

THE OPENING MONTHS OF THE GREAT WAR

1914 Deluge

Hell Unleashed



RULES OF PLAY

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GAME COMPONENTS

- 528x 5/8" Counters in two and a half double-sided counter sheets
- 2x 36" by 22" Game Maps
- 20x 2.5" by 3.5" Political Cards
- 12x 2.5" by 3.5" Mobilization Cards
- 2x 8.5" by 11" Player Aid Cards (double-sided)
- 1x Rules Manual
- 2x Six-sided Dice



RE-DESIGNERS NOTES

3 **1914 Deluxe** is the result of continued efforts to enhance my graphic
3 design chops by taking a look at some older (if not "classic") game
5 designs and seeing what I can do to add a little polish here or there.

5 First and foremost, let me acknowledge the heritage of this game. Its
6 original version was first published in 1968 by *The Avalon Hill Game*
7 *Company* and was designed by one of the founding game designers,
7 James Dunnigan. If you look at the game's history, it was never that
7 popular and almost never comes to mind when one thinks of the clas-
8 sic *Avalon Hill* designs like *Tactics* or *Blitzkrieg*. This was likely be-
8 cause **1914** was the first game published by that venerable company
10 that put much more weight to simulation than to game. This, combined
10 with limitations inherent in mid-twentieth century printing, made the
11 game difficult to play, even though (to modern eyes) the game me-
11 chanics are not difficult at all. Hence, here is my effort to make what
12 should be a simple game to play, simpler, despite the fact that it might
12 still be considered a "mini-monster."

11 What initially drew me to this design was its map which is, despite
11 what some have noted in on-line postings, simply atrocious. If the
12 opening months of World War I were "hell-on-earth," then the map
12 does an admiral job of invoking that feeling. It's a "painterly" mon-
12 strosity that needed to be redone. I've given it my best shot, but to be
12 honest, I may have strayed here and there when it comes to the zillions
of rail lines and the placement of some of the slopes. I've done my best
to reproduce the map using more modern mapping techniques.

Next came the counters. Since the redesign of the map allowed me to
blow it up, I could create larger counters as well. I've created these
using unique colors for each nation involved and, more importantly,
added step and stacking values to simplify the unit degradation
process. Doing so allowed me to get rid of the unit charts that were
very clunky in play.

The original rules are mostly intact, having been cleaned up with
available errata and tweaked in certain areas to create a cohesive de-
sign (no more introductory, standard, and advanced rules), as well as
adding some of my own new mechanics (such as aerial reconnais-
sance) and including some other suggestions found on-line and in
print. Thanks to those who have strived to make **1914** better!

I hope that you enjoy the changes and that they allow you to further
enjoy this classic!

1914 Deluxe

Field Unleashed

1.0 Introduction

1914 provides a simulation of the opening weeks of the First World War, from the fourteenth of August through the end of the following October. Players are provided the opportunity to determine the outcome of this initial German assault on France through the maneuver of each nation's forces (as well as those of allied armies) as they desire to achieve a quick victory or at least a better effort than their historical counterparts before the advance slowed to an inevitable halt and the onset of trench warfare.

These rules provide guidance on how to maneuver armies over the battlefield, engage in combat, and ultimately achieve victory. The rules are broken down into sections that cover major aspects of the game mechanics so that they can be easily referenced during play.

DESIGN NOTE: *This game is a redesign of the original game published by the Avalon Hill Game Company in 1968, with an effort to provide a somewhat easier play experience by applying twenty-first century design strategies to a game that was hampered by mid-twentieth century publishing limitations. Experienced war gamers will likely find the game mechanics presented here to be very simple, with complexity provided through the scope of the subject matter itself. Players familiar with the original game are encouraged to read through these new rules as they have been updated to incorporate current errata as well as include some of the optional rules as now core to game play.*

2.0 Components

The following components are included with the game. Note that at least one six-sided die is necessary for play.

2.1 The Map: The 44" by 34" map board represents the area over which the opening assault of World War I was fought, from Germany in the east into western France, and from the Low Countries of Belgium and The Netherlands in the north to Switzerland in the south, with Luxembourg trapped in the middle. The map is overlaid with a grid of hexagons (forthwith referred to as "hexes" or, singularly a "hex"). Each hex is noted with an identification number to make individual hexes easier to find. Each hex includes a terrain type that may impact the movement of units or combat between units. These effects are covered in greater detail within their appropriate rules sections.

2.1.1 Clear: These hexes represent open field terrain without sufficient obstacles to obstruct movement or combat.



2.1.2 Rough: These hexes represent scrub or broken terrain. A unit must expend one additional movement point to enter. Combat effects are reduced.



2.1.3 Light Woods: These hexes represent light woods. A unit must expend one additional movement point to enter. Combat effects are reduced.



2.1.4 Heavy Woods: These hexes represent a densely wooded area over broken terrain (indicated on the map as a combination of rough and light woods). A unit must expend one additional movement point to enter. Combat effects are reduced.



2.1.5 Rivers: Major river obstacles run through a series of hexes. A unit must expend an additional movement point to exit from a river hex to a non-river hex. Units attacking from a river hex are degraded. Note that a hex that includes a river ending is not a river hex, but is a hex of the type indicated by other terrain within that hex.



2.1.6 Ridges: These hexes represent elevated terrain with a sharp drop-off along one or more edges. Units on the shaded hex adjacent to the ridge are on the elevated side of the slope, while those on the other side of the slope are at a lower position. Ridges do not affect movement (use the other terrain in the hexes to determine movement effects). Units on the lower side of a ridge are degraded when attacking elevated units across a ridge.



2.1.7 Fortifications: The small diamond symbols that either occupy a hex or straddle a hex-side between two hexes represent fortifications. The color of the fortification indicate the level of protection that each provides (white is light, gray is medium, and black is heavy). Until reduced, no enemy supply or strategic movement may pass *through* a hex-side with one fortress symbol on it. Until reduced, no enemy movement of any kind can pass *through* a fortified hex or a hex-side with more than one fortification symbol.



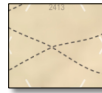
2.1.8 Cities: Individual named cities are noted on the map by large black dots. A city does not in itself affect movement or combat, but the terrain of its hex or the existence of fortifications will affect both.



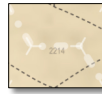
2.1.9 Resources: Hexes that are marked with a crossed pick-and-shovel symbol represent resources. Capturing these hexes may be necessary to achieve victory.



2.1.10 Rail Roads: The pattern of dotted lines indicate the rail road network that covers the entire geographical area. Rail Roads cancel the movement effects of terrain when a unit moves from a rail hex to an adjacent rail hex along the same line. Additionally, rail roads allow for strategic movement of a number of combat units a much longer distance.



2.1.11 National Borders: The borders between the nations are indicated by heavy dashed lines. Crossing one of these borders violates a nation's sovereignty and may lead to the availability of additional forces.



2.1.12 Setup Hexes: Several hexes include one or two unit type identifiers. The units of these types are placed in these hexes during setup. Note that the six locations in France with translucent unit identifiers are only used if the French Territorial units are in play.



