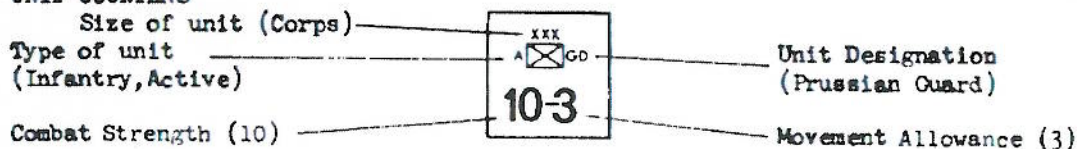


1914 REVISION

The following rules are revisions of the standard game rules found in Avalon Hill's game of 1914.

UNIT COUNTERS



COMBAT STRENGTH- is the value of the unit when attacking or defending.

MOVEMENT ALLOWANCE- is the number of hexagons that unit may move in one turn.

NATIONALITY OF UNIT: All blue units are German; all gold units are Allied.

The letter on the left side of Allied unit counters indicate which nation it belongs to. 'F' indicates French, 'B' British, 'R' Belgian, and 'D' Dutch.

PREPARE FOR PLAY - Use the **PLAN 17** Initial Placement for the French Army.

Because of the new unit counters the initial set-up of both armies changes somewhat. The initial set-up for the French and German armies is as follows:

GERMAN	FRENCH	
two 10-3's	21 8-3's	One German 3-2 must be in Metz and Strassburg.
21 9-3's	8 7-3's	
14 6-3's	3 3-3's	
4 4-2's	2 1-3's	One French 7-3 must be in Toul, Belfort, Epinal, and Verdun.
1 2-2	1 1-4	
2 3-2's	4 6a2's	
10 4d4's	10 2d4's	
2 305's		
1 420		
4 8a2's		

Units with an "a" may only attack and are automatically destroyed if attacked alone.

Units with a "d" may only defend.

The Belgian Set-Up

One 7-2 in Brussels with the 2d3. One 7-2 in Ghent and a 7-2 in Namur. Also place a 2-2 in Liege.

BELGIAN NEUTRALITY

The French, or their Allies, may not enter Belgium until two turns after the Germans have either destroyed the forts at Liege or crossed the Meuse south of Liege. Thus if the Germans destroyed the Liege Forts on turn two, the French could not enter Belgium until turn four.

HOW TO PLAY

The major difference between 1914 and 1914 Revision is that in 1914 Revision you do not employ a substitute counter step reduction system, but rather eliminate entire units. (See Odds Table) Save this, there are no changes other than the ones that follow.

MORE THAN ONE UNIT PER HEXAGON

You may not have more than two units of any size on a hex at any time.

THE CORPS (or its equivalent)

This rule no longer applies. Only two units of any size (see above) may be in a hex at the end of each player's turn.

FORTIFICATIONS

Each of the diamond shaped forts has a "built in" defense strength of 4 and has enough supplies to keep it going for the length of the game.

Forts may be destroyed in one of two ways:

INFANTRY ATTACK- Infantry units attack forts as if they were regular units.

- A) Forts on the side of a square may, obviously, be attacked from a maximum of two hexes while forts inside a hex may be attacked from six hexes at the most.
- B) When attacking forts with infantry alone, the attacker must add two to his die roll. AB's and DB's do not mean anything when attacking forts.
- C) If an enemy unit is behind the side of the hexagon a fort is on (or in the same square as a fort inside of a hexagon) you must add the enemy unit's combat strength to that of the fort's when attacking. If the enemy unit involved in the attack is also next to another hexagon side with a fort on it which is also being attacked; you add in that unit's combat strength AGAIN to the second fort's defense factor. In other words, in this case, a unit may fight more than one defensive battle per turn.
- D) If the enemy unit supporting more than one fort is destroyed in the first attack, it may not support subsequent attacks upon the other forts in that hex. However, if another enemy unit is left on the hex (only one unit at a time may defend a fort hex), this unit may take over the "support" duties. The decision of whether or not to do this is up to the defending player.

