A game by Ray Weiss

1916

VERDUN
Campaign of ATTRITION

CSL

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1.0 INTRODUCTION

1916 is a two-player game in which both players command historic combat divisions in an attempt to outlast their opponent during the 10-month German campaign against the French Fortress of Verdun. The German player plays the role of Crown Prince Wilhelm (son of the Kaiser), commander of the German 5th army tasked with attacking Verdun. The French player takes on the role of Philippe Petain, attempting to resist complete annihilation by the Germans. The attack on Verdun was notable as Verdun had no inherent strategic value, but a significant value to French national prestige. German army commander Falkenhayn intended to 'bleed the French white', meaning to cause so many casualties against the French that their remaining reserves of manpower would be exhausted and weakened across the entire Western Front. Falkenhayn correctly assumed that the French would ferociously defend Verdun as it was an ancient Fortress and long-held symbol of national pride, and therefore at one point all of the French Army was being rotated in and out in order to keep up with the constant German bombardments and assaults.

1.1 Game Flow

Players take turns moving, attacking, and otherwise maneuvering their on-map units in order to achieve one or more victory conditions. Throughout a game turn, both players spend Administrative Points (AP) in order to perform a number of in-game mechanics ranging from limited combat support to absorbing losses. Either player immediately wins a Major Strategic Victory the instant the other player's AP total is reduced to 0, while the German player also can achieve an immediate Major Strategic Victory if a supplied German Infantry Division occupies Verdun at the end of a turn. Otherwise, either player wins by forcing their opponent to suffer more losses to both men and resources than they do themselves.

1.2 Materials

140 x 0.5" Counters	1 x 22" by 17" map
2 x six-sided dice	2 Player Aids
1 Rulebook	

2.0 SCALE & TERRAIN

All units are at the Division level or lower. Each Infantry Strength Point represents roughly 2,500-3,000 fighting men. Each hex is 12.5 miles wide and a full game turn represents 1 full month. Administrative Points are an abstract representation of replacements, logistics, planning, support, and other forces outside the scale of the game. Each Artillery Value Point is roughly the equivalent of a 6-gun battery.

All combat modifiers from terrain are cumulative.

2.1 Clear Terrain

Clear terrain costs units 1 Movement Point (MP) to enter and grants no modifiers in combat.

2.2 Woods Terrain

Woods costs 2 MP to enter and penalizes Attackers with a -1 Die Roll Modifier (DRM) in combat unless any Attackers is also in a woods hex, in which case there is no combat modifier.

2.3 High Ground

Moving upslope to higher ground adds +1 MP to the movement cost of the hex a unit is entering. Moving downslope has no effect. Attacking upslope penalizes the Attackers with a -1 DRM. The combat effect of a slope is cumulative with whatever terrain is at the top of the slope. All attacking units must be attacking upslope for the penalty to apply, otherwise if one of the attackers is on the same elevation as the enemy, the DRM is ignored.

Note that the German Alpine Infantry unit (with the ID Alp) does not pay the extra +1MP cost when entering high ground.

2.4 Villages

Villages have no additional movement cost other than the terrain they exist in; they grant the Defenders a +1 DRM in combat. Verdun grants the Defenders a +2 DRM in combat.

2.5 Fortifications— See section 4.7.

2.6 Roads and Railroads

See 4.9.1 for the impact of these terrain features on Strategic movement. Also see 4.4 for the use of rail lines for supply purposes and 8.5 for the procedure to convert enemy rail hexes to friendly status.

2.7 Lakes

The lakes in the northern section of the map have no impact on movement or combat.

2.8 "Friendly"

A terrain feature is considered friendly to a player if it was in his original setup area, his troops were the last to occupy that feature or his troops can reach the terrain feature within supply and his opponent can not. Again see sections 4.4 and 8.5 to understand how hexes can become supplied. Hexes which could be put into supply by both players remain friendly to the player who originally occupied that side of the trenchline.

2.9 River

The river is impassable except at bridges or through the assistance of friendly units on the opposite bank (see 8.4).

2.10 Trenchline

This feature has two purposes. It helps define the permissible setup areas as well as defines locations where units may be considered in supply regardless of LOC provisions.

Note that movement costs are cumulative, so going upslope on a road would cost 1 ⅓ MP.

3.0 SEQUENCE OF PLAY

- **German Turn**

1. **Build Phase** - Player increases their available AP by the appropriate level for that turn. Player may spend AP to build units for mobilization. See section 5.0.

2. **Attrition Phase** - All on-map friendly forces must check for Attrition. See section 6.0.

3. **Siege Artillery Phase** - See section 7.0.

4. **Movement Phase** - Player may perform movement actions with friendly mobile units (see 8.0.) Mobile units not in an EZOC (see 4.5) may go into Reserve Status.

5. **Non-Phasing Reserve Movement Phase** - Non-active Player may perform movement of any unit in Reserve status. See sections 8.0 and 8.2.

6. **Combat Phase** - Player may initiate combat with Mobile friendly units against adjacent enemy units. See section 9.0.