2.1.13 Mobilization Hexes: An extended line of hexes run the length of the French and German borders, marked with small circled identification numbers. These hexes are used to set up units according to a fixed mobilization plan.



2.1.14 Ports: Several hexes along the coast (and inland at Rouen) are marked with anchors to indicate that they are ports. See the "Cities" image, above.

2.1.15 Islands: The islands at the northwest of the map are decorative and may not be entered. This includes hexes 2405 and 2406.

2.2 Combat Units: The combat units are represented by square tiles or "counters" that are printed with several attributes.

2.2.1 Nationality: The background color of each combat unit represents its nationality

- > **Germany:** Gray with black bar
- > **France:** Blue with red bar
- > **Britain:** Red with blue bar
- > **Belgium:** Yellow with red bar
- > **Netherlands:** White with red bar

2.2.2 Type: The icon at the center of each combat unit represents its type. Most combat units are infantry, but there are also a handful of cavalry, artillery units, and other supporting unit types.

2.2.2 Size: The value above the type icon indicates a unit's size. The basic type of unit is a corps (XXX), but there are also divisions (XX), brigades (X), regiments (III), or battalions (II).

2.2.3 Class/Steps: At the upper right is an oval shape that surrounds an alpha-numeric value. These are the unit's class and current step value. When a unit suffers losses in combat, it is replaced with a unit of the same class, but a reduced step value (for example, from A4 to A3 to A2 and finally A1). The color of the oval shape behind these values makes it easier to locate the appropriate replacements. Generally, a unit's size does not degrade while it takes losses (a one-step corps is still a corps). However, some units with red ovals may actually reduce in size when sustaining losses (specifically, German Landwehr units).

2.2.4 Artillery Type: In lieu of a Class/Step symbol, artillery units have a colored diamond that indicates their respective calibre (white is light, gray is medium, and black is heavy).

2.2.5 Stacking Value: At the upper left is a numeric value in a round circle. The color of this circle notes if the unit begins the game on the map (black) or arrives as a reinforcement (red) or replacement (white). The value represents the unit's stacking value for purposes of combat. No more than four stacking points can attack or defend a hex during combat. A corps, even if degraded, constitutes four stacking points. Smaller units (divisions, brigades, etc.) can be combined to make up the equivalent of a corps for combat purposes, provided that the combined stacking values do not exceed four points.

2.2.6 Attack Value: At the lower left corner is the unit's attack value, used when initiating combat against a defending unit in an adjacent hex. This value is in parenthesis on cavalry type units to indicate that they cannot initiate combat against infantry type units.

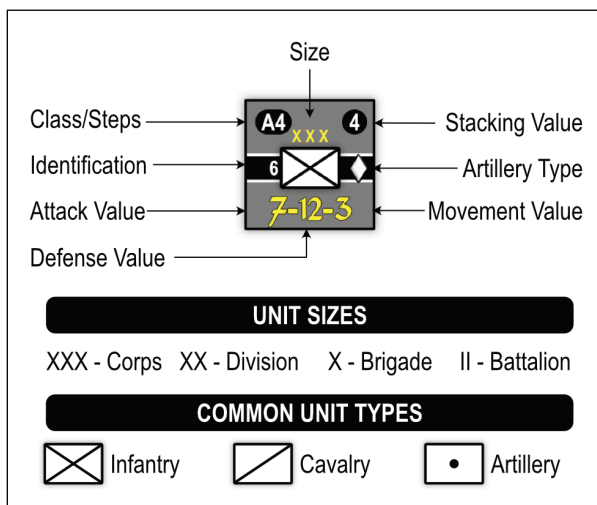
2.2.7 Defense Value: The lower middle number is the unit's defense value, used when being attacked by one or more units from adjacent hexes.

2.2.8 Movement Value: At the lower right corner is the unit's movement value, a number of points available to expend while a unit is moving from hex to adjacent hex.

2.2.9 Identification: The other numbers adjacent to the unit's type icon identify the unit within the grand scheme of its respective army. These values are informational only and have no real affect on play.

2.2.10 Reverse: The back sides of the combat units note a national flag. During setup, units are placed face-down to hide their type and not revealed until adjacent to the enemy. There is also an arrow indicating the front of the unit when using the optional facing rules.

2.3 Markers: In addition to the combat units described above, the game also uses several markers to track status during the course of the game.



- 2.3.1 **Turn:** This marker is used on the Turn and Reinforcements track to indicate the current turn.
- 2.3.2 **Reduction:** These markers are used to mark fortifications that have been reduced during play. There are two varieties of this marker, one that is used to show an in-hex fortification that's been reduced and another that shows hex-side fortifications that have been reduced.
- 2.3.3 **East Front:** These markers are used during setup to indicate the German player's decision to send units to the eastern front to deal with the Russians. The EF Resolve marker is placed on the turn track to indicate when the East Front Mobilization is resolved. The other EF markers indicate the size of the committed force.
- 2.3.4 **Dummy:** Both sides have a number of dummy units that are employed to help hide the disposition of units during setup. These are removed when revealed while adjacent to an enemy unit.
- 2.3.5 **Railheads:** These markers are used on rail lines to indicate captured sections of track that can be used to provide supply to invading units.
- 2.3.6 **BEF Arrival:** This marker is placed on the Turn Track during setup to indicate the expected arrival of the British Expeditionary Force.
- 2.3.7 **Control Marker:** These markers are used to indicate which army was the last to pass through a victory point hex, such as cities or resource hexes.
- 2.3.8 **EB RR Construction:** These markers are used by the German player to note the progress and completion of German railroad construction.
- 2.3.9 **Out of Supply:** These markers are used to mark units that have been cut off from supply.
- 2.4 **Political Cards:** Each player selects several cards from a randomly determined set. These cards provide fixed mobilizations and political effects that enhance the replayability of the game.



Card G4

Northern Army Arrives

The Germans Northern Army that is scheduled as a reinforcement (composed of one 5-8-3 and one 4-4-2) is available immediately as part of the initial mobilization. The reinforcements do not arrive as scheduled.

POLITICAL INTERACTION

A10	E6	E7	-	-	-	-	-	-	-
3	rG5	4	-	-	-	-	-	-	-

Card AM1

Plan 14 (1898)

in Reims: 2x6-9-3
MS 18-22: 4x(2)-1-4
in Verdun: 1x6-9-3
nw-sw Toul: 5x6-10-3, 1x6-0-2
sw-se Toul: 4x6-10-3, 1x2-4-3, 2x1-1-3
MS 23-27: 3x6-10-3, 4x(2)-1-4, 1x2-4-3, 1x6-0-2
nw-ne Langres: 3x6-10-3, 2x6-9-3
MS 28-34: 6x6-10-3, 3x6-9-3, 2x(2)-1-4, 1x2-4-3, 1x1-2-4, 2x6-0-2

Note: 1-1-3 and 1-2-4 are interchangeable.

