

RTR¹ Partially Revised Rules for PBEM and Enhanced "Historicity" [V 1.1]

Updated on February 26, 2018, to accommodate the strategy of von Schlieffen's "Great Kriegsspiel" of 1905 (Terrence Zuber, 2011: pp. 41-45).

[Material from original in Black Text - no changes - included to provide context for changes; **Changes and additions in Red Text**; explanatory text mostly in blue.]

When there is a conflict between the original rules and these revised rules, the revised rules prevail (e.g., the BEF, neutrality of nations, victory points from options, entrenching).

6.0 Zones of Control (ZOCs)

6.4 Retreat: Given the scale of this simulation [one week of time per turn and 15 kilometers or 9.9 miles per hex], this rule needs to be modified for greater authenticity. In 1914 the ability of a military force in the field to project its presence and fire power over nearly ten-mile stretch of territory that it did not occupy in force was inadequate to stop all retreats, especially when that piece of geography was contested by "friendly" units. Therefore, RTR Rule 6.4 will read as follows:

6.4 ZOCs, Retreats, Emergency Withdrawal and Tracing Command: (a) for retreat purposes, a friendly unit in a hex negates an enemy ZOC; (b) when forced to retreat, a unit may move through a friendly occupied hex or hexes, up to a maximum of three hexes, seeking a hex in which the stacking limits are not exceeded -- at the end of this retreat, any units over the maximum stacking limit must be eliminated; (c) units in an enemy ZOC may conduct "emergency withdrawal" [or "leapfrog withdrawal"] during the movement phase through a hex containing friendly units (which have not yet moved during the current phase) - these friendly units are essentially "holding the door open;" (d) units eligible for "emergency withdrawal" can trace a line of communications and supply along the same path and can thus be "In Command" if within the "Command Radius" of an HQ that is itself "In Command."

8.5 Rail Movement: It is recommended that for at least the first two months of the simulation, none of the combatants are able to use rail movement per se in a belligerent country. Repair of rail roads was unable to keep up with the advancing armies of the German Right Wing in 1914 during the initial through Belgium and on to the Marne. It is further recommended that the limits for the Germans and French be lifted inside their own countries. The rationale for this is as follows. In 1914, the Germans mobilized their Armies in roughly two weeks. Given the size of this force, and the RTR rules restriction of five divisions per turn (8.55) it would have taken the Germans at least 13 weeks to mobilize! Therefore, unlimited rail

movement capacity for France and Germany within their home countries each turn is recommended.

9.4 Retreats: This rule is superseded by revised rule 6.4.

11.0. Reinforcements and Withdrawals:

Add the following to section 11.0: **Depots - points of Entry** (includes map edge hexes with flags as follows):

In France:	In Belgium	In Germany:
Hex 1901	If not	Hex 3934
Hex 1101	Neutral, for	(Munster)
Hex 0209	Great Britain	Hex 3833
Hex 0215	(if not	Hex 2334
Hex 0219	Neutral):	
	Ostend (Hex	
	3609)	

Also, as per the Terrain Chart on the Map, Cities with Fortresses are also Depots. For a complete list see Appendix III.

Design Notes 1.0 and 2.0 Command and Supply: Supply in this historical simulation is modeled in the Command rules and headquarters units. "The headquarters units themselves represent the furthest point that communications and logistics have advanced." Both Supply and Command are wrapped into one column in the matrices for PBEM.

11.5 Eliminated Units: "Units which have been eliminated may be returned to play as reinforcements if the appropriate unit type is indicated."

This fundamental rule has one glaring omission - **Headquarters Units**. As noted above in Design Notes 1.0 and 2.0, HQs provide critical functions in this simulation. However, there are no provisions for replacing an HQ unit that has been eliminated. It is inconceivable that any of the combatants in this simulation would have NOT drawn on their pools of officers and logistics personnel, and related materiel to immediately begin replacing these vital elements if lost through combat.

New rule 11.5.2: Headquarters Units may be replaced if eliminated through combat or by encirclement [completely surrounded by enemy units and/or their ZOCs].

11.5.2.1. Replacement after loss by Combat: The eliminated HQ unit may be returned to the map and placed at least 3 hexes from any of the units in its Army, on the turn immediately following its loss.