SIEGE ARTILLERY ATTACK- The forts are classified according to their ability to withstand siege artillery (which only the Germans have). There are three classes, 150, 210, and 305/420. The Germans have three types of siege artillery, 150mm (each "A" Corps has this), 210mm (the four units marked 8a2), and 305mm and 420mm (Oa1's or a single Oa0 railroad unit).

- A) When attacking forts with siege artillery you actually launch two separate attacks. First, you attack the forts with the artillery (all forts in or upon the sides of the square being attacked are destroyed if the attack is successful). Then you MUST attack with infantry, just as in an infantry attack on forts. Only the fort(s) adjacent to the artillery unit need be attacked. Remember, the German "A" Corps have 150mm artillery built into them.
- B) If the siege artillery attack is unsuccessful (Use the 1914 Siege Artillery Attack Table), you must add two to the die roll of the subsequent infantry attack.
- C) No unit may pass through, or supply itself through, a hex or a side of a hex containing an undestroyed enemy fort.

SUPPLY

Units are "supplied" if they are within three hexes of a railroad line which can be traced back to the Eastern edge of the board (for the Germans) or the Western or Southern edges of the board (for the Allies) without encountering any enemy units along the rail line or having to go through any enemy units before reaching the rail line.

When units are cut off from supply they may not attack.
 Isolated units have their allowance and combat strength cut in half (fractions are lost)
 Units may voluntarily go out of supply.

All other supply rules shown in the original 1914 game apply unless modified by the preceding.

REINFORCEMENTS & REPLACEMENTS

Each turn both sides may receive replacements:

GERMAN- may take destroyed units back totaling no more than 14 combat factors from the eastern edge of the board beginning on turn two.

FRENCH- may take destroyed units back totaling no more than 12 combat factors from the western or southern board edges, beginning with turn two.

The replacements of both sides may not be accumulated from turn to turn. If you do not take them, they are lost.

Reinforcements come on as per the original game. Shown below is a "conversion" chart for the original 1914 unit counters and the new ones.

GERMAN		ALLIED	
7-12-3 becomes	9-3 (10-3)	6-10-3 becomes	8-3 French
5-8-3	" 6-3	6-9-3	" 7-3
4-4-2	" 4-2	2-4-3	" 3-3
2-2-2	" 2-2	1-1-3	" 1-3
3-4-2	" 3-2	1-2-4	" 1-4
(4)-4-4	" 4d4	(2)-1-4	" 2d4
4-6-3	" 5-3	(1)-0-4	" 1d4
3-7-3	" 5-3	6-6-2	" 6-2
2-4-3	" 3-3	1-1-2	" 1-2
		8-14-3	" 11-3 British
		4-7-3	" 5-3
		(7)-3-4	" 5d4
		3-4-2	" 3-2 Dutch
		2-2-2	" 2-2
		6-8-2	" 7-2 Belgian
		3-4-2	" 2-2

Units not shown in this list should not be too difficult to "convert", just employ the same principles.

PLAN 17 RULE

The Standard Game of Avalon Hill's 1914 game is basically a stalemate situation because of the equality of the opposing forces and the narrowness of the front. In the original campaign the Germans reached almost to Paris only because the French Army had crippled itself making a series of attacks against Alsace-Lorraine. If we introduce this factor we would balance the game by making the French weak enough to allow the Germans a chance to strike for Paris. Because no sane player would launch such a series of attacks as the French did; the following rule now becomes part of the standard game for 1914 Revision.

On turns one, two, and three, the French player MUST launch six attacks (minimum) each turn against German units (mobile units or forts). Failure to launch the required minimum number of attacks automatically loses the game for the Allies.

EFFECT OF TERRAIN FEATURES UPON MOVEMENT

Rough terrain, Forest & Swamp--- Whenever a unit enters one or more rough terrain hexes in its turn, that unit has its movement allowance reduced by one for that turn.

A) It makes no difference how many rough terrain hexes are entered; a unit

- may never lose more than 1 movement factor.
- B) Ridges do not impede movement.
 - C) The term "rough terrain" also includes forest and swamp.
 - D) RIVERS - It requires two movement points for a unit to go from a river to a non-river hex when (and only when) the river is located in rough terrain.