3.0 Game Setup

Place the game map on table in an orientation that is acceptable to the players. Ideally, the Germans should sit on the eastern edge of the map and the French on the western edge, but the German player will need to take care not to disrupt the turn and reinforcement track on that edge of the map. Once units have been deployed to the map, place the Turn marker (Turn 1), EF Resolve, BEF Arrival markers (both Turn 4), and reinforcements (red stacking value) on the Turn and Reinforcements track as indicated, after which play begins with the German player.

- 3.1 **East Front Mobilization:** Before any forces are placed on the map, the German player must decide how many combat units are dedicated to fighting on the eastern front against Russia (in an effort to quickly defeat the Russians and then turn the bulk of the German army against France). The units that are sent east have a value assigned according to the nearby chart:

EAST FRONT MOBILIZATION UNIT VALUE

Count	Unit Type	Value
26	7-12-3	10
16	5-8-3	6
3	3-4-2	3
1	2-4-3	3
4	4-4-2	4
5	2-2-2	2
4	1-1-2	1
11	(4)-3-4	1

The units assigned to the east front are placed in the German East Front Mobilization holding box on the map in addition to an EF commitment marker indicating a value up to but not exceeding the value of the units

sent east (e.g., the E2 marker would be placed if thirty-one to fifty points were committed). This marker is used during the next step to see if these forces impact the political climate before the war starts. Whether or not all or a portion of these units return to the western front is determined during a later game turn. Generally, the more force assigned to the east front, the higher the reward in victory points the German player receives when the east front is resolved, but at the cost of force available to fight the French.

NOTE: Due to the political climate results, either or both armies may be subject to limits on how many units can be sent to the east front. Additionally, the political climate may require the German player to recalculate their commitment.

- 3.2 **Political Climate:** Politics is fickle, and geopolitics even more so. To represent the whims of the national leaders involved in the conflict prior to its outset, each player draws three Political cards and resolves the text on each. Note however, that cards played by both players may cause an interaction that create an added effect or cancels the cards completely before their written effect takes hold. At the bottom of each political card is a table that may list one or more interactions with each card. The cards are identified in the top row of the table, with the effects on each noted below each entry. Note that the East Front commitment is treated as an extra (fourth) card for the German player.

- 3.2.1 **Cancellation:** If an "X" appears beneath a card, that card is cancelled as if it were never drawn. Note that only the opponent's card is indicated as being cancelled. In several cases, the two opposing cards may cancel each other.

EXAMPLE: If the German draws card G1 and the Allies draw card A6, G1 cancels A6, so A6 is discarded as if it were never drawn.

- 3.2.2 **Replace:** If the entry beneath a card includes an “r” and another card ID, discard the card drawn and replace it with the card listed, unless that card was drawn as well. In this case, simply discard the drawn card as if it were never drawn.

***EXAMPLE:** If the German draws card G4 and has a commitment level of E6, card G4 is discarded and replaced with card G5. If G5 were already drawn, G4 is simply discarded.*

- 3.2.3 **Alternate Effect:** If a number appears below a card entry, consult the Political Interaction Alternate Effects Chart and look up the number to determine the effect of the interaction.

***EXAMPLE:** If the Allies draw card A1 (Treaty with Belgium) and the Germans draw card G8 (The British Waver), the BEF does not land during the game.*

- 3.2.4 **Political Conflict:** If the results of the Political Climate draws show a clear conflict (such that neither event can be properly completed, both cards are cancelled).

- 3.3 **West Front Mobilization:** Any remaining units with black stacking values are placed on the map either as desired, or as a result of the political climate (where a predetermined mobilization plan may have been selected). Unless required by a predetermined plan, units may be placed anywhere within (including adjacent to) a nation’s borders, subject to required placements. Units are placed face-down.

- 3.3.1 **Requirements:** Prior to placing any units, some units must be placed as indicated on the map. Refer to the setup hexes on the map and place a unit of that type in those locations.

- 3.3.2 **Mobilization Plans:** If either or both sides selected a mobilization plan as part of the political climate, mobilization hexes are noted on the map. The units indicated within the plan must be placed in or adjacent to these hexes.

- 3.3.3 **Dummy Units:** Each side has a number of dummy units that may be used to hide how forces are deployed. Treat these units as if they were real units with regards to movement and stacking (see below).

- 3.3.3.1 **Movement:** A dummy unit may move up to four hexes, but note that doing so indicates that it is not an infantry or artillery unit as these generally move more slowly.

- 3.3.3.2 **Combat:** Dummy units are immediately removed from the map when a hex holding one is engaged in combat.

- 3.3.3.3 **Placement:** Any number of available, unplaced dummy units may be placed with replacements and reinforcements (see below).

- 3.3.3.4 **Elimination:** When a corps is eliminated through combat, an unplayed dummy unit is also eliminated from play. Only dummy units that are not deployed to the map are eliminated in this fashion.

- 3.3.4 **Setup Order:** By default, the Allied player deploys his or her units on the map first. The German units must be placed first only if the French are under a mobilization plan, while the Germans are not. If both armies are under mobilization plans, the French must still place their forces down first. Note that given the number of units that require placing, both players may put their units down simultaneously, but the player who would ordinarily place units second may adjust those units as desired once the first player has completed his or her deployment.

4.0 Sequence of Play

Each game turn is completed by following a strict sequence of play. The order of the steps in this sequence cannot be changed, but specific steps may be skipped by taking no action.

- 4.1 **German Supply:** The German player determines if any of his or her combat units are out of supply, flips them face up, and notes them with Out of Supply markers. If these units are not returned to supply by the end of the turn, they are reduced by one step (or eliminated if only one step remains). Any *Allied* units that are out of supply are reduced at this time.

- 4.2 **German Reinforcements:** The German player checks the turn to determine if any reinforcements arrive. These are placed on the map as required. The German player may also assign replacements to eligible units, beginning with the second turn. Finally, beginning with the fourth turn, the German player resolves the East Front mobilization (unless delayed to a later turn).

- 4.3 **German Construction:** EB units in rough or river hexes may begin or resolve construction.

- 4.4 **German Air Capacity:** The German player rolls on the Air Capacity table to determine how many air reconnaissance factors are received. Note that the German player subtracts one from the die roll on any October turn.

- 4.5 **German Movement:** The German player moves any of his or her units according to the movement process, and may also move a limited number of units strategically along rail lines.

- 4.5 **German Combat:** The German player may initiate combat against Allied units and fortifications as desired.

- 4.6 **Allied Supply:** The Allied player determines if any of his or her combat units are out of supply, flips them face up, and notes them with Out of Supply markers. If these units are not returned to supply by the end of the turn, they are reduced (or eliminated if only one step remains). Any *German* units that are out of supply are reduced at this time.

- 4.6 **Allied Reinforcements:** The Allied player checks the turn to determine if any reinforcements arrive. These are placed on the map as required. The Allied player may also assign replacements to eligible units, beginning with the second turn. On Turn 4, the Allied player receives the British Expeditionary Force (BEF), unless it has been delayed.

- 4.7 **Allied Air Capacity:** The Allied player rolls on the Air Capacity table to determine how many air reconnaissance factors are received. Note that the Allied player subtracts one from the die roll until the BEF arrives.