- Its command radius is reduced by 1 [but never to less than 1] for one turn only.
- To replace an HQ unit, one reinforcement division of any type is lost for the turn in which the HQ is replaced to account for the personnel and materiel used to rebuild the cadre HQ that would have survived the combat losses. If no reinforcement divisions are scheduled for the turn in question,

¹ **Reinforce the Right!** [1996; Decision Games (I) S&T #180; Designer: Joseph Miranda; WWI (1914 West)].

one division of any type is removed from the Army whose HQ is being rebuilt.

11.5.2.2. Replacement after loss by Encirclement: The encircled HQ unit may be returned to the map and placed at least 4 hexes from any of the units in its Army, on any turn following the turn it is encircled.

- The encircled HQ unit must be removed from play at the beginning of the owning player's turn at least one turn before it is returned to play.
- Its command radius is reduced by 2 [but never to less than 1] for one turn only to partially account for time, personnel and materiel used to rebuild the HQ unit virtually from scratch.
- To replace an encircled HQ unit, one reinforcement division of any type is lost for the turn in which the HQ is replaced to account for the personnel and materiel used to rebuild the HQ unit virtually from scratch. If no reinforcement divisions are scheduled for the turn in question, one division of any type is removed from the Army whose HQ is being rebuilt.

12.0 Fortresses: It is recommend revising 12.2 to read as follows: Fortresses may not move or attack. Fortresses with a printed defensive strength on the map have a ZOC that functions like the ZOCs of a combat unit. However, fortresses without a printed strength, which have a defensive strength of 3, have no ZOC.

12.4 Abandoned Fortresses: There is no real advantage to this rule. This rule should be ignored or deleted.

13.1. [Entrenching] Add 2nd sentence that reads as follows: "If agreed to by both the German and French player, Trenching may not start until at least the September III Turn, even if the "Begin Entrenching event" occurs prior to that turn, unless the Germans select Option # 18.1 (16) or the French selection Option #18.2 (16) which essentially means that either France or Germany can begin entrenching on any turn beginning with Turn 2 by simply making the declaration."

14.2 Neutral Nations: This rule is radically modified and superseded in many ways by the new rules in **Section 17.7 below**. The Neutral Nations include Great Britain, Belgium, the Netherlands, Luxemburg, and Italy. **Section 17.7** establishes the new rules for their entry into the war, including whether or not England stays neutral, where or even if the BEF deploys on the map, and whose ally, if any, England might be.

15.0 Victory Conditions: The game is won by gaining control of strategic objectives and inflicting losses on the enemy. At the end of the game, players total their victory points (VPs) and determine the winner. Keep a running total of VPs on the Victory Point track on the map. **Overall Victory Points may be tracked from Turn to Turn on the Victory Point track on the map, as well as in the chart shown in Appendix II.**

Section 15.0 is modified by the **revised Options Sections 18.1 and 18.2**. Neither the Germans or the French begin the simulation with any victory points, except according to the options packages selected by both nations. Germany is NOT forced to repeat history! France is NOT forced to repeat history! Both start with a clean slate of **ZERO Victory Points** and can select their strategy packages as they wish.

15.21 and the first two bullets of 15.22 should read as follows:

15.2 Victory Points

15.21 Assessed at the beginning of the game:

- Scenario Options: see individual options.

15.22 Assessed immediately as they occur:

- **IF Germany violates the neutrality of:**
Belgium: +40 France / Allies
Netherlands: +40 France / Allies
Luxembourg: +10 France / Allies
- **IF France violates the neutrality of:**
Belgium: +60 Germany
Netherlands: +60 Germany
Luxembourg: +15 Germany

15.23. [VPs] Assessed at the end of the game, are easily tracked on the "Victory Point Track" on the map, and/or the chart shown in Appendix II. Note that the Scenario Options and their resulting Victory Points, as well as Violations of Neutrality rules, have been greatly revised in the **RTR Rule Changes for Enhanced Historicity and/or PBEM**.

15.22 [VPs] Assessed immediately as they Occur [Enemy units eliminated]: These Victory Points may be easily tracked on a chart (see sample in Appendix IV) as they occur as a result of combat and entered into the "Victory Point Track" on the map at the end of the turn. [Print charts as needed -- one for German losses and one for the French, and if needed one for each neutral that becomes a combatant.]

