The First Battle of
THE MARNE
THE BATTLE THAT CHANGED THE WORLD
1914 AD

TURNING POINT
SIMULATIONS

HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Turning Point Simulations
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Marne*

Or e-mail us at: admin@turningpointsimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: game-support@turningpointsimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

1.0 INTRODUCTION

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

The First Battle of the Marne is an operational level game of the Battle of the Marne that occurred near Paris, France in September 1914. This battle changed the course of the war; had either side been able to achieve a decisive victory, the horrors of the following four years of trench warfare might have never occurred. In the game, one player will control the Entente (French and British units), while the opposing player controls the Central Powers (German units).

1.1 Game Scale

Each hex on the game map represents about 5-6 kilometers. Units represent divisions and brigades. Each turn is a day (turn number is the actual date number in September of 1914).

2.0 COMPONENTS

Your copy of *The First Battle of the Marne* should include:

- One 11″x17″ mounted game map
- Two 8.5″x11″ Order of Battle Charts with Game Tracks
- 158 die cut mounted ½″ Counters
- This 12-page Rules Booklet
- One six-sided die

2.1 The Game Map

The 11″x17″ game map portrays the area in France in which the battle was fought. A hexagonal grid has been superimposed upon the terrain to regulate movement of the playing pieces. The terrain has been adjusted slightly to facilitate play. **Note:** *Even though Reims is a city, it is depicted as a town for game play purposes.*

2.2 The Playing Pieces

The playing pieces, or counters, represent the units that actually fought in the battle, as well as various markers.

2.2.1 Unit Counters The numbers and symbols on the unit counters represent the strength, movement ability, and type of unit the counter portrays. A unit will only have one counter on the map but may consist of more than one counter to represent losses. Many units are also back printed to represent losses (step reduction).
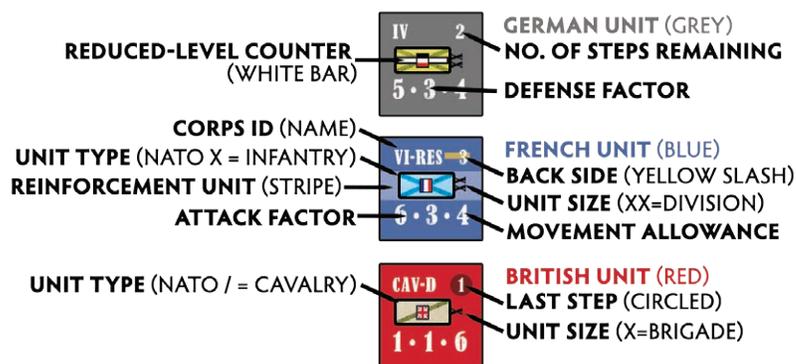
2.3 Players Aid Charts (PAC)

The back page of the rules has the PAC that contains charts and tables to ease the play of the game. Permission is given to copy this for personal use.

2.4 Order of Battle Charts (OOB)

There are two separate 8.5″x11″ OOB sheets included in the game. Players set up their units on their side's chart before the game begins. The Turn Record Track and Victory Point Track as well as important tables for gameplay are located on these charts.

2.5 Abbreviations

AF Attack Factor
DR Die Roll
MP Movement Point
OOB Order of Battle
PAC Players Aid Charts
VP Victory Point

DF Defense Factor
MA Movement Allowance
AOA Army Operations Area
OOS Out of Supply
TEC Terrain Effects Chart
ZOC Zone of Control

3.0 SEQUENCE OF PLAY

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

1) Initiative Change Determination Phase (turn 7 onwards, Section 4.4)

2) Initiative Player Turn

    A. Army Boundary Phase (Module 5.0)

    B. Movement Phase (Module 6.0)

        Movement Segment
        Reinforcement Segment (Module 7.0)
        Disruption Removal Segment (Section 9.2)
        Recovery Segment (Module 11.0)

    C. Combat Phase (Module 8.0)

3) Non-Initiative Player Turn The second player now becomes the phasing player and repeats steps A through C.