7. **Reserve Movement Phase** - Active player may perform movement actions of any unit in Reserve status. See section 8.0 and 8.2.

8. **Supply Phase.** All units much check to see if they can trace an LOC. If not, mark with an Out of Supply (OOS) marker. See section 10.0.

9. **Operations Phase** - Player may spend AP to conduct additional Movement, Combat, and Reserve Movement with multiple corps. Each Corps is activated individually, but may cooperate together. See section 4.9.

- **French Turn**
- Repeat steps 1 through 9 above.
- **Turn End—Advance Turn Marker.**

4.0 IMPORTANT CONCEPTS

4.1 Units

The game features several unit types, all of which are used to move around the map and
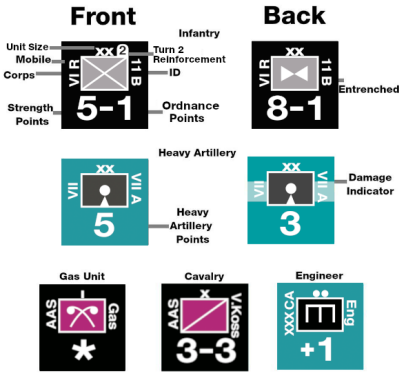
attack or defend against opponents. The main unit type is the Infantry Division, which have 2 main values going from left to right: Strength Points and Ordnance Points (OP). *Ordnance is another word for Artillery, given Admin Points and Artillery Points would otherwise use the same acronym.* On the left side is the corps the division belongs to and on the right is its ID, unit boxes are color-coded by corps. The front side of a division is its Mobile side, while the back side is its Entrenched side. The German player has 1 Cavalry unit which only has a Mobile side. The French player has 4 Shock divisions which only have a mobile side. There are some units with only one number on the bottom. For Infantry, that number is their SP (i.e. they have no OP). For Artillery units, the number is its Heavy Artillery Points (HAP). There is one German Alpine division and it is the only unit in the game that does not pay an extra 1 MP when moving upslope.

Note that for entrenched Infantry, the Artillery Ratio Matrix column used during combat is shifted 1 column to the right (see 9.1). Engineer units add a +1 DRM to defending or attacking units they are stacked with. The German gas units are special units. When used in combat prior to combat resolution,

roll 1d6. On a 1-3 the gas blows back in your face and you shift one column left in combat. On a 4-6, you get a beneficial shift right as the gas affects your opponent.

Design Note: The unit ID is provided for historical interest and in order to track losses and aid in setup. Otherwise each unit and ultimately each corps are just organizational structure for replacements, new units, new equipment and supplies.

4.2 Stacking

Stacking refers to placing one unit on top of another in a hex. Two Infantry Divisions of the same corps may stack together along with 1 non-Infantry unit. Units of different corps may not stack together, but may cooperate in combat (during the Operations Phase, see 4.9, AP costs must be spent for both corps individually in order to cooperate together during an attack). Up to 2 non-Infantry units may stack by themselves.

4.3 Admin Points

Administrative Points (AP) are an abstract representation of the supplies, logistics, and support provided to both sides during the 10-month battle. AP are used in many aspects of the game including siege fire, adding combat support, building units, and taking losses. In order for units to use Admin Points players must be able to trace a Line of Communication (see below).

4.4 Lines of Communication and Supply

In order to operate at full efficiency, a unit must have a valid Line of Communication (LOC) to a friendly controlled rail hex that leads to a supply source. In addition, having a valid LOC helps to protect units against Attrition Rolls. A legal German LOC is a variable amount of MP (see 4.4.1) within range of a rail hex which itself can trace an unlimited length of friendly consecutive railway hexes towards the north/northwestern board edge, while a French LOC can be of any length and over any terrain towards the southern board edge up to the Trenchline hexside.

4.4.1 German LOC Length

On turn one, a German LOC has a range of 3 MP. On turn 2, a German LOC has a range of 4 MP. On Turn 3, A German LOC has a range of 5MP for the remainder of the game. If within range of a friendly railway hex with an unobstructed (by enemy units or EZOC, but see 4.5 for exception for friendly occupied hexes in an EZOC,) path of rail hexes to hexes 1101 or 0401, the unit or stack is considered to have an LOC. For example, on turn 1, a German unit has an LOC if he is at most 3 movement points away from a friendly controlled rail hex, which in turn has a clear path along the railway to one of their supply source hexes. The 2 railways on the north/northwestern edge of the map are the German sources of supply (hexes 1101 and 0401). At any point along a friendly LOC, the presence of an enemy Infantry unit or enemy Zone of Control interrupts the LOC and supply may not be traced along that path, unless a friendly unit occupies an enemy Zone of Control (see 4.5) .

All units are considered to be in supply regardless of their LOC status at the start of the game (keep in mind that APs still cannot be spent in combat without an LOC). Note that all Germans units on their side of the trenchline are freed from the need to have an LOC.