17.7.1.3. Deployment: The French and German players deploy simultaneously after previously selecting their Scenario Options [see Section 18.0 below], and filling out their Turn 1 OB Status Matrices², which includes the starting hex numbers for all units. In this manner, a bit of the initial "fog of war" from the summer of 1914 is simulated, as neither France nor Germany knew the actual deployment and operational plans of their opponent. Prior to Deployment, each player presents the other with a brief written summary of the options chosen, and the starting hexes of their units [via either a printed version and/or an electronic copy of their OB Matrix]. Digital pictures of the set ups are always welcome additions, especially for PBEM sims.

17.7.1.4. Play Sequence: As per Section 3.0, the standard sequence of play for each turn is the German player phases followed by the French (Allied) player phases. However, if the Allied (French) player selects Option 18.2 (14) "Allies Strike First," this sequencing is reversed beginning with Turn 1.

17.7.1.5. Stacking: Units must conform to stacking limits in initial deployment.

17.2. French Initial Order of Battle - See Revisions in Order of Battle Matrices and OB Charts [see [separate uploads to BGG RTR Game site](#)]. Revisions are to enhance historical accuracy.

17.5. German Initial Order of Battle -- See Revisions in Matrices and OB Charts [see [separate uploads to BGG RTR Game site](#)]. Revisions are to enhance historical accuracy.

17.6. Initial Victory Point Levels:

German: 0.

French / Allied: 0.

The starting VP totals of both the French (Allies) and Germany will depend entirely on the Scenario Options [Section 18] selected at the outset by both players.

17.7. Neutral Nations Rules

17.7.0. Neutral Nations: Great Britain, Belgium, the Netherlands, Luxemburg, and Italy

17.7.1. Great Britain stays neutral if neither Germany or France violates the neutrality* of Belgium and the Netherlands. [**The neutrality of Belgium, the Netherlands, and Luxemburg is violated when either a French or German unit (or Great Britain as their ally) enters the territory of the neutral nation.*]

17.7.2. As long as Great Britain remains neutral, the BEF deploys in England, and all reinforcements and replacements accrue in England.

17.7.3. In order to help safeguard Belgium neutrality, BEF units might - given certain circumstances - deploy in Belgian ports (See Neutrality Table).

17.7.4. If either Germany or France attack BEF units in Belgium, Great Britain immediately declares war on the attacker and becomes an ally of the other combatant.

17.7.5. If Germany violates the neutrality of Belgium, it is highly likely that Great Britain declares war on Germany and becomes France's ally (see Neutrality Table).

17.7.6. If France violates the neutrality of Belgium, there is a high probability that Great Britain may come to that country's aid, declare war on France, and become Germany's ally (see Neutrality Table).

17.7.7. If Germany violates the neutrality of the Netherlands, the odds increase that Great Britain may come to that country's aid, declare war on Germany, and become France's ally (see Neutrality Table).

17.7.8. If France violates the neutrality of the Netherlands, the odds increase that Great Britain may come to that country's aid, declare war on France, and become Germany's ally (see Neutrality Table).

² OB Status Matrices - see [separate uploads to BGG RTR Game site](#).

17.7.9. As long as Great Britain is neutral or is France's ally, the French navy has the capability of landing French combat units in the Netherlands and keeping a maximum of 6 AFs supplied, as per the following French Naval Transport Capacity Table.

French Naval Transport Capacity Table (Use Ten-Sided Die)				
Die Roll	1 - 2	3 - 4	5 - 8	9 - 10
Capacity per Turn	0	1	2	3
NOTES - A zero [0] also indicates no supply capacity for that turn; units already in the Netherlands would be out of supply. - Capacity Measured in Attack Factors. - Transport is from a French port to a "port" in the Netherlands (Hexes 3613, 3816, 3919). - A die is rolled each turn France wishes to transport and/or supply units in the Netherlands.				

17.7.10. If Germany violates the neutrality of Luxemburg, the Netherlands, or Belgium, those nations become France's allies, the French player controls those nation's units (and the Victory Points of VP hexes not occupied by German forces), and the nation's rail network becomes part of France's supply and transportation network [but not for rail movement].