4) End of Turn Actions

    A. Victory Determination (Module 13.0)

    B. Advance the Turn Marker

4.0 IMPORTANT CONCEPTS

4.1 Stacking

Players are restricted as to the number of units they may have in a single hex.

4.1.1 Stacking Limits

- One infantry unit plus up to 2 stacking points of cavalry.
- Up to three cavalry units

4.1.2 Units from different Armies may not stack together.

4.1.3 Markers do not count towards stacking limits.

4.1.4 Stacking limits apply at the end of movement and combat.

4.1.5 A unit that ends its retreat (Section 8.5) in an over-stacked or illegally stacked situation must retreat additional hexes such that it is no longer is in this situation. The retreating unit loses an additional step (maximum, no matter how many times during the retreat) if this occurs.

4.2 Zones of Control (ZOCs)

A unit usually exerts a Zone of Control into the six hexes that surround it. These ZOCs inhibit the movement, retreats, and supply tracing of enemy units.

4.2.1 A ZOC is exerted at all times.

4.2.2 A unit that enters any enemy unit's ZOC must end its movement in that hex.

4.2.3 A unit can move from one ZOC hex directly into another, but must end its movement there.

4.2.4 It costs an additional +1 MP to leave an enemy ZOC.

4.2.5 The presence of both friendly and enemy ZOCs in one hex do not cancel each other out.

4.3 Steps of Units

4.3.1 Most units in the game have more than one step of strength:
- **4 Steps:** French and Central Powers infantry divisions
- **3 Steps:** British infantry divisions
- **2 Steps:** French and Central Powers cavalry units
- **1 Step:** British cavalry units

4.3.2 All units have the number of steps remaining printed on their counter (Case 2.2.1).

4.3.3 Units suffer step losses due to combat and its results.

4.3.4 When a full strength unit suffers a single step loss, the player flips the unit over to its lower step level back side.

4.3.5 When a flipped full strength unit suffers a single step loss, replace the unit with the replacement unit (stronger step level side up) as depicted below the full strength unit's diagram on the player's OOB chart.

4.3.6 When a replacement unit on its stronger front side suffers a step loss, either flip the unit to its back side (lower strength) or move it to the Cadre Box on the owning player's OOB chart if it has no reduced strength (i.e. British divisions).

Example: Diagram below shows a French division of the IV Corps and its progression of step losses or increases:
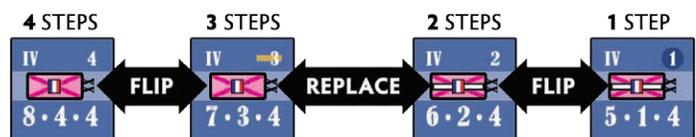
4.4 Initiative

Each turn, either the Central Powers or the Entente will have the Initiative.

4.4.1 The Central Powers player begins the game with Initiative and continues to hold it until the Initiative switches to the Entente player (Case 4.4.5).

4.4.2 Once the Initiative has changed to the Entente, it remains with the Entente until the end of the game.

4.4.3 The Initiative player always performs his player turn first in a game turn.

4.4.4 Effects of not having Initiative for the Entente player

a) The AF of all Entente units is halved (round fractions down) for the turn.

b) Case 14.2.2 is in effect.

4.4.5 Initiation Change Determination Starting on turn 7 and onwards, during the Initiative Change Determination Phase, the Entente player rolls a die.

a) If the roll's result is within the range listed on the Turn Record Track (see OOB Chart) for the turn, the initiative has switched to the Entente player.

b) Once Initiative has changed to the Entente player, this roll no longer needs to be performed.

4.4.6 Each scenario notes the Attack ability effects for the Entente in the scenario rules (Cases 14.1.3 and 14.2.3).

4.5 Corps Command Integrity

Designers Note: Historically the French had "Reserve Divisions Groups." These formations are noted and treated as Corps in the game.