- 4.8 **Allied Movement:** The Allied player moves any of his or her units according to the movement process, and may also move a limited number of units strategically along rail lines.

- 4.9 **Allied Combat:** The Allied player may initiate combat against Allied units and fortifications as desired.

- 4.10 **Turn Track:** The German player moves the Turn marker into the next space on the Turn and Reinforcements track. Return to Step 1 to begin the next turn.

5.0 Supply

Keeping any army's soldiers fed and their pockets full of bullets is critical to winning any war. Supply, or the lack of it, impacts several different game mechanics, so its use is described in detail prior to those game mechanics affected.

5.1 Supply Sources: Supply is drawn along contiguous friendly rail lines from a combat unit back to a friendly supply source. This path of contiguous rail line hexes may not be occupied by or previously captured by an enemy unit.

5.1.1 Allied Supply Source: The allies (but not the Dutch) draw supply from the western and southern edges of the map.

5.1.2 Dutch Supply: The Dutch are automatically in supply while within the Netherlands, and automatically out of supply when outside the Netherlands.

5.1.3 German Supply: The Germans draw supply from the eastern and northeastern edge of the map.

5.2 Extended Supply: A combat unit is in supply if it is within three hexes of a friendly rail line that can draw supply from the appropriate source. None of these hexes may be occupied by an enemy unit. Additionally, no unit can draw supply from a rail line hex that is more than six hexes from its own rail lines (i.e., when across a national border).

***EXAMPLE:** a French corps within France can draw supply from a rail line hex that is up to three hexes away. However, if that same corps were within Germany, the rail line that is three hexes away from the corps cannot itself be more than six hexes from the French border.*

5.3 German Railway Labor: The Germans have the ability to override the six-hex extended supply limitation through the use of three "*Eisenbahn Bautruppen (EB)*" units. German units that are three hexes from an EB unit that occupies a friendly rail line may draw supply any distance back to its own border. Note that EB units also affect the ability of German units to move strategically into French territory.

5.4 Railheads: As an army advances from its national border into enemy territory along enemy rail lines, it captures those lines and makes them friendly to its side. Use Railhead markers at rail line intersections and the extent to which a combat unit moves to show the sections of enemy rail lines that have been captured. These captured rail lines can be used to extend supply to combat units in enemy territory. German EB units act like railheads, so no additional marker is needed to show the extent of their advance.

5.5 Out of Supply: Any combat unit that cannot draw supply at the beginning of its turn is noted with an Out of Supply marker. This marker is removed once the unit has reestablished supply. Units unable to reestablish supply by the end of their turn are reduced by one step (or eliminated if they currently have only one step).

5.6 Fortress Supply: A single corps (four stacking points) may be supplied when in or adjacent to a friendly fortress hex or in a hex that has a fortress symbol on its hex-side. The number of fortress symbols does not supplement the single corps supply limitation. Enemy fortresses do not provide supply to in-

vading combat units (i.e., Germans cannot draw supply from French fortresses or vice-versa).

5.7 Sea Supply: British units and the lone French Marine (M) unit may receive supply when within three friendly hexes of a coastal hex.

6.0 Replacements

After determining supply at the beginning of a turn, each army receives a number of replacement steps to repair damaged corps and division sized units. A unit may receive only one replacement step per turn. A unit may only receive a replacement step if not adjacent to an enemy unit. A unit may only receive a replacement step if it is in supply. A unit may only receive a replacement step if it currently has at least one step remaining (i.e., a unit that was destroyed cannot be rebuilt).

6.1 German Replacements: The Germans receive six replacement steps per turn, beginning on Turn 2. These steps may not be saved or accumulated for use in later turns. Any replacements not taken are lost.

6.2 French Replacements: The French receive six replacement steps per turn, beginning on Turn 2. These steps may not be saved or accumulated for use in later turns. Any replacements not taken are lost.

6.3 British Replacements: The British receive three replacement steps *total*, assigned as desired beginning on Turn 10. These steps may be held for use during later turns.

6.4 Dutch and Belgian Replacements: The Dutch and Belgian armies do not receive any replacement steps.

7.0 Reinforcements

During the reinforcements step of each player turn, players check the reinforcements track to see if any reinforcements arrive during the current turn. The turns on which reinforcements are scheduled for arrival have shaded boxes on the Turn and Reinforcement track. Remove these units from the track and place them as noted. Be aware that the affect of political events may delay or even cancel the arrival of these reinforcements. Once a reinforcement has been placed, it is eligible to move (normally or strategically) during that same turn.

8.0 East Front Mobilization Resolution

During setup, the German player must decide how many units to send (if any) to the East Front. This mobilization is resolved using the following process, beginning on Turn 4 (but possibly delayed):

1. Determine which units will be sent to the East Front and calculate their total value based upon the East Front Mobilization Unit Value chart on the player aid card and above (see 3.1). Note that artillery units may not be sent to the East Front. Place the units in the East Front Mobilization holding box on the map (face down) as well as the Commitment Level marker whose value is just greater than the total value of the units selected. *For example, if 45 points were being sent to the East Front, place the EF-50 face-down in the holding box.*
2. Note that when determining the political situation, this mobilization may be forced to change. Adjust it as needed.

3. If the current box on the Turn track holds the EF Resolve marker, roll a die and cross-reference the result with the Commitment Level marker. If a "pass" result occurs, advance the EF Resolve marker that many spaces on the Turn track. Otherwise, roll another die and cross-reference the result with the letter code derived from the Mobilization Level table. Find this numeric code on the East Front Situations listing to determine the result of the mobilization.

8.0 Air Capacity

At the outset of the war, both sides were already aware of the importance of aircraft to the war effort, but both industry and tactics were still nascent. During the Air Capacity phase of the turn, each player rolls a die and cross-references the result with the current month on the Air Capacity chart. The French reduce the die roll by one until the British Expeditionary Force (BEF) arrives (nearly doubling the number of available air craft). The Germans reduce the die roll by one during any October turn (as the Allies had worked out how to mount a functional machine-gun to an aircraft, effectively creating the first fighter). The result of the roll is the number of reconnaissance missions that can be "focused" on enemy hexes. Doing so forces the opponent to reveal the units within a chosen hex, as well as the six surrounding hexes. These units may be hidden again during the next enemy movement phase, if not adjacent to enemy units.