17.7.11. If France violates the neutrality of Luxemburg, the Netherlands, or Belgium, those nations become Germany's allies, the German player controls those nation's units (and the Victory Points of VP hexes not occupied by French forces), and the nation's rail network becomes part of Germany's supply and transportation network [but not for rail movement per se].

17.7.12. Italian Neutrality

- Italy stays neutral if Germany violates Belgium neutrality, unless otherwise dictated by the Event Table.
- Italy stays neutral if Great Britain is France's ally, unless otherwise dictated by the Event Table.
- If France has attacked [thereby violating their neutrality] either Belgium or the Netherlands, and Great Britain is Germany's Ally, use the Italian Neutrality Table below.

Italian Neutrality Table (Use Ten-Sided Die)	
Die Roll	Italian Policy Decisions
1 - 2	No Change - Italy remains neutral.
3 - 4	- Italy announces that if France does not immediately withdraw its troops from Belgium and/or the Netherlands, Italy may join Germany and Great Britain in protecting those nation's neutrality. - Add 1 to the die roll on the next turn.
5 - 8	Italy announces that it will honor its long-standing treaty obligations with the Central Powers, will declare war on France, and join Germany and Great Britain in protecting the neutrality of Belgium and the Netherlands.
9 - 10	No Change - Italy remains neutral.

17.7.12. RTR Rules for Deployment of Neutrals

- Great Britain and the BEF:** See 17.3, 18.2 (8), and modifications in Section 17.7.
- Belgium:** See 17.4.
- The Netherlands:** See 18.1 (7).
- Italy:** Deploys in the German "7 A" DZ via either Random Events (see 5.0), or the "Neutrality Table."

**17.7.14. Reinforce the Right Neutrality Table
(Use Ten-Sided Die)**

Modified Die Roll	Policy Decisions
10 or More	- Great Britain declares war on France and begins deploying BEF units from England on the following turn in Belgium and/or the Netherlands (if their neutrality has been violated by France), while BEF units already in Belgium immediately become operational (controlled by German player). - Add 1 to the die roll on the next turn <u>unless</u> all French units have withdrawn from Belgium.
9	Great Britain deploys BEF units to Belgian ports to help safeguard Belgium neutrality from French incursions and demands that French units leave Belgium and guarantee Belgium neutrality (BEF units controlled by German player).
7 to 8	No Change in policies.
3 to 6	- Great Britain deploys BEF units to Belgian ports to help safeguard Belgium neutrality from German incursions, and demands that German units leave Belgium and guarantee Belgium neutrality, but does not declare war on Germany (BEF units controlled by French player). - Subtract 1 from the die roll on the next turn <u>unless</u> all German units have withdrawn from Belgium.
2 or Less	Great Britain declares war on Germany and begins deploying BEF units from England on the following turn in Belgium and/or the Netherlands (if their neutrality has been violated by Germany), while BEF units already in Belgium immediately become operational (controlled by French player).

Die Roll Modifiers [DRMs are cumulative]

-1	If Germany has violated the neutrality of Luxemburg.
-5	If Germany has violated the neutrality of the Netherlands.
-8	If Germany has violated the neutrality of Belgium.
+1	If France has violated the neutrality of Luxemburg.
+4	If France has violated the neutrality of the Netherlands.
+7	If France has violated the neutrality of Belgium.

Notes:

- This Table is only used if the neutrality of the Netherlands or Belgium has been violated.
- A ten-sided die is rolled at the beginning of a new turn, with the French and the German players alternating responsibility for the die roll. There is no die roll on Turn 1. The French player rolls on even number turns, and the German on odd numbered turns.

Clarifications on BEF Deployment:

- The BEF DZ on the Map is only used as the initial set up location for the BEF, if the Germans have selected Option 18.1 (12) Pre-Mobilization Assault.
- Also note that under the provisions of 18.2.2 (2), the BEF DZ on the Map can be redesignated as a DZ for the French without incurring any VP penalties awarded to the Germans.

18.0. Scenario Options

Prior to start of play, each player chooses in secret which options he will use. Each player may select as many of the available options as they wish, as long as they do not contradict each other (e.g., German Options 5 and 14 are mutually exclusive, as are French / Allied Options 8 with 6 and 7). Reveal them simultaneously in a brief written summary. Once chosen, an option must be implemented.

