	1908
CH	X	1909
5R	XXX	1910
MR	X	1911
45	XX	1911
4 Cav	XX	2620
8 Cav	XX	2621
10 Cav	XX	2718
38	XX	2819
18	XXX	2819
4R	XXX	2919
37	XX	3019
5	XX	3019
6	XX	3019
1	XXX	3118
10	XXX	3317
42	XX	3516
MR	XX	3616
9	XXX	3616
11	XXX	3716
51R	XX	3618
52R	XX	3717
60R	XX	3717
9 Cav	XX	3917
17	XXX	4119
12	XXX	4421
5 COL	X	4618
COL	XXX	4618
2	XXX	4917
7 Cav	XX	5115

● **17.4 Optional:** On turn 6 (turn 1 of the scenario), French 6th and 4th Armies, and the BEF, have an automatic MA of 2. No die roll is required, though the order they are activated still depends on the order their ACM chits are drawn.

● **17.5 Optional:** Allow the Allied player to only count a Primary Victory as a win. The German player may still win a Secondary Victory if the Allies fail to win a Primary Victory, or the game may end in a draw.