4.5.1 Units of the same Corps must end their Movement Phase no further than 3 hexes apart (2 intervening hexes between).

4.5.2 Those intervening hexes cannot be occupied by units of other friendly Corps, or enemy units, or enemy units' ZOCs.

4.5.3 Cavalry units do not interrupt the above condition and are exempt from this rule (in other words, they can operate independently within their Army's Operations Area [Module 5.0]).

4.5.4 The base unit for this determination is always the Corps' unit that is closest to the southern board edge (Entente) or northern board edge (Central Powers). If there is more than one unit satisfying this condition, the owning player chooses which unit is the base unit.
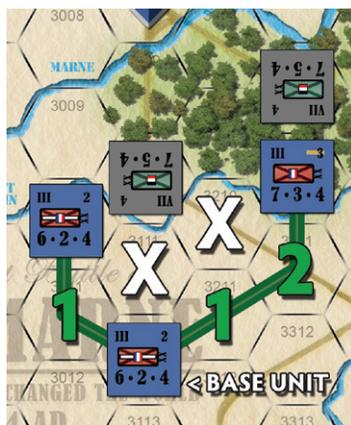
4.5.5 If the Corps has more than 2 units, the owning player can "chain" this group.

Example The French III Corps has Corps Command Integrity. The green line shows the tracing of this Integrity. The line cannot be traced through the hexes marked with Xs due to the Central Powers unit's ZOC. The southern-most unit is the base unit for this tracing.

4.5.6 Also see rules for placement of recovered units from the Cadre Box onto the map (Section 11.2).

4.6 Entente Front Line

4.6.1 At the end of each Entente player's Combat Phase, he must attempt to have a continuous line of units or their ZOCs that traces from the west board edge to the east board edge.

4.6.2 If unable to maintain this continuous line, for each hex (using shortest distance between the two closest units' ZOC hexes) that is not in a friendly ZOC or occupied by a friendly unit, award the Central Powers Player VPs at this point in the turn.

Example It is the end of Entente player's Combat Phase. The green line represents the Entente's Front Line. One hex (2709) is not covered by an Entente ZOC, so the Central Powers player would be awarded 1 VP.

5.0 ARMY BOUNDARIES

The Central Powers have 2 Armies and the Entente have up to 4 Armies in the game. These Armies' units must operate in their Army Operations Area on the map as detailed below.

5.1 Army Operations Area (AOA)

5.1.1 Both players have Army Boundary markers (1 Central Powers and 3 Entente) that they use to show the AOAs' borders on the map.

5.1.2 The Central Powers player places his marker on the northern most hexes of the map and its arrow should face south.

5.1.3 The Entente player places his markers on the southern-most hexes of the map and their arrows should point northwards.

5.1.4 The hex that the marker is on is the north/south hex row border between the two armies indicated on the counter.

5.1.5 Entente units of the Army indicated on the left side of the counter can operate west of the hex row the marker is on to the western map edge if it is the westernmost marker, or to the hex row of the next marker to the west (with the Army indicated on the right side of that marker). The units of the right side of the eastern-most marker can operate east of that hex row to the eastern map edge.

5.1.6 Central Powers units of the Army on the left of the marker can operate east of the hex row marker is on. Units of the Army on the right side can operate west of the hex row the marker is on.

5.1.7 Units of both Armies indicated on the Army marker can occupy a hex of the row the marker is on (but not in the same hex as per stacking rules [Case 4.1.2]).

5.2 Army Boundary Marker Adjustment

5.2.1 During the Boundary Adjustment Phase of the player's turn, the player can move his Army Boundary marker east or west to form a new boundary hex row.

5.2.2 A Boundary marker can be moved up to 3 hexes in either direction (east or west), player's choice.

5.2.3 When the Boundary markers are moved, all units of an Army that begin outside of the Army's new AOA must end their movement phase within the their eligible AOA.

5.2.4 A unit that cannot end its movement within the new AOA is marked disrupted and may not perform any combat until it is within its Army's Area of Operations.