18.1. German Options

(1) **Increased Effort in the East** - The German player chooses one of following. (None of these Increased Efforts in the East options may be used in conjunction with German Option 2.) Units of the 6th and 7th Armies may not be transferred to the East:

- a) **Enhanced Effort in the East.** Transfer [deduct] additional units totaling at least 10 attack factors and the 8th German Army Headquarters from the German initial OB in the West and deploy them in the Russian Front holding area.
- b) **Moderate Effort in the East.** Transfer [deduct] additional units totaling at least 20 attack factors and the 8th German Army Headquarters from the German initial OB in the West and deploy them in the Russian Front holding area.
- c) **Greater Effort in the East.** Transfer [deduct] additional units totaling at least 30 attack factors and the 8th German Army Headquarters, as well as an additional German Army headquarters from the German initial OB in the West and deploy them in the Russian holding area.
- d) **Major Effort in the East.** Transfer [deduct] additional units totaling at least 40 attack factors and the 8th German Army Headquarters, as well as an additional German Army headquarters from the German initial OB in the West and deploy them in the Russian holding area.
- e) **Heavy Effort in the East [Partial Implementation of von Schlieffen's "Great Kriegsspiel" of 1905].** Transfer [deduct] additional units totaling at least 65 attack factors and the 8th German Army Headquarters, as well as TWO additional German Army headquarters from the German initial OB in the West and deploy them in the Russian holding area. On the September III turn, the German Player begins with a die roll on the Revised Russian Front Table below.
- f) **Total Effort in the East [Complete Implementation of von Schlieffen's "Great Kriegsspiel" of 1905].** Transfer [deduct] additional units totaling at least 90 attack factors and the 8th German Army Headquarters, as well as THREE additional German Army headquarters from the German initial OB in the West and deploy them in the Russian holding area. On the September I turn, the German Player begins with a die roll on the Revised Russian Front Table below.

Revised Russian Front Table (This Table Supersedes the "Russian Front Table" on the RTR Map)	
Modified Die Roll	Outcome
0-1	Disaster: (1) 20 VPs to Allies; (2) Germans must immediately withdraw units totaling 20 attack factors and 1 HQ from the West.
2-3	Reinforcements Demanded: Germans must immediately withdraw units totaling 10 attack factors.
4-5	Eastern Front Stabilizes*
6-8	Minor Victory in the East*: 20 VPs to Germans.
9-10	Great Victory in the East*: (1) 40 VPs to Germans; (2) Germans may return 50% of units deployed in the East, at a rate of 40 attack factors per turn.
11-12	Strategic Victory in the East*: (1) 60 VPs to Germans; (2) Germans may return 75% of units deployed in the East, at a rate of 40 attack factors per turn.
13-15	Decisive Victory in the East*: (1) 80 VPs to Germans; (2) Germans may return 100% of units deployed in the East [excluding 8 th Army HQ], at a rate of 40 attack factors per turn.
* If "Russian Front Event" happens again, treat as "No Event."	
Die Roll Modifiers (Cumulative): +1 for each 10 attack factors (rounding down) in the Russian Front box, up to a maximum of +9.	

(2) **Total Effort in the West.** Germans receive additional units (any type) totaling 10 attack factors as part of their initial deployment. These units may deploy in any German deployment areas. The Germans receive their 8th Army headquarters as a reinforcement on the August III turn. Subtract one from all Russian Front Table die rolls, cumulative with other modifiers. (This may not be used in conjunction with German Options 1, 5-8, 16-17.)

(3) (a) **Strong Right Wing***. No Changes.

(3) (b) **Strong Left Wing:** This is the mirror image strategy of "3a" above-- simply **reverse** the transfer of Corps and Siege Artillery. [10 Victory Points to the Germans.]

(4) **Free Deployment.** German units may deploy anywhere in Germany. Allies gain 20 VPs. The Allies gain 20 VPs for this option if and only if the German units are set up outside of the designated Army Deployment Zones or adjacent hexes inside German borders [note that the Germans may re-designate the DZs, for example the 4th

Army DZ could be re-designated as the 1st Army DZ, or the 3rd Army DZ could be redesignated as the 2nd and 3rd Army DZ. However, the 6th and 7th Armies may not be relocated nor their DZs redesignated].