EFFECT OF TERRAIN FEATURES ON COMBAT

ROUGH TERRAIN (forests and swamp) --- When attacking units in rough terrain the attacker must add 2 to each attacks die roll before consulting the combat results table. For example, if a one were rolled it would become a three, while a six would become an eight.

RIVERS --- A unit defending behind a river while all of its attackers are on river Squares, provided the odds are 2-1 or less, forces the attacker to add 1 onto his die roll before consulting the Combat Results Table. Odds of 3-1 or greater are conducted normally.

ADVANCED GAME - All rules not specifically changed in this rulebook remain the same as in 1914.

1. Inverted Counter Rule: This can still be used although you'll have to mark the backs of your counters yourself.
2. The Eastern Front: Same as in the original 1914 game.
3. Game Variation: Same as in the original game.
4. Supply lines: Same as in the original game with the following big exception. The French also have an "EB" unit which is called an MG (Maintien du Chemis de Fern) unit. It is used just like the German EB unit. The French receive their MG unit on turn four.
5. Cavalry: Same as in the original game.
6. Game Extension: Same as in the original game.
7. Garrisons: Same as in the original game.
8. Amphibious Attack and Sea Movement: Same as in the original game.
9. Time Limit: Same as in the original game.
10. Dummy Counters and Blind Squares: Same as in the original game.
11. All-Round Defense: Same as in the original 1914 game; except that where it states that "attack" strength, should be substituted for defense strength. Instead, just cut the combat strength in half, losing the fraction.
12. Retreat Before Combat: Same as in the original game.
13. Relieving the Line: Same as in the original game.
14. Third Player: Same as in the original game.
15. FORCED MARCH: Each unit may, during the movement portion of its turn, attempt a "forced march" to increase its movement factor for that turn. To do this, each unit before it moves, rolls the die. If a 3,4,5, or 6 is rolled, that unit may add one to its movement allowance for that turn.

1914 Revision Combat Results Table

	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1 and up	
1	EX	EX	DB	EX	EX	DE	DE	DE	1
2	AE	AE	EX	EX	EX	EX	DE	DE	2
3	AE	AE	EX	EX	EX	EX	EX	DE	3
4	AE	AE	EX	DB	DB	EX	EX	DE	4
5	AE	AE	AE	AB	DB	DB	EX	DE	5
6	AE	AE	AE	AE	AE	AE	AB	EX	6
7	AE	AE	AE	AE	AE	AE	AB	EX	7
8	AE	AE	AE	AE	AE	AE	EX	EX	8

DB- The Defender must move back one hex OR lose one Corps. The defender must move away from enemy units and towards his source of supply whenever possible.

DE- Defender eliminated. Defender must lose one Corps and retreat all remaining units on square (if any units remain) OR lose two Corps and stay put (with any surviving units).

AE- Attacker eliminated, handled in the same way save that losses apply to the attacker. Defending units may advance into the vacated square.

AB- Attacker loses one corps and stays put or retreats all his units one hex. Defender may advance into the attackers' vacated square.

EX- Exchange. The weaker side, in combat strength, loses at least one corps while the other side must lose forces at least equal to the other sides losses in terms of combat strength.

Attacks at greater than 6-1 odds always count as 6-1 odds.
Attacks at less than 1-3 odds are not permitted.

1914 REVISION REPLACEMENT PARTS

German Unit Counters..... \$1.00
Allied Unit Counters..... \$1.00
Rulebook and CRT..... \$1.00

