

Der Weltkrieg Rules Summary for WWI Scenarios

Steven J. Scibelli

- I. Scale: Map = 20km/hex; 1 Turn = 4.5 days.
- II. **Sequence of Play:** (page 3)
 - a. Monthly Special Turn
 - i. Place trenches where constructed
 - ii. Initiate new trench construction
 - b. Normal Turn
 - i. Reinforcements arrive
 - ii. Movement
 - iii. Combat
 - iv. Replacement/Recombination
- III. **Movement** (page 3)
 - a. hex side movement costs are cumulative
 - b. unit can always move 1 hex if it doesn't do **both**:
 - i. move from 1 EZOC to another EZOC **AND**
 - ii. cross an alpine, mountain, wooded rough or major river hex
 - c. **Column Movement** (page 3)
 - i. increases unit's MP allowance by 50%
 - ii. unit can leave but can't enter EZOC
 - iii. can only enter hex with enemy if it is a 0 strength enemy unit
 - iv. unit spends 0 additional MPs moving into hex containing friendly unit
 - d. **Rail Movement** (page 4)
 - i. it costs 1 MP to entrain
 - ii. only GE units can entrain in EZOC & they do not pay to leave EZOC (only to entrain)
 - iii. RR movement costs for each RR hex side crossed:
 - 1. Infantry, Mountain, Marines – 1/10 MP
 - 2. All others – 1/6 MP
 - iv. units can't enter EZOC while entrained
 - v. can combine RR with regular movement
 - vi. Single Track hex sides:
 - 1. only 1 XX or equivalent may transverse hex side/turn
 - 2. except for GE units which can move 2 XXs or equivalent across each single track rail hex side/turn
 - e. **Rail Capacity** (page 4)
 - i. each scenario lists # of XXs or equivalent that may use rail movement per turn.
 - ii. Units that move in 2 countries count against both countries' rail cap.
 - iii. Unit size for rail cap only:
 - 1. 10 supply points or less = 1 division
 - 2. Siege artillery, engineers, brigades, regiments, HQs and divisions = 1 division

3. non-siege artillery = 2 divisions
4. HQs must combine supply and HQ cost

f. Rail Line Status (page 5)

- i. rail lines become inoperative when enemy unit enters RR hex.
- ii. Only engineers may repair inop. rail hex
- iii. Engineer must start movement phase in an operative rail hex and then move to the inoperative hex(es) using regular movement only. Each hex so entered is repaired.
- iv. Engineer must start in operative rail hex of its own nationality
- v. Engineer units:
 1. don't have ZOC
 2. don't count for stacking, but = 1 XX for rail move
 3. can't voluntarily move into EZOC
 4. if in EZOC, must make every effort to leave ASAP
- vi. Engineers in Russia (rail gauge conversion):
 1. can only convert 1 hex to operative status & only on even # turns in May through end of October
 2. Engineer uses entire MPs to repair 1 hex
 3. only 1 hex along rail line can be repaired per turn (no leap frogging)

IV. Zones of Control (page 5)

- a. it costs 1 MP to enter and or leave an EZOC and 2 MPS to move from EZOC to another
- b. only these units have ZOCS:
 - i. Infantry
 - ii. Mountain
 - iii. Marine
 - iv. Cavalry

V. Stacking (page 6)

- a. 6 divisions allowed in each hex at end of movement phase, plus 3 artillery units
- b. Brigades and regiments = ½ XX
- c. Fortresses, engineers, & HQs = 0 XX for stacking

VI. Combat (page 6)

- a. Each hex can only be attacked once/combat phase
- b. Units need to spend supply to attack and counterattack at full strength
- c. Combat strength is determined at instant of combat
- d. Defender chooses terrain type from hex side being attacked or through any adjacent hex side from that through which the attackers launch their attack.
- e. Defender can choose urban terrain if:
 - i. hex has 1 urban hex side & a city **OR**
 - ii. 2 or more urban hex sides

- f. rivers and major rivers halve offense only if all units are attacking across it
- g. terrain effects are cumulative (e.g. river + wooded rough)
- h. All die roll adjustments are cumulative
- i. Counterattacks occur before defender takes losses
- j. Defenders counterattack at:
 - i. X3 printed combat strength if supply points expended and units is not artillery
 - ii. X2 printed combat strength if supply points expended and unit is artillery
- k. Loss priority for attacker:
 - i. Cavalry
 - ii. Infantry (includes mountain and marines)
 - iii. artillery
- l. Loss priority for defender
 - i. Infantry
 - ii. Cavalry
 - iii. Artillery
 - iv. Fortress
 - v. HQ
- m. Each unit of a class must be flipped before another units of the same class may take casualties
- n. All units of one class must be eliminated before moving down the priority list.

