

Chapter 18: First Marne

Addenda Sheet as of Dec 1, 2020

The Rules

8.3.1 Terrain Modifiers in Combat (clarification): Terrain effects modifiers are cumulative.

8.4.5 Resolving Combat (clarification): Resolve each attack against the defending hex and then apply all the results. So when multiple friendly units in separate hexes each attack the same adjacent defending unit, resolve each combat before all the cumulative results are applied to the defender.

Example: A defending unit in a hex is attacked by 3 enemy units each in separate hexes.

- The first attack achieves a - / - result.
- The second attack achieves a 1 (red) / 1 result.
- The third attack achieves a 1 (red) / 2 result.

Results of all combats are applied as follows:

- The first attacking unit is unaffected.
- The second attacking unit suffers 1 step loss and is marked disrupted.
- The third attacking unit suffers 1 step loss and is marked disrupted.
- Overall, the defending unit suffers 3 step losses and must retreat and is marked disordered.

Note: The second and third attacking units cannot advance after combat because they became disrupted. But, since the first attacking unit participated in the (ultimately) successful attack against the hex, it may advance after combat into the vacated defender's hex even though it didn't achieve a result against the defender.

11.1.4 Guard Corps Replacements (clarification): The Central Powers player may choose a cavalry unit as the one to reduce a step. The unit chosen however, may not receive a replacement step in the same Recovery Segment.

11.2.2 Returning Units from the Cadre Box (clarification): The conditions listed are absolute. If no eligible Entente unit can be returned due to German advances to within 3 hexes of the south map edge or otherwise eligible hexes are outside the Corps Command Integrity distance, then no unit may return.

14.1.1b (corrections):

BEF: There are only 2 Cavalry Division units in the Cadre Box.

French 1st Corps: Delete the setup hexes as listed. This Corps sets up in hexes 3513 and 3514,

French 9th Corps: There should be an "or" instead of a comma between "3812" and "3913"

Army Boundary: The 5/9 Army Boundary marker should be in hex 3616.

14.2.2 (clarification): Entente units that are under withdrawal conditions and that move, may not move in a Northwest, North or Northeast direction on the map unless that is the only direction they can move. As soon as possible, they must begin moving southward again.

14.2.3a Entente Initiative Effects (clarification): The Entente player may choose different armies on different turns.

14.4 Entente Withdrawal (clarification): So long as the Entente player withdraws in a southerly, south-westerly or south-easterly direction, he can move from one enemy ZOC to the ZOC of the same or another enemy unit.

5.0 OPTIONAL: ARMY BOUNDARY "REAR AREA": Friendly Units that are considered in the enemy's "Rear Area" (player's will have to agree upon what they view as "Rear Area" before starting the game) are exempt from Army boundary restrictions until they are no longer considered in the "Rear Area" of their opponent. *(Suggested Method of Determining "Rear Area") At the start of each player turn, the non-active player points out his "Front Line" (as per guidelines of Section 4.6) to his opponent and thus establishes his "Rear Area".*

British Cavalry Division (clarification): This formation is treated as a Cavalry Corps for Replacement (Section 11.2) and Combat Supply (Case 14.2.3) purposes

The TEC

(Addition): The Forest row should also state "Marsh-Forest" (like hex 3912).

The Map

Rivers (clarification): All hexsides that have a river depicted are **river** (even if the look narrower than other parts). There are no streams on the map.