6.0 MOVEMENT

6.1 General Rules

6.1.1 During a player's Movement Segment, he may move some, none, or all of his units in any order he wishes, up to, but not exceeding the MA of the unit in total MPs expended by it.

6.1.2 A unit must move from its current hex into an adjacent hex as it moves.

6.1.3 The unit expends one or more MPs to enter a hex, depending on terrain type (see the TEC on the PAC for the cost to enter a hex).

6.1.4 Crossing a river costs a unit additional MPs to enter the next hex depending on the type of river hexside being crossed (with or without a bridge).

6.1.5 A unit must pay an additional 1 MP to exit an enemy unit's ZOC.

6.1.6 If a unit does not have enough MPs remaining to enter a hex, it may not enter (**Exception:** Case 6.1.7).

6.1.7 A unit may always move one hex (observing stacking limitations, Section 4.1), except Central Powers units may not do this into a hex of Paris.

6.1.8 A unit may never enter an enemy occupied hex.

6.1.9 Any number of friendly units may move through the same hex in a single friendly Movement Phase.

6.1.10 Units may not voluntarily be moved off the map.

6.2 Strategic Movement

6.2.1 A friendly unit that starts and does not enter or end its Movement Segment in an enemy ZOC may use Strategic Movement.

6.2.2 A unit that uses Strategic Movement has the following bonuses:

a) Increase its MA by 2

b) Road hexes cost only ½ MP to enter if entering from a connected road hex (ignore the other terrain in the road hex; **Exception** Case 6.2.2d).

c) The unit does not have to pay the additional MP cost to cross a bridged river hexside.

d) Units still have to pay the full Town/Paris terrain cost to enter those hexes.

7.0 REINFORCEMENTS

7.0.1 Reinforcements are entered on the board at full strength (**Exception:** Central Powers Guard Corps) during the owning player's Reinforcement Segment (after regular movement).

7.0.2 Should an off-map reinforcing unit's noted entry hex be enemy occupied or within an enemy unit's ZOC (friendly occupied or not), the reinforcing units are delayed by one turn and enter instead on any map edge hex within five hexes (south for the Entente, east or west for the Central Powers) of their scheduled arrival hex.

7.0.3 In all cases, a reinforcing unit arriving from off-board must pay the MP cost for the hex it is entering into. In addition, if more than one unit will enter into the same entry hex, the second unit to arrive in that hex will pay the normal entry cost +1 MP (+½ MP if following a road and using Strategic Movement [Section 6.2]), the third unit would have to pay the normal cost +2 MPs (+1 MP if following a road and using Strategic Movement [Section 6.2]), and so on.

7.1 Entente Reinforcements

7.1.1 IV Corps + Taxis (2 units + 2 markers): Are placed in either Paris hex on turn 5. If either or both hexes of Paris is Central Powers controlled, they enter at any west edge map-hex that is depicted as part of the indicated number 3 entry hexes that is also south of the Entente's front line (Section 4.6) but without the Taxis markers (which will not enter the game at all).

7.1.2 Moroccan Division of IX Corps (marked "MRCN"): Enters at entry hex 1 on turn 5. Until the balance of the IX Corps enters the game, this unit is assumed to be part of the

French V Army and can operate in its AOA. When the rest of the IX Corps arrives, you will need to make sure the unit is within 9th Army's AOA.

7.1.3 IX Corps (2 units) Enter at entry hex 1 on turn 7. You will need to also add the 5th/9th Army Boundary marker to the map to indicate the 9th Army's AOA during the Army Boundary Phase of this turn.

7.1.4 VI Res. Enter at any west edge map hexes numbered 3 that are south of the Entente's front line (Section 4.6) on turn 7.

7.1.5 XI Corps (2 units) Enter at entry Hex 1 on Turn 10.

7.2 Central Powers Reinforcements

7.2.1 Guards Corps (2 units) Enter at entry hex 4 on turn 3 at 1 step strength.

7.2.2 Lepel Brigade (the two IV Reserve Corps units marked with an "L"): Enter at entry hex 2 on turn 8.

8.0 COMBAT

Combat is performed against adjacent enemy units during the player's Combat Phase. Combat is voluntary.