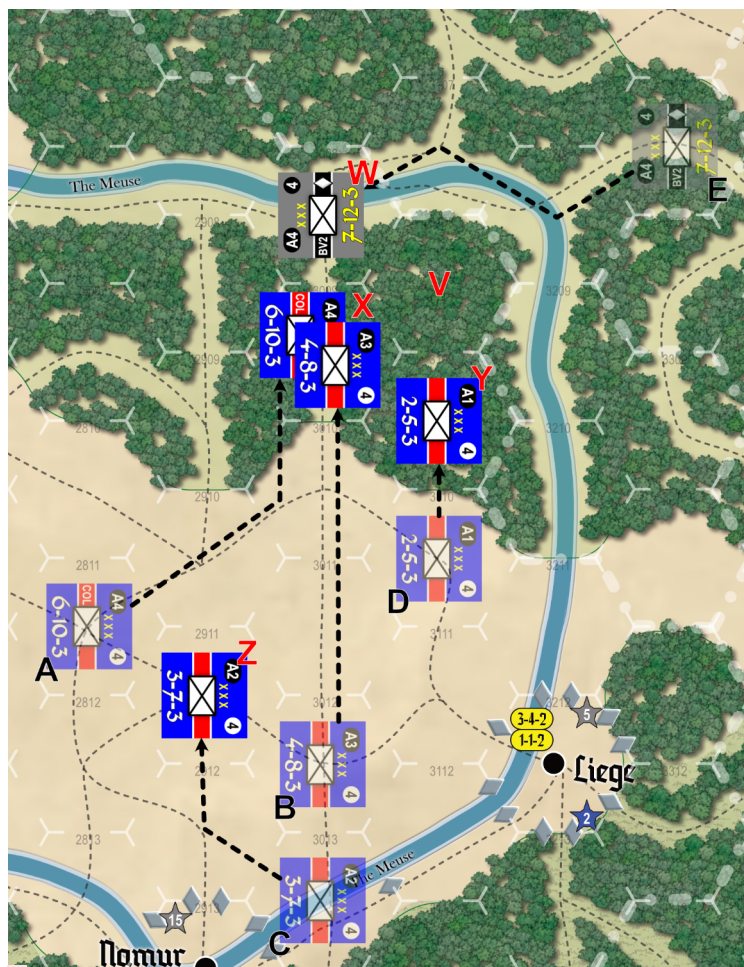
Month	Aug	Sep	Oct
DIE ROLL			
1	0	0	1
2	0	1	2
3	1	2	2
4	1	2	3
5	2	2	3
6	2	3	4

Air Recon Missions

9.0 Movement

During the movement phases, each army has the opportunity to move their combat units. A player may move all, some, or none of his or her units. Units can move in two ways, using regular ground movement or strategically using the rails. *Neither half-hexes along the north and south map edges nor Switzerland may be entered by combat units.*

- 9.1 **Ground Movement:** Each unit is noted with a movement value that indicates the number of points a unit may expend while moving from hex to adjacent hex. The terrain type within each hex indicates how many points it costs a unit to enter. For example, it costs one point to enter a clear terrain hex, while it costs two points to enter a rough or woods hex. When a moving unit does not have sufficient movement points to enter an adjacent hex, it cannot enter the hex (except, see Minimum Move).
- 9.2 **Minimum Move:** Regardless of the cost to enter a hex, a combat unit may always move at least one hex. A unit that expends its entire movement value (or more) must halt movement in that hex.
- 9.3 **Interpreting Terrain Types:** Several types of terrain may coexist within a single hex (e.g. woods, rough, river, and rail line). Generally, rail line terrain supersedes the other terrain in the hex when a unit is following the rail line. Rivers and Swamp do not affect movement when being entered or followed, but cost an extra movement point to exit (but see 9.4, below). Woods terrain overlays clear (light) or rough (heavy) terrain. To understand which is which, examine the terrain under the woods art (sections of woods are contained within a transparent, shaded and outlined area to make this determination easier).
- 9.4 **River Ends:** A hex containing a river end is treated as other terrain in the hex with one exception. A unit moving into a river end hex from the attached river *does not* pay the extra movement point for "leaving" the river hex.



Movement Examples

- A. The French 6-10-3 infantry in A moves to position X in the light woods. This only costs three movement points since the unit is following the rail line.
- B. The French 4-8-3 infantry in B moves to position X in the light woods. This only costs three movement points since the unit enters the light woods along the rail line. The unit may stack in the hex with the 6-10-3 because the 4-8-3 moved in along the rail line.
- C. The French 3-7-3 infantry in C moves to position Z in clear terrain. It costs one extra movement point to leave the river hex, and its last point to get to position Z.
- D. The French 2-5-3 infantry in D moves to position Y in light woods at a cost of two movement points. The unit does not have sufficient points to move to X or V. If the unit were a cavalry unit with a movement value of 4 and X only held a single corps (four stacking points), it still could not move into X because only a single corps can occupy a non-clear hex when the active unit is not moving along a rail line.
- E. The German 7-12-3 infantry in E moves to position W, following the rail line. This unit would not be able to move to position V because it would cost an extra movement point to leave the river hex since it would not be following the rail line. It would not have enough movement points to both enter and exit the river and enter the light woods (a total of four).

9.5 **Rail Line Movement:** Entering a hex along a continuous rail line costs one movement point, regardless of the cost of the other terrain in the hex (the hex is treated as if it were clear). A unit entering a rail line hex from either a non-contiguous rail line or a non-rail hex is charged the full value of the terrain in the hex.

9.6 **Fortress Movement:** Unreduced fortresses impede enemy movement in significant ways. Neither strategic movement nor supply may pass *through* a hex-side (and into a hex) with one or more enemy fortress symbols. No movement of any kind may pass *through* a hex with either a fortification symbol within it or a hex-side with two or more fortification symbols. A unit must stop within such a hex, but may exit the following turn.

9.7 **Stacking:** Any number of friendly units may stack within the same hex. Each unit is noted with a stacking value that affects movement. When moving, up to eight stacking factors may end movement within a clear terrain hex (although other units might be able to move through that hex as long as they do not stop). Up to four stacking points may halt movement in any other (non-clear) hex, unless the moving units are moving along a rail line. This means that if up to four stacking points were to move along a rail line into a woods hex, another unit would not be able to stop in that hex from a different location or vice-versa.

NOTE: To note which hexes have become unavailable for a unit to stop in, it is helpful to face the units moved into the hex in a different direction. This facing can be adjusted at the end of the movement phase.

9.8 **Strategic Movement:** An army can employ the rail lines to move a small number of units a much longer distance, as long as the units begin their movement on a rail line hex while not adjacent to an enemy unit and end their move not adjacent to an enemy unit. Additionally, no more than four stacking points may move from and end within the same hex, unless there is a double rail line running between the starting and ending hexes. A unit may not combine both ground movement and strategic movement in the same turn.

9.8.1 **French and British Movement:** French rail lines allow up to eight stacking points to be moved up to fifteen hexes per turn up to, but no further than the hexes adjacent to the French border. Note that there is an exception to the stacking point limit for the British Expeditionary Force (BEF) on the turn that it arrives (all BEF units may move strategically).

9.8.2 **Belgian Movement:** Belgian rail lines allow up to four stacking points to be moved up to fifteen hexes up to, but no further than the hexes adjacent to the Belgian border. Only Belgian units may use Belgian rail lines.

9.8.3 **German Movement:** German rail lines allow up to twelve stacking points to be moved up to twenty-five hexes up to, but no further than the hexes adjacent to the German border as well as into and through Luxembourg up to its border with France. Only German units may use German rail lines. There is one major exception to the border limits for German units only: the “Eisenbahn Bataillon (EB)” units, see below.