(5) Declaration of No German Violation of Belgium Neutrality. Germany does NOT declare war on Belgium and does NOT encroach on Belgium territory (if Belgium remains neutral -- i.e., is not attacked or encroached upon by France or Great Britain) for the entire game. The Germans receive 25 VPs. Also see Section 17.7 Neutral Nations Rules.

(6) Declaration of No German Violation of Luxembourg's Neutrality.

Germany does NOT invade or encroach upon Luxembourg territory (if Luxembourg remains neutral - i.e., is not attacked or encroached upon by France or Great Britain) for the entire game. The Germans receive 5 VPs. Also see Section 17.7 Neutral Nations Rules.

(7) Declaration of No Violation of the Netherlands' Neutrality.

Germany does NOT invade the Netherlands' territory (if the Netherlands remain neutral - i.e., is not attacked or encroached upon by France or Great Britain) for the entire game. The Germans receive 10 VPs. Also see Section 17.7 Neutral Nations Rules.

At the outset, the three Dutch infantry divisions are deployed (by the French player) anywhere within the Netherlands, at least one hex from the border.

(8) Incremental Commitment of Reservists. German reserve and militia units may not leave Germany until the September I turn. Germans gain 20 VPs, since this action supports the growing public opinion in Europe and around the world that Germany is NOT the aggressor.

(9) Increased German Mechanization. Germans receive two armored car brigades as part of initial deployment anywhere in Germany. Allies gain 5 VPs.

(10) Vastly Improved Logistics. Double the Command Radius of all German headquarters units. Allies gain 20 VPs.

(11) More Effective German Cavalry. German (including Bavarian, but not Italian) cavalry units are always In Command, regardless of their location. Allies gain 10 VPs.

(12) Pre-Mobilization Assault. Add an extra "pre-turn" to the game -- the game begins on August I 1914. Set up as per the standard scenario, with the following modifications:

- a) Germans may not initially deploy inside of Luxembourg. They may enter it normally.
- b) British units may start the scenario on the map at the beginning of the August I turn in the BEF DZ.
- c) Players may move and/or attack with only their assault, active, light infantry and cavalry units on the August I turn.
- d) All units are considered Out of Command on August I.
- e) French and British units may not enter Belgium on August I. They may attack into Belgium across border hexsides.

- This option may not be used in conjunction with German Options 5-8, 16-17.

(13) SMS Goeben. No Changes.

(14) German Deception. The Allies may not move any French units into Belgium north of the Meuse River until the Germans have destroyed at least one Belgian fortress, or until the September I turn. French may move into Belgium south of the Meuse and attack across all Belgian borders. Allies gain 10 VPs. (This may not be used in conjunction with German Options 5-7.) Also see new Section 17.7 Neutral Nations Rules.

(15) Varying Victory Conditions. No Changes.

(16) German Defensive Strategy. Germany implements a defensive strategy, and thereby during their Turn 1, the Germans cross no international borders and initiate no attacks against enemy units that have not crossed the German border UNLESS those enemy units have already attacked German units inside Germany. Germany gains 20 VPs, since this action supports the growing public opinion in Europe and around the world that Germany is NOT the aggressor. This option may not be used in conjunction with Options 2, 12 or 14.

(17) Early Entrenching. Germany, as part of an emphasis on a defensive strategy and stance, reserves the right to begin entrenching on any turn beginning with Turn 2 by a simple declaration of this intention. The Germans gain 5 Victory Points if they make this declaration, since this action supports the growing public opinion in Europe and around the world that Germany is NOT the aggressor. This option may not be used in conjunction with Options 2, 12 or 14.

Note that the German Neutrality Options - 5, 6, & 7 - all support "the growing public opinion in Europe and around the world that Germany is NOT the aggressor."

18.2 French / Allied Options

18.2.1 Neutrality Rules.

(a) Unless the Germans have violated the neutrality of Belgium and/or the Netherlands, England remains neutral and the BEF stays in England. The BEF may enter the simulation at any port in France and/or either Belgium (if attacked by Germany) and/or the Netherlands (if attacked by Germany) two turns after the Germans have violated their (Belgium and/or the Netherlands) neutrality (see Section 17.7 Neutral Nations Rules, and BEF set up exception in German Option (12) Pre-Mobilization Assault.)