8.1 General Rules

8.1.1 Each unit attacks individually in the game (**Exception** Cases 8.2.1 and 8.2.2).

8.1.2 Each unit can only attack once per Combat Phase.

8.1.3 All attacks against a single defending hex must be declared and resolved before the player can attack another defending hex.

8.2 Cavalry and Combat

8.2.1 If cavalry units are stacked with an infantry unit, they may add their AF to the attacking infantry unit's AF.

8.2.2 If all units in a hex are cavalry units they combine their AFs together to perform an attack.

8.2.3 Cavalry stacked with infantry may not be attacked separately. The cavalry unit adds its DF to the infantry unit's DF when attacked.

8.2.4 If more than one cavalry unit is solely in a hex, they are not attacked separately. Combine together their DFs and resolve the attack as if they were a single unit.

8.3 Combat Modifiers

8.3.1 Terrain The total DF of a defending hex may be modified due to the terrain they occupy or if being attacked across a river. Consult the TEC on the PAC to determine what effect terrain has on the DF of the hex when calculating the differential for a combat.

8.3.2 Disruption affects the total AF or DF of an attack (Case 9.1.1) .

8.3.3 If two or more units from different Corps are conducting combat against the same defending hex, each attack against that hex is shifted one column to the left on the Combat Results Table (see PAC).

8.3.4 If two or more units from different Armies are conducting combat against the same defending hex, each attack against that hex is shifted 3 columns left on the CRT. (Do not apply Case 8.3.3 if this condition is in effect).

8.3.5 If the attack differential column is shifted to less than the -3 column, resolve it on the -3 column.

Game Play Note: A summary of all modifiers to combat are listed in the table below the CRT on the PAC.

8.4 Combat Procedure

8.4.1 The attacker determines his modified AF from the attacking hex and the defender determines his modified DF of his defending hex.

8.4.2 Subtract the defender's total from the attacker's total to get a Combat Differential value.

8.4.3 Reference the combat differential to the value at the top of the column on the Combat Results Table (see PAC) to which it falls into and roll a die.

   a) If the differential is less than -3 resolve the Combat on the -3 column.

   b) If the differential is greater than +6, resolve the Combat on the +6 column.

8.4.4 Roll one die and cross-reference the result with the differential column to get the attack's result.

8.4.5 Results for an individual defending hex are applied after all designated attacks against that hex have been resolved but before the next defending hex will be attacked. (You do not use reduced DFs for a combat due to losses taken by an earlier attack against the same hex during this combat).

8.4.6 Combat Results Apply each combat result as follows:

"-" No Effect on target unit

"R" Defending unit(s) Retreat (Section 8.5)

"1, 2, 3" The number of steps the units in a defending hex or the attacking unit must be reduced. Losses are allocated as the owning player chooses. The units in the defending hex must retreat (Section 8.5) and are marked Disrupted. Attacking units only suffer a disruption if their number is red.

8.4.7 Any unit that suffers step losses equal to or more than the total steps that it has remaining, it is removed to the Cadre Box on the owning player's OOB Chart.

8.5 Retreats

8.5.1 The defending units in a hex that are forced to retreat due to a combat result must make every effort to move in such a way so that at the end of their retreat move they are no longer adjacent to all the units that attacked them (**Exception** 12.1.4).

8.5.2 Retreating units must attempt to avoid enemy ZOCs, if possible.

   a) Friendly units do not negate enemy ZOCs for this purpose.

b) If a retreating unit is forced to move through an enemy ZOC, inflict an additional step loss on the unit.

c) If forced to retreat into an enemy occupied hex, the retreating units are immediately removed to their Cadre Box.

8.5.3 If retreating units are forced into a hex with other friendly units, causing an over-stacked situation, the owning player must then continue retreating them further until there is no over-stack situation. The retreating unit loses an additional step (maximum, no matter how many times during the retreat) if this occurs.