9.9 **Eisenbahn Bataillon Rail Line Construction:** The German high-command anticipated the difficulties in using French rail roads to transport troops and supplies at the outset of the campaign and therefore created the “Eisenbahn

Bataillon” Railway Labor Troops. For the purposes of strategic movement only, the German player can assume that German rail lines extend into France along friendly controlled rail lines that terminate at an EB unit’s location. However, in order to take full advantage of this additional movement, the EB units must “repair” the French rail lines that cross over rough terrain (including heavy woods) and rivers. The construction process is as follows:

- If an EB unit occupies a rough or river hex, place an EB Construction marker on the hex with its “1-2” side showing. Otherwise,
- If an EB unit occupies a rough or river hex with an EB Construction marker showing its 1-2 side, roll a die. If the result is a 1 or a 2, flip the marker to its “1-4” side (a roll greater than 2 has no effect). Otherwise,
- If an EB unit occupies a rough or river hex with an EB Construction marker showing its 1-4 side, roll a die. If the result is a 4 or less, replace the marker with a German rail line (EB RR) marker to show that the construction is complete. A roll greater than 4 has no effect.

If the EB unit leaves the hex with an incomplete construction marker, that marker remains in that location until an EB unit either returns to the hex to complete the construction on a later turn, or an enemy unit moves adjacent to the marker in which case it is removed.

EXAMPLE: A German EB unit moves to hex 3229 (a river crossing west of Epinal). On the following turn, the EB unit places a construction marker on its 1-2 side. On the next turn, a die is rolled that (luckily) results in a 2, so the construction marker is flipped to its 1-4 side. On the next turn, a die is rolled again that (luckily again) results in a 3, so the repair is completed. The Germans can now use strategic movement from Metz all the way to 3229 (and possibly further, depending on how much further the EB unit moves into France).

9.10 **Sea Movement:** Allied units that begin their turn on a port hex may move to any other port hex in lieu of any other kind of movement beginning on Turn 5 (note the anchor symbol on the Turn track). The Allies may move up to four stacking points per turn in this fashion.

9.11 **Hidden Movement:** Units that begin their movement hidden (flipped over), remain that way while moving. Hidden units in a hex are only revealed when one of them is chosen to attack. All enemy units in the target hex are revealed (unless subject to a cavalry probe, see below). Revealed units that end their turn not adjacent to an enemy unit may flip them to their hidden side. *Note that not moving a hidden unit more than its movement value is on the honor system. No cheating!*

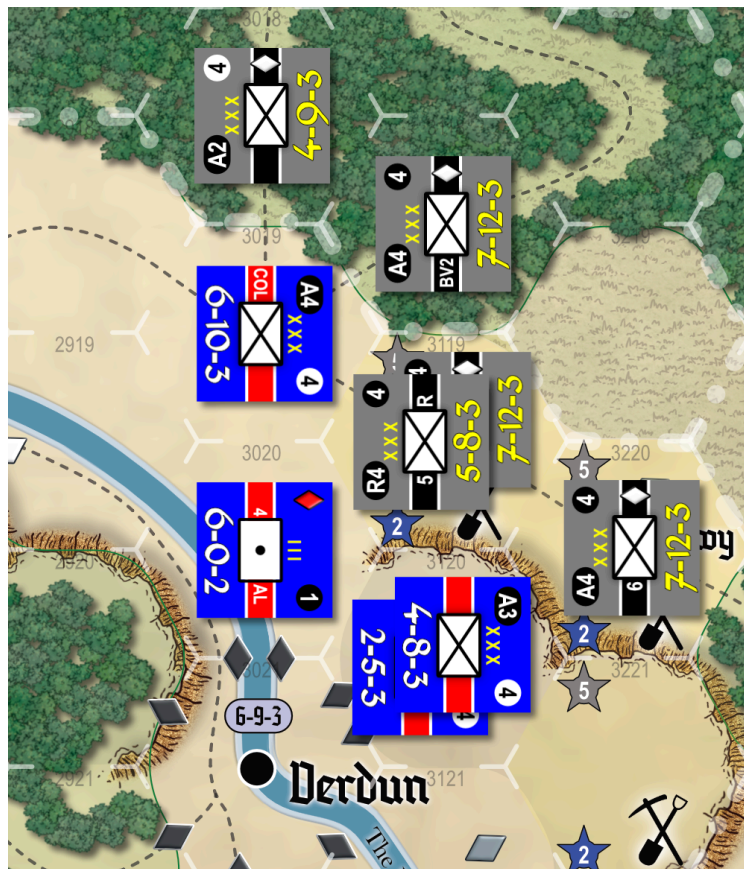
9.12 **Hex Control:** A hex is considered under control by the army that was the last to move an infantry or cavalry unit into or through the hex. As soon as a unit vacates the hex, place a Control marker in the hex to note its ownership. If the hex is “recaptured” by the original owning player, remove the control marker.

9.13 **Hex Examination:** A player may only examine their own units and the top-most units of a revealed enemy stack, until combat against an enemy hex is declared or under an Air Mission (see 8.0).

10.0 Combat

During a side's combat phase, any friendly units adjacent to enemy units may attack those enemy units. Combat is voluntary, so a side may attack with all, some, or no combat units as the situation warrants. To attack an enemy, select the adjacent hex and the units that are attacking it. The defender decides which unit(s) in the target hex (if more than one) defend. If any units (attacking or defending) are unrevealed, flip all of the units to their front sides.

- 10.1 **Combat Resolution Process:** Resolve the attack per the following steps.
 - 10.1.1 **Defense Limits:** The defender hex selects up to four stacking points within the target hex to defend. A defending combat unit may only be attacked once per turn.
 - 10.1.2 **Attack Limits:** The attacker selects up to eight stacking points from within each hex adjacent to the target hex (so, a fully surrounded hex could feasibly be attacked by up to forty-eight stacking points). An attacking unit may only attack once per turn. Multiple units within a hex may attack different defending hexes, noting the eight-stacking point limit (so, a hex stacked with sixteen stacking points could feasibly send eight against one adjacent hex, while the other eight attack a different adjacent hex).
 - 10.1.3 **Determine Defense Strength:** Sum the defensive strength value of each unit being attacked into a single defensive strength value.
 - 10.1.4 **Determine Attack Strength:** Sum the attack strength value of each attacking unit into a single attack strength value. Modify this value based on the terrain occupied by the attacker. Modifications are cumulative (so attacking from a river hex up a slope quarters the attack strength).
 - 10.1.5 **Determine Combat Ratio:** Divide the smaller value into the larger value, rounding any fraction up or down in favor of the defender to create a ratio (so 9 to 10 odds becomes 1 to 2, while 39 to 10 becomes 3 to 1). Any ratios smaller than 1-4 are treated as 1-4, while any ratios larger than 5-1 are treated as 5-1.
 - 10.1.6 **Determine Combat Table:** Select the combat results table based upon the defender's strength value (1-2, 3-6, 7-9, or 10-14).
 - 10.1.7 **Determine Combat Result:** Roll a die and cross-reference the result with the combat ratio to find two numbers, each of which may be a zero or a one. The number to the left indicate losses to the attacker, while the number to the right indicate losses to the defender.
 - 10.1.8 **Apply Attacker Losses:** If the attacker has sustained a step loss, the attacker selects one of the attacking units and replaces the unit with one of the same class, but reduced by one step (for instance, an "A4" is reduced to an "A3"). If the unit only has a single step, it is eliminated from the game and may not be rebuilt using replacement points.
 - 10.1.9 **Apply Defender Losses:** If the defender has sustained a step loss, the defender selects one of the defending units and replaces the unit with one of the same class, but reduced by one step. If the unit has at least one step remaining after this reduction, the unit must then retreat one hex to a location that is not adjacent to an attacking unit, if possible. The defending player may opt to forgo this retreat, but the unit must sustain an additional step loss (which could eliminate the unit). If the first step loss eliminates the defending unit, the additional step lost must be taken by another unit in the hex, if available. Note that making the decision to retreat should be done be-



