

## **Optional HQ Reserve Rules**

*By Steven J. Scibelli*

**Note: These optional rules are designed to provide greater uncertainty and flexibility in Der Weltkrieg's combat resolution system by allowing both sides to commit additional forces once a combat has been declared.**

1. Infantry, Mountain and Marine units may be placed in **defensive reserve**. Cavalry units (only) may be placed in **offensive reserve**.
2. For a unit to be placed in reserve, it may not have moved during its movement phase and must end its movement phase in a hex with a friendly HQ of the same nationality. (*Note: The HQ itself may have moved into the hex with the unit*).
3. To indicate which units are in reserve, simply place them below the HQ unit in the stack. Those units not in reserve are placed above the HQ. (Optional: To simulate **fog of war**, players may not examine units below the other player's HQs.)
4. Each HQ may have 1 division or its equivalent in **defensive reserve**, plus 1 cavalry division or its equivalent in **offensive reserve**.
5. Once a unit is placed in reserve, it may remain in that condition indefinitely provided that it does not move and also remains in a hex with a friendly HQ (though not necessarily the same HQ). A unit may leave reserve status simply by moving during its movement phase or being repositioned above a HQ in the stack during the movement phase.
6. Units that are in reserve defend normally if the hex in which they are located comes under attack. No die roll is necessary to "activate" them.
7. Units in **defensive reserve** may attempt to "activate" and join a declared battle if the hex in which the battle is taking place is within the MP allowance of the unit in reserve (count terrain and ZOC costs as normal).
8. Units in **offensive reserve** may attempt to "activate" and use "**exploitation movement**" once a declared battle is resolved so long as the hex in which the combat took place is within the MP allowance of the unit in reserve.

9. When using these optional rules, each player's combat phase is altered as follows:
- A. The attacker declares battles in any order he wishes. As he does so, the defender immediately declares if he will attempt to commit reserves.
  - B. For each **defensive reserve** unit attempting to join a battle, the player rolls one die and compares it to the **HQ Effectiveness Rating** of its nationality.
    1. If the number rolled is  $<$  or  $=$  to the **HQ Effectiveness Rating** of its nationality, the unit is immediately picked up and placed in the hex being attacked.
    2. If the number rolled is  $>$  than the **HQ Effectiveness Rating** of its nationality, the unit remains in **defensive reserve** under its HQ and is not committed to the battle
    3. Step B is repeated for each **defensive reserve** unit attempting to join the battle until: (a) the hex being attacked is at maximum stacking (6 divisions + 3 artillery), or (b) there are no other reserve units within range of the battle hex, or (c) the defender does not wish to activate any more reserves.
  - C. After the defender has finished placing **defensive reserves** in the battle hex, the attacker resolves combat as normal.
  - D. After the combat is resolved, the attacker may attempt to commit **offensive reserves** if all defenders have retreated or been eliminated from the hex of combat. **Offensive reserves** must be within MP range of the vacated hex (applying all terrain and ZOC modifiers).
    1. To commit **offensive reserves**, the attacker rolls one die for each **offensive reserve** unit he wishes to commit and compares it to the **HQ Effectiveness Rating** of the unit's nationality. If the number is  $<$  or  $=$  to the **HQ Effectiveness Rating**, the unit is immediately picked up and placed in the hex vacated by the defender. The unit may then move an additional **3 MPs** as an advance after combat (applying all terrain and ZOC modifiers). If the number rolled is  $>$  the **HQ Effectiveness Rating**, the unit remains in **offensive reserve** under its HQ.
    2. The attacker then rolls for the next **offensive reserve** unit, if any.
    3. The attacker proceeds to his next combat, if any, and the procedure of steps A-D are followed.

10. Once the attacker declares a battle, the attacker may not abandon the attack because of the arrival of **defensive reserves**.
11. **Defensive Reserve** units committed to a battle require supply expenditure as normal if they wish to counterattack at x3 and may only receive supply from the HQ to which they were attached.
12. National **HQ Effectiveness Ratings** simulate the general staff capabilities, planning abilities and doctrines of the various countries' armed forces, as well as the concepts of friction and surprise.

Germany – <b>5</b>	Britain – <b>5</b>	France – <b>5</b>	Serbia – <b>4*</b>	Turkey – <b>4</b>	Italy - <b>4</b>
U.S.A. – <b>4</b>	Belgium – <b>4</b>	Austria – <b>3</b>	Russia – <b>3/2#</b>	All other minor powers - <b>2</b>	

\* -- Serbia may not place Montenegrin units in reserve.

# -- Russia **3** < 1918; **2** in 1918