4.4.2 French Supply/LOC

The French unit traces an LOC through an unlimited line of hexes, free of enemy units or EZOC (see 4.5) to a French supply source, which is any hex on the southern edge of the map. Note that optional rule 13.3, Victory on the Rails, changes this requirement so that a French supply source is any rail hex that can, in turn, trace an uninterrupted line of rail hexes, free of enemy units or EZOC, to one of the two rail hexes on the southern map edge at 0920 and 1520.

4.5 Zone of Control

Entrenched Infantry project a Zone of Control (ZOC) into the hex the unit occupies, and into

6 adjacent hexes. Mobile Infantry and non-Infantry units only project a ZOC into the hex they occupy. A Zone of Control (ZOC) extends along all types of Terrain except for un-bridged (no rail, road or trail crossing) River hexsides and occupied Fortress hexes. Units that start movement in an EZOC must spend +1 MP in order to move out of that hex. If the hex moved into is another EZOC the unit may not move further.

Units that move into an Enemy Zone of Control (EZOC) must stop moving immediately unless attempting a meeting engagement (see 8.1). The presence of friendly units does not negate an EZOC for any purpose except Retreats as a result of combat, Reserve Movement (see 8.2) and Strategic Movement (see 4.9.1).

4.6 Artillery

Both sides possess Heavy Artillery but only the French side possesses Fortress Artillery. Each French Fortress that still has Fortress Artillery (i.e. it does not have a 'Guns Destroyed' marker) has 2 Ordnance Points that may add its OP to any combat in which it is involved. Heavy Artillery is also the only way in which an French fortress can be destroyed (other than French or German units doing so voluntarily). French Fortress Artillery cannot conduct Siege Fire.

Unlike other units, Heavy Artillery units have 2 steps and lose steps to satisfy loss points. Heavy Artillery units used in normal combat add half of their total HAP (rounded up) to their side's total OP strength for the combat. are halved when used in Combat. Heavy Artillery that fired during the previous Siege Fire phase may not be used as OP for normal combat.

4.7 French Fortresses

While on a fortress hex, a player signifies whether an Infantry unit is inside or outside

the fortress by flipping to either the entrenched or mobile side, respectively. A French unit or stack inside a fortress can add the fortress OP to the unit's OP when attacked, penalizes the Attackers with a -2 DRM in combat and grants the Defenders a beneficial +1 DRM. Non-Infantry units are always assumed to be inside a fortress if in the same hex as one.

Once a German unit enters a fortress, the Fortress Artillery is considered destroyed and a 'Guns Destroyed' marker is placed on the fortress. German units may occupy the fortress and apply the -2 DRM to an Attackers whenever in combat (but do not gain the +1 DRM as the Defenders. The German player may, alternatively, decide to destroy a fortress once entered, placing a 'Fortress Destroyed' marker. Once destroyed the fortress has no further impact on combat.

4.8 Stripping Fortress Artillery

During the French Build Phase, the French Player may spend 2AP to voluntarily strip a French fortress of its Fortress Artillery to turn them into a mobile Heavy Artillery unit. Once stripped, place a 'Guns Destroyed' marker is placed on the fortress and the Fortress Artillery may not be reattached to any fortress.

4.9 Operations Phase

During the Operations Phase, the phasing player may spend AP to conduct additional Movement, Combat, Siege Fire, or Reserve Movement after their Supply Phase. A corps is *individually* activated for the optional phase for any action, spending the appropriate AP cost listed below. While AP are spent to activate each individual corps, a player may activate multiple corps simultaneously. Each corps may only be activated once per Operations Phase. Note that any units that do not have an LOC may not participate in the Operations Phase.

- **Movement Phase:** - 2 AP

- **Siege Fire Phase:** - 3 AP

- **Strategic Movement:** - 5 AP

- **Combat Phase:** - 7 AP

- **Movement/Combat/Reserve Movement Phase:** - 10 AP

- **Siege Fire/Movement/Combat/Reserve Movement:** - 15 AP

Operations Phases activations are performed exactly as during a regular game phase. Supply is always checked at the end of an Operations Phase. Note that the above combinations are the only options available. For example, if a player wanted to activate a corps for siege fire and combat it would be necessary to spend 15 AP for a siege/move/combat/reserve activation even if no movement or reserve movement was desired.

4.9.1 Strategic Movement

Strategic Movement is a special type of movement only available during the operations phase. Players may move as normal but may also move an unlimited number of hexes along connected friendly Road or Rail hexes free of enemy units or EZOCs. Units in an EZOC may not use strategic movement if their corps is activated for Strategic Movement during an Operations Phase, though they may move out of an EZOC using normal movement. Units using strategic movement may only move adjacent to an enemy unit or into an EZOC if a friendly unit is present in that hex and they must then stop moving. Units may use normal movement before, during, or after using Strategic Movement using their normal movement allowance. Units may not use Strategic Movement if Disrupted, Demoralized, OOS, or unable to trace an LOC.

4.10 Force Pool

Refer to the player aids included with the game for the Force Pool.