VII. Retreat (page 8)

- a. if defender elects to retreat, casualties are reduced by 1/3 (except certain nationalities)
- b. if defender loses more than 50% of his strength points, he must retreat, except:
 - i. if in a city or port hex and defender used urban terrain for combat
 - ii. if in a fortress, but if defender chooses to retreat from a fortress, all losses are taken from the fortress not the retreating ground units
- c. retreat priorities (measured in MPs)
 - i. a hex not in EZOC and closer to a supplying HQ than the hex it is now in.
 - ii. same as above, but to a hex the same distance to a supplying HQ.
 - iii. a hex in EZOC but with a friendly unit in it that is closer to a HQ than hex it is now in
 - iv. same as above, but same distance to HQ
 - v. hex not in EZOC, but further from supplying HQ
 - vi. same as above, but in an EZOC with friendly unit
 - vii. if unit was not supplied during the combat causing the retreat, use the closest HQ that could have supplied the unit.

- viii. Cannot violate stacking while retreating
 - ix. Cannot end retreat in an EZOC with no friendly unit already there
 - d. if units retreat, either voluntarily or by necessity, they counterattack at x2 (except fortresses which always counterattack at x3)
 - e. if units have to retreat but cannot they are eliminated and counterattack at x2
 - f. retreat is 1 hex
 - g. if retreated units end up in a hex that is attacked again, they are not used to counterattack, cannot take more losses, but can retreat again.
- VIII. Advance After Combat** (page 9)
- a. Artillery may not advance if enemy retreated
 - b. Lower strength units must advance into vacated hex before any higher strength units do so
- IX. Column Attack** (page 10)
- a. occurs in movement phase
 - b. costs 0 MP
 - c. unit must be finished moving – i.e. can't move after column attack
 - d. defending hex can be attacked any # of times
 - e. defending units can be attacked any # of times – e.g. if they retreat, they may be attacked again by column movement
 - f. each unit can perform only 1 column attack/movement phase
 - g. combat handled normally except:
 - i. defender takes ½ losses (rounded up)
 - ii. attacker takes x2 losses (rounded up)
 - h. if defender retreats, attacker may advance into hex
 - i. cannot use column attack through these hex sides:
 - i. ocean, lake, alpine, mountain, wooded rough and major river
 - ii. defender does not get to choose adjacent hex side like normal, use actual hex side attacker attacks through.
- X. HQs** (page 10)
- a. HQs cannot enter trench hex unless hex also has operating RR.
 - b. To transfer supply points between HQs, neither may have moved.
 - c. RR transfer of supply:
 - i. both HQs must be on operative RR that connect
 - ii. can transfer SP up to 30 hexes
 - iii. SPs can't enter EZOC during transfer
 - d. Overland transfer of supply:
 - i. both HQs must be within 4 MPs of each other
 - ii. SPs can't enter EZOC unless friendly occupied
 - iii. SPs can't cross mountain or alpine terrain hex sides
 - e. HQs don't need to complete mobilization to expend supply
 - f. HQs don't expend supply for themselves to counterattack.
- XI. Supply** (page 11)
- a. Can trace supply through EZOC if friendly occupied