Combat Examples

Assuming that it is the German turn, the 4-9-3 infantry and lone, adjacent 7-12-3 infantry can only attack the French 6-10-3 infantry. The stacked German 5-8-3 and 7-12-3 infantry units have an option. They can either both attack the French 6-10-3 infantry as eight stacking points may combine to attack across the same hex side. Alternatively, both units can attack across the slope at the French 2-5-3 and 4-8-3 infantry units on the high ground, but their combat values will be halved due to attacking up-slope. Also, both of the German units may attack different hexes (one against the 6-10-3 and one across the slope). Let's assume this latter option, which leaves two potential attacks:

1. The German 4-9-3, 7-12-3, and 5-8-3 combine to attack the French 6-10-3. This leads to a 16 to 6, or 2-1 odds attack. The Germans would need a total of 18 attack strength to get a 3-1 odds attack. The German rolls a die and gets a 3. This value is cross-referenced with the 2-1 column on the 3-6 Defense Factor chart for a result of 1/1. This means that both sides lose a step and the defenders must retreat one hex, unless a second step is lost.
2. The two German 7-12-3 units attack up slope into the hex containing the French 4-8-3 and 2-5-3 units. The French opt to defend with the 4-8-3 unit. Since both German unit's attack values are halved due to the slope, the combat ratio is 7 to 8 or 1-2 odds. The German rolls a 5, cross-referenced with the 1-2 column on the 7-9 Defense Factors table results in a 0/0. Neither side loses a step. If a 3 had been rolled instead, resulting in a 1/1, both sides would sustain a step loss and both French units would have to retreat or lose a second step (even though the 2-5-3 was not attacked).
3. If either the German 5-8-3 or 7-12-3 opted to attack the French 6-0-2 artillery unit, the artillery would be automatically eliminated.

fore the defending unit is actually reduced. Other defending units in the hex follow the defending unit. If it retreats, the other units also retreat. If it stands and takes another loss, the other units stand in the hex.

- 10.1.10 **Reduction Unavailable:** If a reduced unit is not available to replace a unit sustaining losses, the unit must sustain more step losses until it can either be replaced or is eliminated.
- 10.1.11 **Advance After Combat:** If the defending hex is cleared through retreat or the loss of the only steps in the hex, the attacker *may* advance any of the attacking units into the vacated hex, unless the defending unit was destroyed by failing to retreat.
- 10.2 **Cavalry:** Cavalry behave differently than infantry in combat.
 - 10.2.1 **Defending:** When cavalry is attacked by infantry (only), the cavalry unit may immediately withdraw two hexes distant (regardless of terrain). The attacking units may advance into a hex vacated by retreating cavalry. Cavalry units with a defense value of zero that do not retreat are automatically eliminated when attacked (no roll is needed) and attackers may advance into their vacated hex. An enemy cavalry unit may advance two hexes when a cavalry unit retreats.
 - 10.2.2 **Probing:** Cavalry units may not attack infantry directly, however, cavalry units can “attack” simply for the purpose of revealing enemy units. When cavalry attacks an enemy hex, the enemy unit are revealed, but no actual attack occurs unless enemy cavalry occupy the hex. In the event that cavalry exists, and the defender selects it as the defending unit(s), combat between the cavalry units occurs normally, with a limit of four stacking points of defending cavalry. When probing a stack that includes defending cavalry, only the cavalry units are revealed prior to combat being resolved. If the probing attack succeeds, all enemy units are revealed. Otherwise, the defending cavalry is returned to its hidden side.
 - 10.2.3 **Retreat After Combat:** A cavalry unit may not halt and take a second step in lieu of retreating. A cavalry unit must retreat, barring other terrain considerations (e.g. fortresses).
- 10.3 **Artillery:** Artillery may support infantry in combat.
 - 10.3.1 **Artillery Limitations:** Only one artillery unit, regardless of its type, may stack in a single hex. Artillery units are automatically destroyed if they are alone in a hex when attacked by enemy infantry or cavalry forces. If a lone artillery unit is out of supply, simply being adjacent to an attacking enemy unit causes its elimination. Note that the enemy forces do not have to attack the artillery specifically, they’re just caught up in the attack and eliminated.
 - 10.3.2 **Artillery vs. Troops:** Artillery units with a red diamond (and an attack strength) may add their attack strength to the strength of an attack by the forces in their hex. This value may exceed the eight stacking point limit of an attack. Only one artillery unit may apply its strength to an attack, even if artillery units are stacked in other hexes containing units that are participating in the attack.

11.0 Fortifications

Fortifications are represented by small diamond symbols either within a hex or on a hex-side between two hexes. There may be one fortification symbol or several. The shade of the symbol indicates the durability of the fortification (white is light, gray is medium, and black is heavy). Fortifications are assumed to be sufficiently garrisoned and supplied for the duration of the game, so they may not be placed out of supply.

- 11.1 **Defensive Effects:** Enemy units either in a hex that includes a fortification or behind one or more fortification symbols on a hex-side never have to retreat as a result of combat and do not lose an extra step for failure to retreat. Units within a hex that holds a fortification symbol or whose hex-side holds a fortification symbol is never out of supply.

- 11.2 **Assaulting Fortifications:** A fortification symbol may be assaulted by one or more enemy combat units as if it were an infantry unit with a defensive strength of 14. Combat is resolved normally, but only a die roll of 1 eliminates the fortification. Only one fortification symbol may be attacked from an adjacent hex. This means that a hex or hex side that includes more than one hex symbol would have to be attacked from multiple adjacent hexes. All of these attacks on a single hex or hex-side occur simultaneously and if any of them fail (i.e., at least one of them does not get a roll of 1), none of the fortifications are eliminated. They must all be destroyed, or none of them are. This is clearly a very costly proposition!

***NOTE:** The existence of two fortification symbols on a hex side makes assaulting a fortified city very difficult as the city would need to be occupied by an enemy unit in order to assault one of these hex sides (a city would have to be captured before the fortifications could be reduced).*

- 11.3 **Bombarding Fortifications:** In lieu of assaulting fortifications, the German army (only) can bombard the fortifications with artillery stacked with attacking infantry. Like assaulting a fortification, the player must attack with at least one infantry unit against the fortification’s defensive strength of 14. The die roll value used to resolve the combat is also cross referenced on the Bombardment table with the type (diamond symbol) of the artillery unit in the attacker’s hex and the strength of the fortification. If the result is a ‘D’ (destroyed), all of the diamond symbols within that hex and/or hex-side are eliminated. Place a Reduction marker on the hex to show this new status. If there are any enemy combat unit stacking points within the reduced fortifications, these can be attacked by different, adjacent combat units as if the fortifications did not exist.