5.0 BUILD PHASE

During the Build Phase, the phasing player may spend APs on building units that are in the owning player's Force Pool. Permanently eliminated units may never be mobilized. In order to mobilize any eligible friendly unit, it costs a number of APs equal to half of a unit's SP (rounded up). Special units without SP, such as the German Gas or French Engineers cost 2 AP to Mobilize. Mobilized units are placed in eligible entry hexes. Eligible entry hexes for German built units are hexes 1301 and 2101. Eligible entry hexes for the French are hexes 0920, 1520 and 2620.

5.1 Build Limits

Neither side may never spend more than 50% of its current total AP during the Build Phase.

6.0 ATTRITION PHASE

All on-map friendly forces must check for Attrition during this phase. The Phasing player checks for Attrition by totaling the SP in each hex, and rolling 1d6 on the appropriate SP column on the Attrition Table. The roll is modified by the relevant DRM listed in section 6.1.2. The Result is the number of Attrition Losses for that hex. Note that there is no Attrition Phase on the first turn of the game.

6.1 Attrition Losses

Losses taken due to attrition may be satisfied in several ways. If a unit or stack is able to trace an LOC at that instant **and** is in Supply, it may instead subtract 1 AP for each Attrition loss point. Otherwise, for each Attrition Loss Point, one unit in a stack is Disrupted; if already Disrupted, it becomes Demoralized. If Demoralized, the unit is eliminated. Roll 1d6 whenever a unit is eliminated this way; 1-2 means the unit is permanently eliminated, otherwise it may be placed back into the Force Pool. Players may satisfy Attrition Loss Point requirements through a combination of unit disruptions/demoralizations/ eliminations and AP losses, if eligible to do so.

6.1.2 Attrition Modifiers

The following adjustments should be made to the Attrition die roll based on the status of the testing unit when the die roll is performed.

- **Occupying a city hex with an LOC:** +1 DRM

- **Disrupted:** -1 DRM

- **No LOC:** -1 DRM

- **Demoralized/OOS:** -2 DRM

7.0 SIEGE FIRE

Heavy Artillery units that are adjacent to enemy units or fortress hexes may fire at those hexes during the Siege Fire Phase. The effects of Siege Fire vary depending on its target. The Siege Fire Table (SFT) lists a column for the number of HAP being fired, use the SFT column value closest to the left (i.e 10 HAP would fire on the 8 column). The type of terrain may modify the column being used as specified on the SFT. The SFT roll will result in an outcome of either a 0, 1 or 2.

If the target hex of Siege Fire contains Infantry or cavalry:

- 0 = no effect.

- 1 = All units in hex Disrupted.

- 2 = All units in hex Demoralized.

If the target hex of Siege Fire contains Heavy Artillery:

- 0 = no effect.

- 1 = one Step Loss to 1 Heavy Artillery unit.

- 2 = 2 total step losses to 2 Heavy Artillery units, if only 1 is present it is eliminated.

If the target hex of Siege Fire contains a Fortress:

- 0 = no effect.

- 1 = destroys Fortress Artillery.

- 2 = destroys Fortress.

7.1 Ammunition Expenditure

Whenever a Heavy Artillery unit performs Siege Fire, 1 AP must be spent for each unit that fires. A Heavy Artillery unit may not fire unless it is in supply, but it does not need to trace an LOC.

7.2 No Movement or Combat

If a Heavy Artillery unit uses Siege Fire, it may not move in any upcoming Movement or Reserve Movement Phases. In addition, it may not participate in any attacks, though it may defend as normal if attacked. Rotate the firing unit 90 degrees to indicate this state. Reorient the Heavy Artillery unit at the beginning of an Administrative Phase activation if in the corps being activated or at the beginning of the next turn.

7.3 Artillery Attacked Alone in Combat

Whenever Heavy Artillery is attacked while alone in a hex, it defends using only 1 SP along with half of its HAP value as normal.

8.0 MOVEMENT

During the movement phase, the player may move any of his units or stacks on the board. All Infantry and Heavy Artillery units have a Movement Allowance of 4MP, the German Cavalry unit has 6MP. MP are spent as a unit or stack moves from one hex to and adjacent hex. Always use the Movement Allowance of the slowest unit in a stack. Slower units in a stack can be dropped off, at which point they cease moving, allowing faster units to continue moving.

Each terrain type has a movement cost listed on the Terrain Effect Chart. Units moving along a road, trail, or Rail Line use those movement costs instead of the terrain they move into. Units may not move into an enemy-occupied hex. All units may always move at least one hex regardless of movement point expenditure, if it is a legal move. Note that while on its entrenched side, an Infantry unit may not move (nor attack, but may defend).

8.1 Meeting Engagement

During either a Movement or Reserve Movement Phase, the phasing player may attempt a Meeting Engagement (ME) against a Mobile enemy unit or stack. Players may not attempt a ME against entrenched enemy units, or any enemy units inside a fortress. Once adjacent to an enemy unit, a friendly Infantry unit or stack spends 3MP and conducts a normal combat at half strength (rounded up). No other friendly units may participate in the attack, but the attacking player receives a +1 DRM if any friendly units (regardless of how many) are adjacent to the enemy hex targeted by the ME. The Defenders receives a +1 DRM for **each** unit that is friendly to the Defenders and adjacent to the combat hex. Once the ME combat finished, then if eligible the attacking unit may advance after combat as normal into the enemy hex. Other units that have not already moved this Movement Phase may continue their movement once the ME is completed.