- b. Supply line lengths for attack:
 - i. up to 4 MPs – unit is fully supplied, attacks with printed strength
 - ii. > 4 MPs – each 1 MP over 4 reduces combat strength by 1 (is cumulative and is done before applying terrain effects)
 - c. Supply line for counterattacks can be any length, but units must use nearest HQ for supply
 - d. Out of Supply effects:
 - i. attackers ½ strength
 - ii. counterattacks at ½ strength, which is then tripled for counterattack
- XII. Surrounded Units and Surrender** (page 12)
- a. If unit can't trace supply line of any length, unit is surrounded
 - b. Unit can breakout but attacks at ¼ strength rounded up to nearest whole number
 - c. Before attacking and figuring odds, eliminate 1 strength point for every 2 brigades or regiments involved in the attack.
 - d. All losses taken by surrounded units are considered to have surrendered.
 - e. Surrendered units cannot be used as replacements
 - f. If attacking in conjunction with supplied units, all losses can be taken from surrounded units
 - g. Surrounded units must choose to retreat if losses are >= to ¼ strength of hex attacked
 - h. Units are never surrounded in a fortress
- XIII. Fortresses** (page 13)
- a. can trace supply through fortresses in EZOC like they were a friendly unit
 - b. always counterattack at x3 and don't need supply
 - c. units in fortresses never have to retreat, regardless of losses
 - d. if units in fortresses do retreat, eliminate fortress strength points first
- XIV. Trenches** (page 13)
- a. only infantry, mountain, and marines may build
 - b. place construction marker under unit building during Monthly Special Turn.
 - c. Remove marker if there are no eligible units in hex at any time
 - d. Next special monthly Turn, marker is converted into a trench
 - e. Trenches add 2 to MP cost to enter hex
 - f. -2 to attacks made into trench hexes
 - g. units in trench hex only have to retreat when losses = total strength points of defending units
- XV. Artillery** (page 13)
- a. siege arty can only be used against fortresses, and never counterattack
 - b. only 3 arty units allowed per hex

- c. arty may not attack or counterattack if more than 4 MPs from HQ supply
- d. arty counterattacks at x2, and may not counterattack if they retreat
- e. when only arty attack a hex, they may only be counterattacked by enemy arty in the attacked hex.
- f. Arty does not pay extra MP to enter EZOC if a friendly unit is already in the hex
- g. When only arty attacks a fortress, 1 is added for each hex side through which arty units are attacking
- h. When arty attacks a fortress, if the # of infantry units of any strength in the fortress hex is < the # of hex sides through which arty is attacking, the arty is x2.
- i. Arty units are not penalized for attacking across rivers.

XVI. Cavalry (page 14)

- a. always supplied for both attack and counterattack purposes
- b. if cavalry is attacked by only non-cavalry units, the CAV units may retreat before combat 1 hex. Other friendly units in the hex do not retreat.
- c. Units that advance after cavalry retreats are considered to have engaged in combat although no supply points have been used – i.e. they can't attack again that phase.
- d. **Optional rule for cavalry:**
 - i. *a cavalry unit is considered out of supply when it begins a movement phase more than 4MPs from a friendly operative rail hex or supplied HQ.*
 - ii. *Cavalry units that are OOS can't use column movement*
 - iii. *Cavalry units that start a movement phase outside of their original national borders have ½ MPs.*
 - iv. *It costs a cavalry unit 3 MPs to destroy an enemy rail hex; it costs infantry units 1 MP*
 - v. *During winter turns, cavalry have their MPs reduced by 2 and are OOS if they begin the movement phase more than 3 MPs away from a friendly operative rail hex or supplied HQ.*

XVII. Recombination (page 14)

- a. takes place in hex with HQ
- b. units of same type and nationality only (little circle on counter must be same color and #)
- c. neither HQ nor units may have moved or participated in attacks/counterattacks during turn.
- d. Replacement units may be used if color circle is same color and #.
- e. Add and/or subtract from units to get desired recombination.

XVIII. Replacement (page 14)

- a. eliminated non-surrendered units put aside; available as replacements
- b. RPL units are not ground combat units, have no ZOC, may not attack or counterattack. Considered 0 SP units if alone in hex.

- c. RPL count is 1 XX for rail
- d. Replacement takes place in hex of HQ. Neither HQ nor units to be replaced may have moved or participated in combat during the turn.
- e. Units may be taken off the map and replaced with eliminated units as long as total SPs are the same.
- f. Can combine replacement with recombination

XIX. Reinforcements (page 15)

- a. if arrival hex is enemy occupied or in EZOC, place unit in nearest friendly operative rail hex not in EZOC
- b. reinforcements are already mobilized
- c. may use column movement on turn of arrival
- d. Supply reinforcements arrive on rail and may be transferred to a HQ or HQs on the turn they arrive for free. Supplies are lost if no HQs are on operative RR line during the reinforcement arrival phase.