8.5.4 All retreated units that also suffered a step loss from the above condition are marked Disrupted at the conclusion of their retreat move.

8.5.5 Units that are forced to retreat off the map are considered eliminated and placed in the Cadre Box on the player's OOB Chart.

8.6 Advance after Combat

8.6.1 Non-Disrupted units that attacked the defending hex up to the stacking limits (Section 4.1) may advance into a hex vacated as a result of combat.

8.6.2 A unit may not advance if it would put itself Out of Supply (Module 10.0).

9.0 DISRUPTED UNITS

A unit can become Disrupted from combat results (Case 8.4.6), and if not in its AOA at the end of its movement (Case 5.2.4).

9.1 Effects of Disruption

9.1.1 A hex must reduce its total AF or DF by two, but never less than 0 before resolving a combat.

9.1.2 A unit may not conduct Recovery.

9.1.3 An attacking unit may not advance after Combat.

9.1.4 There are no additional effects from later Disruptions suffered against an already Disrupted unit.

9.2 Removal of Disruption

9.2.1 At the end of his Movement Phase, a player may remove Disrupted markers from all his units that meet the following conditions:

- Unit is not currently in an enemy ZOC
- Unit is not OOS (Module 10.0)

10.0 GENERAL SUPPLY

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

10.1 Supply Determination

10.1.1 Supply status is determined for a unit at the start of its movement and when it attacks or defends during either player's

Combat Phase.

10.1.2 For a unit to be in supply, it must first be able to trace a series of hexes back to a road that then leads to an eligible supply source that is not under enemy control.

10.1.3 Entente Supply Sources

a) French:

- Board edge road hex leading off the southern map edge
- Board edge road hex leading off the east or west map edge that is south of the Entente front line (Section 4.6)
- A hex of Paris

b) British:

- A road that leads off the west map edge
- French Supply Source hex on the southern map edge, but with a +1 VP award to the Central Powers player if he must do so (once per turn only)

10.1.4 Central Powers Supply Sources

- Board edge road hex leading off the north map edge

10.1.5 A unit may not trace a line of supply through an enemy occupied hex or an enemy ZOC hex unless it is occupied by a friendly unit.

10.1.6 A combat unit's line of supply may not be more than 8 MPs in length before reaching a road that subsequently leads to the supply source hex (or the hex itself in the case of Paris).

10.1.7 This line of supply route to the road is traced using normal movement costs, except that road hexes count as ½ MP if using another road to get to the road that leads to the supply source hex.

10.1.8 When tracing the line of supply, do not include the hex occupied by the combat unit, but include the first road hex traced to that leads to the supply source hex.

10.2 Effects of Being Out of Supply (OOS)

10.2.1 Movement

a) Units that are OOS at the start of their movement must reduce their MA by one.

b) Units that are OOS may not perform Strategic Movement (Section 6.2).

10.2.2 Combat OOS units have their AF halved, rounding down. DF is not affected.

10.2.3 OOS units may not attempt Recovery (Module 11.0).

11.0 RECOVERY SEGMENT

A player may recover one lost step on his reduced strength units or bring back a unit from the Cadre Box during this Segment.

11.1 General Rules

11.1.1 Recovery is performed during the Recovery Segment at the end of the player's Movement Phase.

11.1.2 A unit may not receive a replacement step if any of the following apply to the unit:

- If the unit is in an enemy ZOC (Section 4.2)
- If the unit is Disrupted (Module 9.0)
- If the unit is not in supply (Module 10.0)

11.1.3 Procedure

a) Player rolls on the Replacement Table (see OOB Chart) once for each friendly Army on the map. Cross-reference the die roll's result with the Army's column on the table and that is the number of replacement steps that he has available to increase the step level of units from that Army on the map.

b) An eligible unit may only receive one replacement step per Recovery Segment (**Exception** Case 11.1.4).

c) Unused replacement steps are lost.