8.2 Reserve Status

A Mobile unit not in an EZOC may spend its complete movement allowance to place itself in Reserve. A Reserve marker is placed on that unit and that unit may not participate in the following movement or combat phases. A unit may not be placed into Reserve if it:

- Cannot trace an LOC at that instant;

- is Disrupted or Demoralized;

- Is OOS; or

- Is in an EZOC.

Units placed in Reserve may move during either the Phasing or Non-Phasing Reserve Movement Phase. Units using Reserve Movement may ignore EZOC for the purposes of movement if the EZOC is occupied by a friendly unit. Keep in mind that there are two Reserve Movement phases, one for each the phasing and non-phasing player on both German and French Turns. A unit in Reserve

Status that becomes Disrupted or Demoralized immediately loses its Reserve status. Units remove their Reserve marker after moving during the Non-Phasing Reserve Movement Phase.

8.3 Entrenchment

An Infantry unit may spend 2MP to flip to either its entrenched or mobile side. Entrenched units may not move, nor may they initiate attacks against adjacent enemy units. Entrenched units receive more options when taking combat losses (see 9.2) and shift their Artillery Ratio Matrix one column to the right (see 9.1).

8.4 River Crossings

Normally, units may not move across an non-bridge river hexside, but the presence of a friendly unit on the opposite side of that river hexside allows units to cross at a movement cost of +1MP along with the terrain in the hex being entered. Rivers can be crossed at bridges for no additional cost.

8.4.1 Bridge Attacks

Any attacks across a road, track or rail hex that cross a river grant the defender an additional +2 DRM in combat.

8.5 Rail Conversion

All rail hexes beginning in each player's set up zone are friendly to that player. To utilize other rail hexes it is necessary to "convert" them to friendly rail hexes. This is done by moving an Infantry Division into an enemy rail hex. If no enemy units or EZOC block a path of contiguous rail hexes back to the friendly side's rail network and supply source, all of the rail hexes 'behind' the newly converted hex instantly become friendly. This is done by moving an Infantry Division from an existing friendly rail hex directly into the new hex along the rail line. This does not require any additional movement points.

9.0 COMBAT

The phasing player may initiate combat with Mobile friendly units against any adjacent enemy units during the Combat Phase. Initiating combat is voluntary and not all adjacent enemy units need to be attacked. Combat involves both players determining their total SP involved, identifying the appropriate column on the Combat Result Table (CRT), and applying any appropriate combat shifts. Both players then each roll 1d6 on the CRT modifying each die roll by each side's applicable combat DRM. No units may attack more than once during a single combat phase, ME do not count as combat for purposes of this rule.

Any result of less than -9 is treated as a -9 and any result greater than 9 is treated as a 9. The DRM used is affected by the Artillery Ratio Matrix (ARM), relevant terrain, Disruption/Demoralization status and Combat Support modifiers. The outcome on the CRT is the number of Loss Factors inflicted on the opponent. Loss factors can be absorbed in a number of ways depending on if attacking, defending, mobile, entrenched, or inside a fortress.

Important: after an attack, the Attackers are <u>always</u> all Disrupted.

9.1 Artillery Ratio Matrix

After determining the SP involved in a combat, both players determine their own Artillery Ratio by dividing their own OP total by their opponent's OP total, rounding down. For example, if the German OP is 11 and the French OP is 4, the German ARM is 2:1 and the French ARM is 1:3.

Cross reference the ratio with the combat hex terrain to determine each side's Artillery DRM for combat. Don't forget that the HAP of Heavy Artillery used in normal combat is halved (rounded up) before it is added to a sides OP.

9.2 Taking Losses

During combat, one or both players may be called on to satisfy Loss Points. The number indicated on the CRT is the number of losses inflicted on an opposing player. ***Important:*** note that the Attackers are always immediately disrupted after an attack. Losses may be satisfied through the following processes:

- **Both the Attacker and Defender may each satisfy:**

  ○ 1 Loss Point by reducing an artillery step or eliminating a unit. When eliminating units, the unit with the largest SP value must be eliminated first, and after this is the player's choice.

    Important: A single unit must absorb Loss Points through all available means before being eliminated. A stack of units may choose how to distribute Loss Points. This means that any combat result of 6 Loss Points will result in at least 1 unit being eliminated.

  ○ Up to 2 Loss Points reducing AP on a 1-for-1 basis. This method may only be chosen if the relevant units can trace an LOC at that instant.

- **The Attacker may satisfy 1 Loss Point by retreating all attacking units 1 hex but all are immediately Demoralized.**

- **The Defender may satisfy:**

  ○ 1 Loss Point by flipping all entrenched units to their Mobile side.