(b) Section 17.7 not only has provisions regarding the neutrality of Great Britain and the BEF, but also for Belgium, the Netherlands, Luxembourg, and Italy.

18.2.2. Details of the Options

(1) Plan Michel. No Changes.

(2) Free Deployment. French and British units [see restrictions of Rule 18.2.1] may deploy anywhere in France. Germans gain 20 VPs. The Germans gain 20 VPs for this option if and only if the Allied units are set up outside of the designated Army Deployment Zones or adjacent hexes inside French borders. Note that the French may re-designate the DZs; for example, the 5th Army DZ or the BEF DZ could be re-designated as the 1st Army DZ, or the 2nd Army DZ could be redesignated as the 2nd and 5th Army DZ. See Rule 18.2.1 above for inclusion or exclusion of BEF deployment in this option.

(3) Better French / Allied Intelligence. Germans set up first, Allies set up second. Germans still move first. Germans gain 5 VPs. [This option is null and void when using simultaneous deployment, Section 17.7.1.3.]

(4) Belgians Grant Passage to German Armies. This option may not be applied if Belgium is neutral -- see Neutrality Rules. Remove all Belgian units from play. All Belgian fortresses are considered destroyed. Germans may use Belgian railroads; Allies may not. Allies gain 20 VPs. (This may not be used in conjunction with Allied Option 5.)

(5) Belgium Prepared. This may not be applied if Belgium is neutral-- see Neutrality Rules. Allied player receives one Belgian division (any type) as a reinforcement on August III, September I, September III, October I, October III, November I, and November III at Antwerp. If both hexes occupied by or in the ZOC of a German unit, the reinforcements are lost. Germans gain 10 VPs. (This may not be used in conjunction with Allied Option 4.)

(6) BEF Stays Home. The British hold the majority of their regulars in the United Kingdom. No British units are received in initial deployment. All British reinforcements arrive normally but are held in England as long as Great Britain remains neutral-- see Neutrality Rules. Allies gain 20 VPs. (This may not be used in conjunction with Allied Options 7 or 8.)

(7) North Sea Landings. This may not be applied if Great Britain is neutral -- see Neutrality Rules. No British units are received in initial deployment. All British reinforcements arrive normally, but are held in England as long as Great Britain remains neutral. Germans do not receive their August IV reinforcements. (This may not be used in conjunction with Allied Options 6 or 8.)

(8) BEF Supports Belgians. This may not be applied if Belgium is neutral, and/or if Great Britain is neutral -- see Neutrality Rules. Do not deploy British initial forces. Instead, the BEF Headquarters, two active corps, and cavalry division land in any French or Belgian port hexes as reinforcements on August III (not in Belgian ports if Belgium is neutral); one corps equivalent of infantry may make an amphibious landing. All other British units received as normal reinforcements. (This may not be used in conjunction with Allied Options 6 or 7.)

(9) Increased French / Allied Mechanization. Add one French and one British armored car brigade to Allied initial deployment. French unit may be deployed anywhere in France. British unit in BEF deployment area, given the restrictions of Neutrality Rules. Germans gain 5 VPs.

(10) Vastly Improved Logistics. Double the command radius of all Allied headquarters. Germans gain 20 VPs.

(11) Incremental Commitment of Reservists. French reserve and militia units may not leave France until the September I turn. Allies gain 10 VPs. This option cannot be used in conjunction with Option 12.

(12) French Elan. During August 1914 turns, all Allied attacks involving at least one French active corps are shifted one column to the right (cumulative with other shifts). Germans gain 20 VPs. This option may not be used in conjunction with Options 11 and 16.

(13) More Effective French / Allied Cavalry. Allied cavalry units are always In Command, regardless of their location. Germans gain 10 VPs.

(14) Allies Strike First. Reverse the sequence of play; Allied player turn comes first, then German. Germans gain 20 VPs. See Neutrality Rules. This option may not be used in conjunction with Option 16.

(15) Varying Victory Conditions. Double the VPs the Allies receive for occupying cities/fortresses at the end of the game. Halve the VPs France / Allies receive for eliminating enemy units (round fractions up).