11.1.4 Central Powers Guard Corps

a) These units may only start receiving replacements once the Entente has the Initiative.

b) In addition to the allocation of one replacement step, the Central Powers player must reduce one unit (from either Army) that is not in an enemy ZOC by one step (maximum) to increase the one Guard unit by one step level.

11.2 Units in the Cadre Box

11.2.1 Each player may attempt to bring back **one** unit of each Corps that is in the Cadre box by rolling a die for that unit.

11.2.2 If the die roll is a 1-2, the player may place the selected unit, on its 1 step level side, back onto the map within the following guidelines:

- Unit must be placed at least 3 hexes away from any opposing unit
- Unit must be placed within its AOA (Section 5.1)
- If there is another unit of its Corps on the map, it must be placed such that it is within its Corps Command Integrity distance (Section 4.5)
- It may not be placed such that the hex becomes over-stacked (Section 4.1)

11.2.3 Guard Corps Units After a successful roll for a Guard unit, the Central Powers player must also reduce one onboard unit as detailed in 11.1.4b to have a Guard unit brought back onto the map.

12.0 PARIS

12.0.1 A unit defending in a Paris hex may take an extra step loss and not retreat from a combat result.

12.1 The Paris Garrison

12.1.1 When unoccupied, the city of Paris has an inherent defense value of 6 DF in each hex (printed on the map). This defense value is not in effect when the hex is occupied by friendly units.

12.1.2 Unoccupied Paris hexes may never be Disrupted or be OOS and can never conduct Recovery.

12.1.3 Paris Garrisons do not have ZOCs.

12.1.4 Combat results versus unoccupied Paris hexes are applied as follows:

- "R" result is treated as "No Effect."
- "No Effect" result is applied normally.
- If 1-5 step losses are exacted against the garrison in total during a Combat Phase, roll another die, and if the result is equal to or less than the number of step losses the hex of Paris took, the garrison in that hex is destroyed. Otherwise there is no effect.
- If 6 or more step losses are assessed against the garrison hex in the Combat Phase, the garrison in that hex is destroyed.

12.1.5 If the Garrison is destroyed, place the Garrison Destroyed marker into the hex. The Central Powers player may advance one of his units that attacked into the hex.

12.2 Paris Taxicabs

12.2.1 When IV Corps enters the game onto a Paris hex, place a Taxi Cab marker on each of its two units.

12.2.2 The Entente player may move these two units from Paris by taxi using Strategic Movement costs and with the added MA usually received (Section 6.2).

12.2.3 This movement may only be done once per unit per game.

12.2.4 The Paris taxis move must be performed only along roads from any Paris hex to any hex (even ending in an enemy ZOC), provided the path of road hexes moved through to its ending hex are free of enemy units and their ZOCs.

12.2.5 One or both of these divisions may be attached to any other French Corps of the player's choice. If this option is used, keep the Taxi marker on the unit as a reminder that the unit is no longer considered to be part of IV Corps. They remain a part of the new Corps for the rest of the game. *Gameplay Note: Players may find it handy to make a written note to keep in mind which new Corps the unit is attached to.*

13.0 VICTORY

13.0.1 Victory is determined by the number of VPs the Central Powers player has at the end of the scenario being played.

13.0.2 VP awards are detailed on the VP Chart on the PAC. There is a section for VPs that are common to both scenarios and those that are specific to the Full Battle scenario (Section 14.2). The number of VPs and the conditions for the VP awards are detailed on the chart.

13.0.3 Control The control of a hex is awarded to the last side to have a unit physically enter the hex in question. Unoccupied Towns (or Paris) within a unit's ZOC do not change control.

13.0.4 To determine the level of victory for either scenario, reference the final VP total to the Victory Level Table (see PAC).