***NOTE 1:** The German “A” class units are marked with a white diamond to show that they have sufficient artillery integral to their formation that they do not require a separate artillery unit to bombard a fortification. A separate infantry unit would be required to assault any enemy combat units within the fortification hex (or behind the hex side).*

***NOTE 2:** The German 420 RR Artillery unit may only be move on rail lines. This means that French rail lines must be repaired by German EB units in order to advance this artillery unit forward.*

12.0 Belgian Neutrality

Belgian or Dutch forces may not be moved unless their respective territories are invaded. French forces may not enter Belgium until two turns after Liege is taken or the Meuse is crossed by the Germans. The British Expeditionary Force (BEF) may not land in France until three moves after the Germans invade Belgium. Therefore, if the Germans invade Belgium on Turn 1, the BEF lands on Turn 4. If the Germans do not invade Belgium by Turn 9 the BEF may land on Turn 10. The Germans, of course, may still invade Belgium after Turn 9. Use the BEF marker on the Turn track to note the earliest entry by the BEF by adjusting it one space per turn that the BEF cannot enter. Note that the tenth turn is outlined in red to indicate the automatic BEF entry.

13.0 Garrisons

Wherever the Germans advanced they found an increasingly hostile populace. The people of Belgium and France soon discovered how vulnerable the ever more lengthy German supply lines running through their conquered lands were to sabotage and guerrilla warfare. The Germans planned to use their LW (Landwehr, a sort of "National Guard") troops for guarding their communications as well as for keeping order in the newly conquered territories. To reflect this need the German player should deduct one 4-4-2 unit (or its equivalent in 1-1-2 or 2-2-2 units) when he invades Belgium and another when he crosses the French border with 10 or more units. When the German player has 30 units (of any size) in France he should deduct another 4-4-2 from his forces. These "garrison" units (which are not limited to LW units) must be taken from within the invaded territory and when taken off the board are out of play as it is assumed that they have been broken down into smaller units and spread throughout the conquered territory.

NOTE: *Garrison units (German LW and Belgian BE) break down by unit size (Corps to Division to Brigade) rather than through step losses.*

14.0 Victory

Victory is based on a point system. Each side obtains points for being in possession of certain terrain features by the end of the Standard Game (September 12). These point values are indicated by the color coded stars on the map. The Allies also obtain extra points if the Germans invade Belgium (30 points), the Netherlands (50 points) or Luxembourg (5 points). Both sides obtain extra points for destroying their opponent's units. The chart indicates the points earned for destroying enemy units (not having a player's units destroyed).

Unit Type	Allied	German
Corps	4	5
Division	2	2
Brigade	1	1
Artillery	1	1

Note that to earn the victory points, the unit must be entirely destroyed, not simply reduced. Place the destroyed units in the holding box on the map for future reference.

When the game ends both players independently tally up their points. Victory, such as it is, falls into three categories:

- 14.1 **Decisive:** One side obtains at least five times as many points as the other. For the Germans, this would mean an excellent chance of ultimate victory within two or three years. For the Allies it could well have meant ultimate victory in less than a year.
- 14.2 **Tactical:** One side obtains at least twice as many points as the other. Should the Germans obtain anything less they would stand little chance of eventually winning. The German's won the original campaign in this manner. A tactical victory by the Allies would practically eliminate any chance of ultimate German victory.
- 14.3 **Marginal:** One side receives more points than the other. A victory such as this for the Germans merely staves off certain defeat for a few years. A victory such as this virtually assures the Allies eventual victory.
- 14.4 **Extended Game:** If neither player has achieved more than a marginal victory by the end of the twelfth turn, players can opt to continue the game up to Turn 39 (the end of October). This extended ends as soon as one of the players has achieved a tactical victory at the end of a turn. Alternatively, play can simply run all the way to Turn 39 regardless of the current victory level, just to see what happens and allow the players

to feel a modicum of the grind felt by the historical forces. All of the impending reinforcements during extended play are noted on the Turn and Reinforcements track.

15.0 Optional Rules

Any of the following rules (and in any combination) may be used if both players agree in advance of game setup. These rules provide a little more simulation value to the game, but at the expense of complexity and lengthened play.

- 15.1 **Unit Facing:** The top of each unit is considered its "front." This direction is noted on the reverse of each unit by an arrow. Each unit should be positioned within a hex so that it faces a hex vertex (not a side). The two hexes that the unit faces are its "frontal" hexes. All other hexes are its "flank" hexes. A unit may only attack an enemy unit within one of its frontal hexes. When retreating, a unit must move through one of its flank hexes. A unit that is attacked through a flank hex, defends using its Attack Strength rather than its Defense Strength, unless there is another unit within the hex that faces in the opposite direction (thus creating a "hedgehog" that effectively makes all surrounding hexes, frontal hexes). At the end of his or her movement phase, a player may adjust his or her units to face as desired.
- 15.2 **Retreat Before Combat:** Rather than allowing only cavalry units to retreat before combat, infantry units (except artillery units that are alone in a hex) may retreat prior to combat by rolling a die greater than the number of enemy occupied hexes adjacent to the unit's hex. If successful, the combat resolution is skipped, the infantry unit retreats and the attacker may advance into the vacated hex. Otherwise, the infantry unit must defend with its attack value.
- 15.3 **Impulse Movement:** Rather than move all units, players are limited to the number of hexes they can activate at a time. Players alternate (beginning with the German player) activating groups of contiguous hexes until all units have been moved. Note that this process is only done for units using ground movement. A set of "activation markers" is provided to mark the hexes that have moved (players that find the number of markers insufficient to mark each activated hex should use the arrows on the markers to note the ends of each activated group). To activate a group of units, a player rolls two dice and refers to the higher die roll. The result indicates the number of contiguous hexes (each selected hex following the first hex chosen must be adjacent to at least one other chosen hex) that can be activated for movement. When activating a hex adjacent to activated enemy hexes, roll a die. If the result is equal to or less than the number of active enemy hexes, the units in the hex may not move and are marked active. After one player has activated all of their hexes, the other player gets one final roll. Units in any hexes that were not activated remain immobile, unless moved using strategic movement. After all ground movement is completed, strategic movement (if any) is completed.
- 15.4 **Multiple Commanders:** Keeping track of which units are where (particularly when they're inverted), can be a daunting task. This may be simplified by playing the game in teams, rather than just one-on-one. Break the map up into sectors, allowing each player on a team to deal with a smaller group of units. If playing with three players on a side, one of these players can be the "supreme" commander in charge of air reconnaissance missions, strategic movement, and assignment of replacements (just make sure to bribe him or her with a beverage of choice to ensure that your units get the replacements they need).