(16) Early Entrenching. France (the Allies), as part of an emphasis on a defensive strategy and stance, reserve the right to begin entrenching on any turn beginning with Turn 2 by a simple declaration of this intention. The Germans gain 10 Victory Points if the Allies make this declaration, as this declaration causes a drop in French troop morale since they have been trained to fight an all-out offensive war to wreck revenge on the Germans for the humiliation of 1870-71. This option may not be used in conjunction with either Option 12 or 14.

See Appendix I for Chart highlighting Options which are incompatible.

Appendix I

German Options 18.1: Incompatibility Chart [X = Incompatible]

Opt. #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	Opt. #
1		X																1
2	X															X	X	2
3																		3
4																		4
5		X										X		X				5
6		X										X		X				6
7		X										X		X				7
8		X																8
9																		9
10																		10
11																		11
12																X	X	12
13																		13
14																X	X	14
15																		15
16		X																16
17		X																17
Opt. #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	Opt. #

French Options 18.2: Incompatibility Chart [X = Incompatible]

Opt. #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Opt. #
1																	1
2																	2
3																	3
4					X												4
5				X													5
6							X	X									6
7						X		X									7
8																	8
9																	9
10																	10
11												X					11
12																X	12
13																	13
14																X	14
15																	15
16												X		X			16
Opt. #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Opt. #

Appendix II

TRACKING RTR VICTORY POINTS

These totals are after the End of Turn # ____ [_____ 1914]

Time Frame	Source	Recipient		Subtotal		Running Totals		Time Frame
		France	Germany	France	Germany	France	Germany	
Options (18.0)	France (18.2)							Options (18.0)
	Germany (18.1)							
T1: Aug II	Losses							T1
	Other							
T2: Aug III	Losses							T2
	Other							
T3: Aug IV	Losses							T3
	Other							
T4: Sept I	Losses							T4
	Other							
T5: Sept II	Losses							T5
	Other							
T6: Sept III	Losses							T6
	Other							
T7: Sept IV	Losses							T7
	Other							

Add additional rows as needed for turns 8 - 15.

Appendix III

French Depots (City + Fortresses)	Belgium Depots (City + Fortresses)
0215 Map Edge/RR 0219 Map Edge/RR 0321 Besancon 0416 Dijon 0525 Belfort 0819 Langres 1023 Epinal 1101 Map Edge/RR (Orleans) 1420 Toul 1501 Map Edge/RR 1523 Nancy 1620 St. Mihiel 1804 Paris 1805 Paris 1905 Paris 1901 Map Edge/RR 1813 Chalons 1819 Verdun 2013 Rheims 2211 Laon 2813 Maubeuge 3210 Lille 3404 Boulogne (Port/GB if not neutral) 3506 Calais (Port/GB if not neutral) 3607 Dunkirk (Port/GB if not neutral)	3517 Antwerp (Port/GB if Belgium Ally) 3616 Antwerp 3021 Liege 2918 Namur
	German Depots (City + Fortresses) 1330 Strassburg 1723 Metz 1733 Griesheim 2332 Mainz 2334 Map Edge/RR 2730 Koblenz 3427 Koln 3726 Wesel 3833 Map Edge/RR 3931 Munster (Map Edge/RR)

Appendix IV

15.22. Enemy Units Eliminated (and VPs):	Turn #_____: Units Eliminated	Turn #_____: VPs For Units Eliminated	Turn #_____: Units Eliminated	Turn #_____: VPs For Units Eliminated	Turn #_____: Units Eliminated	Turn #_____: VPs For Units Eliminated
British Infantry Corps: 8*						
Assault or Active Corps (Except British): 6*						
Enemy Reserve Corps: 4*						
British Infantry Division: 4						
Assault or Active Division/Brigade (Except British): 3						
Enemy Reserve, Cavalry, Dismounted Cavalry, Light Infantry, Marine, Armored Car Division or Brigade: 2						
Enemy Militia Division: 1						
Enemy Siege Artillery Unit: 5						
Enemy Headquarters: 10						
Enemy "12" Strength Fort: 3						
Enemy "6" Strength Fort: 2						
Enemy "3" Strength Fort: 1						

Print as many pages as needed for length of game.