14.0 SCENARIOS

14.1 Entente Counter-Attack

Start: Turn 9 **Ends:** Turn 14 **Length:** 6 Turns

Central Powers VPs at Start: +2 VPs

14.1.1 Setup

Units are deployed in the hexes indicated in the lists below. The step losses as indicated in the brackets are allocated as evenly as possible to the units of the Corps (**Exception**: Lepel Brigade [Central Powers] may not be allocated any losses of the IV Res. Corps).

a) Central Powers (sets up first)

  I Army (Kluck's)

    II Corps 1913, 2214 (2 step losses)

    III Corps 2714, 2914 (2 step losses)

    IV Corps 2314, 2515 (2 step losses)

    IV Res. Corps 1604, 1907 (1 step loss)

      Lepel Brigade: 1201, 1503 (no losses)

    IX Corps 3013, 3112 (2 step losses)

    II-Cav. Corps 1912, 2010, 2109 (no losses)

  II Army (Bulow's)

    VII Corps 3211, 3411 (2 step losses)

    X Corps 3810, 4011 (2 step losses)

    X Res. Corps 3511, 3711 (2 step losses)

    Guard Corps 3205, 3206 (6 step losses)

    I-Cav. Corps 3 units in 3210 (no losses)

  Army Boundary Marker: 3201

b) Entente Setup (sets up second)

  6th Army

    VI Res Corps 1103, 1304 (1 step loss)

    VII Corps 1405, 1507 (2 step losses)

    IV Corps 1708, 1909 (1 step loss)

    V Res Corps 1712, 1810 (3 step losses)

    I-Cav. Corps 1712, 1713, 1810 (3 step losses)

  British Army

    I Corps 2416, 2716 (2 step losses)

    II Corps 2015, 2215 (2 step losses)

    III Corps 1915 (1 step loss)

    Cav-D 2 units in 2216, remaining 3 in Cadre Box

  5th Army

    I Corps 3013, 3115, 3116 (4 step losses)

    III Corps 3015, 3115, 3116 (4 step losses)

    IV Res. 3413, 3414 (3 step losses)

    X Corps 3213, 3214, 3314 (3 step losses)

    XVIII Corps 2815, 2816, 2916 (4 step losses)

    II Cav. Corps 2 units in 3215 (2 step losses). Other unit in Cadre Box.

  9th Army

    9th Corps: 3612, 3812, 3913 (no losses)

  Army Boundary Markers: 6/BEF: 1917, BEF/5: 2816, 5/9: 3717

14.1.2 Initiative The Entente begins with and retains the Initiative for this scenario.

14.1.3 Entente Attack Restrictions Only the following Entente Corps may attack at full strength: **6th Army**: V Res., IC   **BEF:** All Corps and the Cavalry Division. **5th Army**: All Corps. All other units may attack, but their AF is halved (round down).

14.1.4 Reinforcements arrive normally on the dates shown on the players' OOBs.

14.2 Full Battle

Start: Turn 1 **Ends:** Turn 14 **Length:** 14 Turns

Central Powers VPs at Start: 0 VPs

14.2.1 Initial Deployment

a) Entente Deployment (sets up first).

The units of the French IV, IX and XI Corps and the Moroccan Division arrive later as reinforcements (reinforcement bar on their counters). They are left on the Entente player's OOB Chart. The remaining units will be placed on the map.

a) Before each on-map Corps is setup, the Entente player needs to allocate a number of step losses to his Corps as noted in the Historical row of the Entente Corps At-Start Reduction Table (Entente OOB Chart). These losses are allocated as evenly as possible to the units of the Corps (***Design Note***: *This reflects not just losses, but the demoralization and disorganization of the Corps at the start of the battle*).

b) After allocating initial losses, the units of the Corps are deployed anywhere within their Corps' setup areas (as depicted on the northern section of the map) so as to establish a front line (Section 4.6) covering all hexes north of all the Entente Corps' setup areas from hex 1002 to 4005 with a ZOC, and within stacking limits (Case 4.1.1).

The French 1st Cavalry Corps' units set up with any 6th Army unit or in any hex of a French Corps' setup area of the 6th Army.

The French 2nd Cavalry Corps' units set up with any unit or any setup area hex of the III, IV Res, or XVII Corps.