  ○ 1 Loss Point by retreating all defending units 1 hex and making them Disrupted; or

  ○ 2 Loss Points by retreating all Defenders 2 hexes making them all Demoralized; or

  ○ 3 Loss Points by retreating all Defenders 3 hexes making them all Demoralized.

  ○ ***Important: A unit must first absorb 1 Loss Point by flipping to its Mobile side if it intends to satisfy losses using retreats.***

- **Keep a tally of all units eliminated, they are counted for Victory Points at the end of the game.**

Design Note: Players should note that they may want to consider all the options open to them concerning the method in which they fulfill loss requirements. Lost units and permanently lost units are items which become victory points. The choices made are not always the same for either the Attackers and Defenders and will need to be made in light of the opponent's potential Administrative activations as well as the player's possible responses. In many ways the choices as to how loss figures are satisfied are central to the management of your army in the game.

9.3 Advance After Combat

If an enemy Defender's hex is completely vacated of enemy units as a result of Combat, the Attackers may then move into either the combat hex, or any hex adjacent to its current position. The German Cavalry unit may move 2 hexes in any direction. EZOCs are ignored during Advance after Combat. Defending units may also never Advance After Combat. Advance After Combat is always optional.

9.4 Retreats

Retreats may be performed as a means of absorbing Loss Points; 1 for the Attacker and up to 3 for the Defenders. A unit or stack must retreat towards a hex from which it can trace an LOC and away from the enemy unit it was just fighting. Whenever a Defender retreats 1 hex, it suffers Disruption, and if it retreats 2 or 3 hexes, it suffers Demoralization. An attacker that retreats suffers Demoralization.

Units may not end their retreat overstacked, but may temporarily violate stacking limits while retreating through friendly-occupied hexes. A unit that retreats into an EZOC is eliminated, even if the EZOC hex is occupied by a friendly unit. A unit may not retreat into or through an enemy-occupied hex and is instead eliminated.

9.5 Units Awaiting Replacement / Permanently Eliminated Units

Whenever a unit is eliminated during combat, the player must check to see if the unit would have had a legal path of retreat as detailed above. If not, the player must roll 1d6, 1-2 and the unit is permanently eliminated, otherwise it is placed in the player's Force Pool, from where it may be replaced using AP as per the Build Phase rules.

9.6 Disruption

Disruption is a negative status which hampers a unit's ability to operate as normal. Disrupted units suffer a -1 DRM when attacking or defending in combat, halve their Artillery Value (round up) and may not be placed into Reserve status. If a Disrupted unit is again Disrupted it becomes Demoralized. If Disrupted again while Demoralized it is eliminated and checked for permanent elimination. A unit recovers from Disruption by spending half of its total Movement Allowance during a friendly Movement Phase. A unit may not recover from Disruption if OOS or in an EZOC.

9.7 Demoralization

Demoralization is a more severe form of Disruption. Demoralized units suffer a -2 DRM when defending in Combat, may not attack, halve their artillery (round up) and may not be placed into Reserve status. Demoralized units may not satisfy Loss Points with retreats. When eliminated in Combat a Demoralized unit is always permanently eliminated. If a Demoralized unit becomes Disrupted it is eliminated and checked for permanent Elimination.

During a friendly Movement Phase, a Demoralized unit may recover to Disrupted by spending half of its total Movement Allowance, or it may recover to normal status by spending all of its Movement Allowance. A unit may not recover from Demoralization if OOS or if in an EZOC.

9.8 Combat Support

If in Supply and able to trace an LOC at the instant of combat resolution, each side may spend AP on Combat Support to influence the combat with Die Roll Modifiers. Either player may declare they are using support during combat before any dice are thrown, Attacker first.

9.8.1 Hurricane Barrage

If attacking with a Heavy Artillery unit or if a Heavy Artillery unit is adjacent to an enemy being attacked in combat, the Attacker may declare a Hurricane Barrage. For every 2 AP spent on a Hurricane Barrage, the Defender is penalized with -1 DRM. The maximum AP spent on a Hurricane Barrage per attack is equal to half (rounded up) the HAP being used for the attack. Note that Heavy Artillery units used for a Hurricane Barrage may not participate otherwise in normal combat.

9.8.2 Flamethrower Support

While attacking, the German Player may spend AP up to half of the attacking force's total SP in order to add Flamethrower Support to the combat. For every 3 AP spent, the German Attacker may add a +1 DRM to its combat result.

9.8.3 Elan Defense

While defending, the French player may spend AP up to half of the defending force's SP total in order to commit to an Elan Defense. For every 2AP spent, they may add a +1 DRM to their combat result, but if the Defenders then suffers more Loss Points than the Attackers, the defending unit with the biggest SP value must be eliminated (absorbing 1 Loss Factor as usual). The units do not need to be in supply or trace an LOC in order spend APs on Elan Defense.

9.8.4 No Attacks Across Unbridged River Hexsides

Units may not attack across unbridged river hexsides.

