

The Schlieffen Plan Optional Rules

<p>Corps Units and Displays</p>	<p>Some players have expressed concern over large stacks of counters. These players have requested corps counters with a corps display so the large stacks may be replaced with a single corps marker. There are a number of options on how to use the displays.</p> <ol style="list-style-type: none"> 1) Replace all counters in a hex, up to stacking limits, with a corps marker. 2) Assign the historic units to the corps and use the corps marker as a unit. 3) The corps display allows a Fog of War element. Players assign units to the corps display, hide the display from the view of the other player, and only reveal the strength of the units when attacking or defending. <p>Fortress units should not be assigned to corps.</p>
<p>Rail Move counters</p>	<p>When I get to the 9th or 10th unit that I rail move, I lose track of how many units have moved by rail and which units have moved by rail. I made these rail move counters to help me keep track.</p>
<p>Forced Marching</p>	<p>Units can exceed their printed movement allowance by Forced Marching. Units that are Forced Marched lose one strength point for each movement point exceeded. Forced Marched units that engage in combat the turn they Forced March add a +1 to the die roll for each movement point exceeded when attacking/counterattacking and a -1 for each movement point exceeded when defending.</p>
<p>Liege Garrison (Walter Zaagman)</p>	<p>You may have read I was somewhat unhappy at the ease with which the Liege garrison can be taken out. While the rule simulates the historical Belgian strategy of withdrawing the garrison to prevent it being cut off, I cannot imagine the whole bunch surrendering when that retreat is impossible. I'd assume they'd dig in in that case. So I propose the following:</p> <p>The Liege garrison must if possible retreat when attacked. If retreat is not possible, normal combat rules apply.</p> <p>I.e. the German player must either give them a chance to run away (via the Belgian cavalry division maybe) or grit his teeth and dig them out with his Wilhelm monogrammed silver teaspoon. As the timetable will be screwed up beyond redemption (ok, so I exaggerate (sp?) a bit ;-)) by the ZOC projected by the Belgian division, I'd go for option one.</p> <p>Another tip: when the Belgians become available on turn 3, don't be tempted to try and delay the Germans with them, they'll just provide a speed bump. The 4 divisions were waltzed over by 14 German divisions, including the Guards, and it was not a pretty sight.</p>

	<p>Admittedly, the Germans rolled a 6 and the Belgians just a 1 (ouch!). And when you do still do it, at least position your HQ so that they have somewhere to retreat to...</p>
<p>Army Integrity</p>	<p>Units can only stack with units of their Army. Units that were not assigned to an Army at the start of the scenario may stack with any units. Units can only draw supply from their Army Headquarters.</p> <p>Note: To make this rule work, you will need to mark each unit by their Army. An easy way to do that is to mark the white counter side with a highlighter. Use a different color for each Army. The color is barely visible from the top or bottom of the counter, but stands out nicely in a stack of counters.</p>
<p>French Compulsory Attacks (Walter Zaagman)</p>	<p>I suggest the following: during their compulsory attacks on turn 4, the French must advance after combat if the Germans retreat (either voluntary or as a result of the attack). Let's face it, the French would have advanced if given the opportunity - that was the whole idea. I believe it even was the German plan to "sucker" the French into advancing too far. Unfortunately Kronprinz Rupprecht of Bavaria was a bit too aggressive and counterattacked instead of falling back.</p> <p>I really should have copied the command rules and values from Home before the Leaves Fall... an incredibly simple rule, but so very effective. I suggest the following: during their compulsory attacks on turn 4, the French must advance after combat if the Germans retreat (either voluntary or as a result of the attack). Let's face it, the French would have advanced if given the opportunity - that was the whole idea. I believe it even was the German plan to "sucker" the French into advancing too far. Unfortunately Kronprinz Rupprecht of Bavaria was a bit too aggressive and counterattacked instead of falling back.</p> <p>I really should have copied the command rules and values from Home before the Leaves Fall... an incredibly simple rule, but so very effective.</p>