XX D $\boxtimes$ 1 3-2	XX D $\boxtimes$ 2 3-2	XX D $\boxtimes$ 3 3-2	XX D $\boxtimes$ 4 3-2	XX D $\boxtimes$ 5W 2-2	X D $\boxtimes$ 1 $\supset$ 3	XXX R $\boxtimes$ 1 7-2	XXX R $\boxtimes$ 2 7-2	XXX R $\boxtimes$ 3 7-2	XXX R $\boxtimes$ 4 7-2	XXX R $\boxtimes$ 5 7-2	XXX R $\boxtimes$ 6 7-2	XX R $\boxtimes$ 7 2-2
XX R $\boxtimes$ 1 2 $\supset$ 3	XXX B $\boxtimes$ 1 11-3	XXX B $\boxtimes$ 2 11-3	XXX B $\boxtimes$ 3 11-3	XX B $\boxtimes$ 5 5-3	XX B $\boxtimes$ 6 5-3	XX B $\boxtimes$ 7 5-3	XX B $\boxtimes$ 3-3	X B $\boxtimes$ 19 1-3	X B $\boxtimes$ 23 1-3	X B $\boxtimes$ 25 1-3	X B $\boxtimes$ T 1-2	X B $\boxtimes$ N 1-2
X B $\boxtimes$ N 1-2	XX B $\boxtimes$ 1 5 $\supset$ 4	XX B $\boxtimes$ 5 2 $\supset$ 4	X B $\boxtimes$ 8 1 $\supset$ 4	III F $\boxtimes$ 1 6 $\supset$ 3	XXX F $\boxtimes$ 1 8-3	XXX F $\boxtimes$ 2 8-3	XXX F $\boxtimes$ 3 8-3	XXX F $\boxtimes$ 4 8-3	XXX F $\boxtimes$ 5 8-3	XXX F $\boxtimes$ 6 8-3	XXX F $\boxtimes$ 7 8-3	XXX F $\boxtimes$ 8 8-3
XXX F $\boxtimes$ 9 8-3	XXX F $\boxtimes$ 10 8-3	XXX F $\boxtimes$ 11 8-3	XXX F $\boxtimes$ 12 8-3	XXX F $\boxtimes$ 13 8-3	XXX F $\boxtimes$ 14 8-3	XXX F $\boxtimes$ 15 8-3	XXX F $\boxtimes$ 16 8-3	XXX F $\boxtimes$ 17 8-3	XXX F $\boxtimes$ 18 8-3	XXX F $\boxtimes$ Col 8-3	XXX F $\boxtimes$ 20 8-3	XXX F $\boxtimes$ 21 8-3
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1914 Revision - 102 Allies

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1914 Revision - 89 German

1914 Revision Designer's Notes

As a "game situation" World War I is pretty much a bust. Nothing happens, save for a lot of killing and expenditure of ammunition. Avalon Hill's game, 1914, attempted to re-create the World War I situation in a game format. Unfortunately, they succeeded. Sure enough, the game soon degenerates into a stalemate. The reasons for this should be rather obvious after looking at and playing 1914. There are too many troops. The Front is too narrow. The units move too slowly (all were on foot and the mounted troops were not trained to exploit their mobility). Built into the game is the increased power of defensive weapons. There were no special "assault" weapons as yet (such as tank and attack aircraft).

But all this leaves one question unanswered. How were the Germans able to penetrate as far as Paris in the original campaign? The reason is, quite simply, the idiocy factor. The French insisted on launching a series of disastrous attacks in the Metz area at the beginning of the campaign. In the meantime, the Germans were pouring over the flat Belgian Plain. By the time the French called off their attacks in the south; they had no troops to stop the German push in the north. By the time sufficient troops were collected the Germans were outside Paris. No player in his right mind would launch such a series of attacks as the French originally did. No, most players instead pile French troops on the Belgian border while leaving enough in the south to hold the forts. The game often ends as soon as it starts, although the margin is only a few weeks. But those few weeks are our game; the only time in which the war might have been ended early. Thus, one of the purposes of this revision is to include the "idiocy factor" in the game. This is done by using the Plan 17 rule. The Germans are given an additional boost by use of the "Forced March" rule, a rule which was inadvertently left out of the original game. This rule also adds a bit of mobility to the game.

While we were at it we thought we might try to make 1914 more playable. While designing 1914 we were faced with a choice of either making a very playable game that no one could win, or a very realistic game that no one could win. We opted for the realism angle, feeling that it would take very little away from the game and add considerably to it. But this did not preclude making 1914 playable. So in the revision we have included all of the "playability" elements left out of the original for the sake of extreme realism. You can still use the "balancing" rules (Plan 17 and Forced March) with the original game.

This revision should go a ways towards proving the dictum that "a game is never really finished" in terms of design. Particularly a game covering such a hopeless situation as World War I.

James F. Dunnigan