9.9 Game Turn Combat Shifts

Combat shifts are given to players depending on the turn being played. *This is representative of the strategic scale major bombardments that are outside the scale of the simulation.*

9.9.1 German

- On turn 1, all German attacks are resolved 3 columns to the right of their actual SP on the CRT.

- On turn 2, all German attacks receive 2 column shifts to the right on the CRT.

- On turn 3, all German attacks receive 1 column shift to the right on the CRT.

9.9.2 French

- On turn 8, all French attacks receive 1 column shift to the right on the CRT.

- On turn 9 and for the remainder of the game, all French attacks receive 2 column shifts to the right on the CRT.

10.0 SUPPLY

During the Supply Phase each friendly unit or stack must check to see if it can trace an LOC. If it can, the unit is in supply and there is no effect. If not, then that unit is Out of Supply (OOS) and marked with an OOS marker. Whenever a unit is OOS, its Movement Allowance is reduced by 1, and its artillery value (HAP or OP) is reduced to 0. A German unit adjacent to or behind its side (i.e. north or east) of the Trenchline is always in supply. French units that move past their side of the Trenchline are immediately OOS. All units are in supply on the first turn of the game.

11.0 SETUP

Players may choose either a historical or free setup.

11.1 Historical Setup

All forces must be placed before the game according to these rules in accordance with stacking limits. At no time may any unit setup on their opponent's side of the Trenchline. The north is the German side of the trenchline while the south is the French side. The French player sets up first, followed by the German player.

11.1.1 French Historical Setup

XXX CA: May setup within 3 hexes of Bethincourt (0607) adjacent to the south side of the Trenchline.

II CA: May set up in between hex columns 10XX and 16XX (Brabandt and Ornes for reference) adjacent to the south side of the Trenchline.
VII CA: May setup in between hex columns 17XX and 23XX adjacent to the south side of the Trenchline.

11.1.2 German Historical Setup

VII R and VI R AK: May set anywhere West of the Mass River (the major river to the west) adjacent to the north side of the Trenchline.

XVIII AK: May set up within 4 hexes of Moirey (hex 1305) adjacent to the north side of the Trenchline.

III AK: May setup within 2 hexes of Mogeville (hex 1908) adjacent to the north side of the Trenchline.

V AK: May setup in Etain (hex 2309,) along with hexes 2209 and 2310.

AAS AK: Must setup with any corps of their choice. Units over stacking limits can be dis-

placed in adjacent hexes north of the Trench-line.

11.2 Free Setup

The French player sets up first. All French Infantry units must set up adjacent to the south side of the trenchline hexsides. French non-Infantry units may set up adjacent also or further south. All German units setup adjacent to the north side of the Trenchline hexsides. Any French Infantry units may set up entrenched but all German units must set up Mobile. The German Heavy Artillery units labeled RS and LS must be set up on the Right and Left sides of the river running north to south, respectively.

11.3 AP and Shock Units

German AP are set to 75, French AP are set to 45. The Germans receive 20 AP each turn until turn 4 when they receive only 15 AP each turn for the remainder of the game. The French receive 15 AP each round until turn 7 when they receive 25 AP each turn for the remainder of the game. On turn 7, the French also receive 4 Shock Divisions as reinforcements from the south edge of the board.

11.3.1 Turn 2 Reinforcements

Both sides receive reinforcements on turn 2. French reinforcements may enter from the southern edge of the map up to the Trench-line, while all German reinforcements are placed into their Force Pool and must be bought using AP during the Build Phase except for the 3 units from VI R who enter the map in an eligible mobilization hex.

12.0 VICTORY

Either player may score an automatic victory during the game by reducing their opponent's AP to 0. The German player may also score an automatic victory by holding Verdun at the end of a single game turn. At These units in Verdun must be able to trace an LOC and in supply. An Automatic Victory is considered a

Major Strategic Victory. Note that the German player must control or occupy **at least** one French Fortress in order to win, otherwise it is an automatic French Major Tactical Victory. If an automatic victory is not achieved, add the Victory Points (VP) listed below for each player to determine the winner and the scope of their victory.

- Each permanently eliminated unit = 2 VP

- Each previously eliminated unit = 1 VP

- The player with the Greater AP total is awarded VP equal to half the difference between the AP totals (round up).

After determining the number of VPs on each side, use the Victory Point Ratio Table (round down) below to determine the extent of a player's victory. The winner is always the player with the greater VP total.

- **1:1 VP Ratio: Minor Tactical Victory**

- **2:1 VP Ratio: Minor Operational Victory**

- **3:1 VP Ratio: Major Tactical Victory.**

- **4:1 VP Ratio: Major Operational Victory.**

- **5:1 VP Ratio: Major Strategic Victory.**

   In the unlikely event of a draw where the victory points are equal, set up the game and play again!

13.0 OPTIONAL RULES

These rules may or may not be used if mutually agreed upon by the players. They do not change the balance of the mage as they more or less change the pace slightly.

13.1 Simultaneous Siege Fire

During each player's Siege Fire Phase, both players may fire with eligible Siege Fire units. If using Siege Fire outside of its own phase (e.g. German artillery firing during the French Siege Fire Phase) then during its own phase it may move and or attack with Infantry if it

does not again use Siege Fire during its own phase.

13.2 Fog of War

Players may not inspect the contents of each other's stacks unless adjacent.

13.3 Victory on the Rails

The German player may win an automatic Major Victory by cutting off the two southern rail lines to Verdun, and holding them for 1 full turn.

13.4 Improved Entrenchments

When spending AP to absorb Loss Points, instead of the 2 point limit, entrenched defending units may spend AP up to half (round up) of the unit or stack's SP on Loss Point absorption.

13.5 Verdun or Bust

On turn 2, the German player may decide to give up all of their objectives and only try to capture Verdun for the remainder of the game. The Germans receive an additional 45 AP if they decide to so, but the only way they may win the game is by holding all of Verdun for 1 Game turn or has control of 1 Verdun hex by the end of the last game turn.

14.0 DESIGN NOTES

As the flagship of the 2140 series, I hope people enjoy playing *1916* as much as I enjoyed designing it. The purpose of the 2140 Game Series is to produce low-complexity simulations that produce sophisticated and historically accurate tactics and strategy. I am an avid believer in SPI and lament the dirge of similarly 'old-school' games. No doubt that there have been improvements in wargaming mechanics originally designed in the 70s, but many of the games made today, at least to me, fail to allow myself to become immersed in a historical narrative without having to constantly check or guess rules.

The 120 series from GDW is another obvious inspiration for this series. Having a game that size, manageable in an apartment and manageable enough I could convince non-gaming friends to try it, were some of the first times I truly got to enjoy wargaming. I had always wished for more of these games, something was appealing about the small boxes with the large ideas they kept inside.

With the advent of things like print on demand, it's finally possible for me, a 30 something weirdo into 50 year old games, to generate things that I and my friends would want to play. Special thanks to Blue Panther for their print on demand service and extreme niceness. A few veteran designers such as Zucker and Starkweather I am in debt to for being very patient with my questions and original efforts. It goes without saying that wargaming is impossible without the people that generated these ideas in the first place. Finally Lindzay Wanner has been a saint dealing with me working and obsessing over this project non-stop, and all of my internet wargaming friends who are seriously some of the nicest, sweetest, best people I know.

To touch briefly on the game mechanics and some of the design choices, I decided on both the Admin Point being a core focus of the system where I saw it as lacking in other games on Verdun. Verdun is almost always depicted in game at a tactical scale but its purpose as a campaign was inherently both operational and strategic in its inception. Attrition can only be abstracted so far using step losses or negative status effects, but to throw that in with the Admin Points driving the action recreates the desperate situations the commanders found themselves in in regards to logistics. The units are mere buckets for AP, players can win based on their skill in managing losses alongside resources and production. There is enough meat here that players could spend arguably 4 hours playing the game given all the choices in combat, but I encourage shooting at the hip and making snap judgments, they may not always be the best judgments, but they generally reflect the confusion and miscommunications that constantly occur during war.

Anyway, thanks, and I hope you enjoy the games.

-Ray Weiss

1916 VERDUN: Campaign of Attrition

A Game by Ray Weiss

Developed by Matt Ward

Map Art by Tim Allen

Counter and Cover Art by Ivan Caceres

Manual Layout by Trevor Henderson

Playtesting and Editing by Matt Ward, Nick Wade, and Ray Weiss

Vassal Mod by John Edwards

Administrative Point (AP) Cost Summary

Build Phase

- Stripping Fortress Guns (French Player, see 4.8)   **2AP**

- Friendly unit activation (move into Force Pool, see 5.0)   **AP = 1/2 unit SP**

Attrition Phase

- If in LOC and in Supply   **-1AP** per Loss Point

Siege Artillery Phase

- In supply mobile Heavy Artillery (see 7.1)   **-1AP** per unit of fire

Combat Phase

- Entrenched units defending in combat reduce AP to satisfy loss points (see 8.3).

- Both Attacker and Defender may satisfy loss points. Up to **2AP** for up to 2LP if in LOC (see 9.2).

- Attacks over road, rail, or track hexes which cross a river hexside grant the defender a +2 DRM in addition to whatever other terrain DRM they get.

- **Combat Support Options**

- Hurricane Barrage (see 9.8 1) For each **2AP** = -**1 DRM** for defender.

- Flamethrower Support (German, see 9.8.2) May add AP's up to half of the attacking force AP. For each **3AP** = **+1 DRM** to combat result.

- Elan Defense (French, see 9.8.3) While defending player may spend AP's up to half of the defending force AP to add this. For each **2AP** = **+1 DRM** to Combat result.

Operations Phase—Cost per *individually* activated Corps to perform actions or combinations of actions below.

- Strategic Movement   **2AP**

- Siege Fire   **3AP**

- Movement   **5AP**

- Combat   **7AP**

- Movement/Combat/Reserve Movement   **10AP**

- Siege Fire/Movement/Combat/Reserve Movement   **15AP**