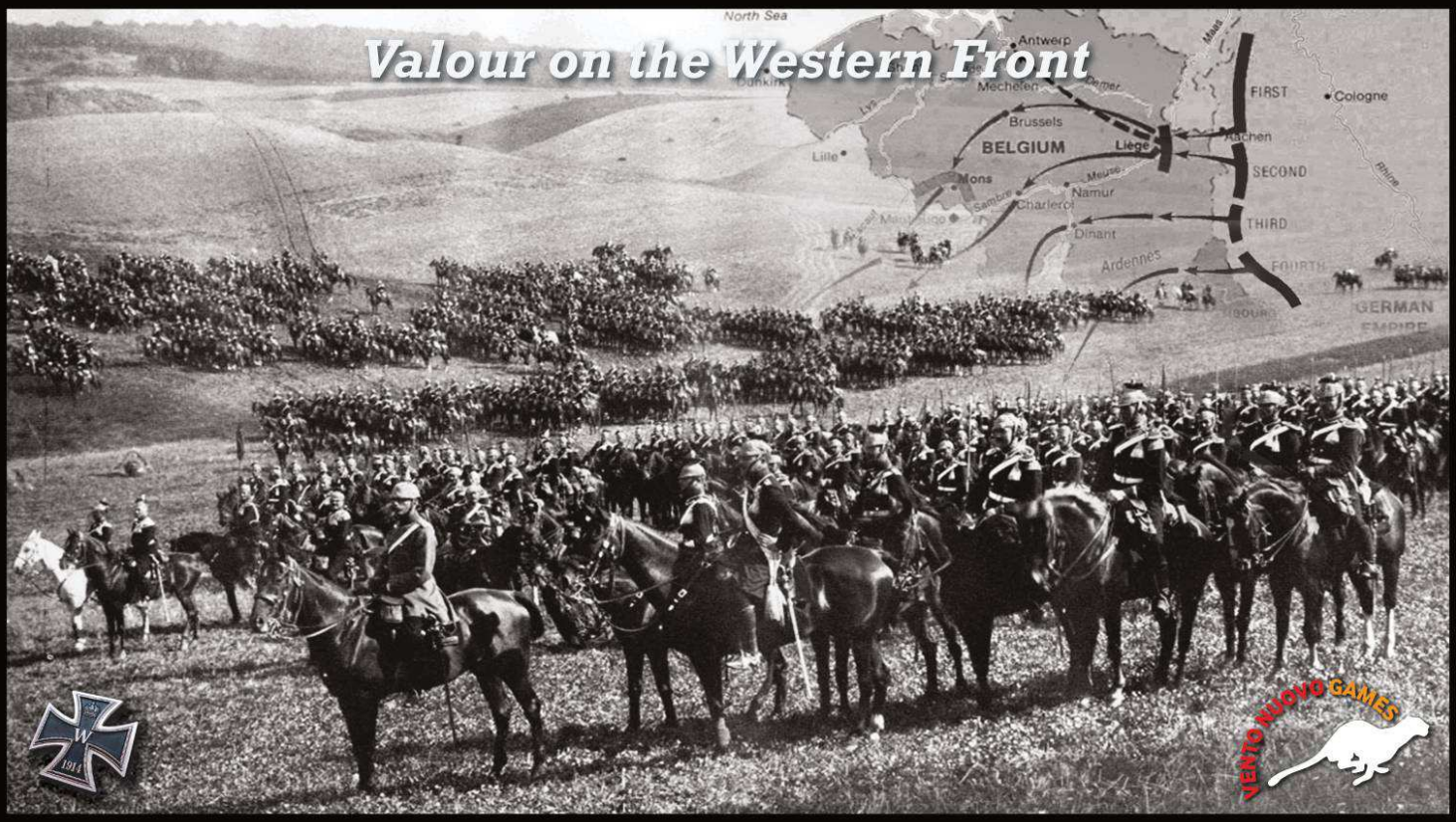
1914 GERMANY AT WAR



HISTORICAL BACKGROUND

On 28 June 1914, Archduke Franz Ferdinand of Austria and his wife were shot dead in Sarajevo by Gavrilo Princip, a member of the Black Hand political organization seeking a merger of the Balkan area into a Greater Serbia.

Austria-Hungary subsequently issued an ultimatum against Serbia. When the ultimatum was rejected, Austria-Hungary declared war, marking the outbreak of the Great War.

While France and Russia immediately sided with Serbia, Germany joined Austria-Hungary and started a surprise offensive in the west with the objective of quickly defeating the French and then turning east to knock Tsarist Russia out of the war. The attack plan carried the name of its developer, Alfred Graf von Schlieffen.

The Schlieffen Plan

As the XX Century dawned, the German General Staff knew that, if they had to prepare for hostilities, then a war on two fronts was to be avoided at all costs. Unfortunately, with the rapid consolidation of a Franco-Russian alliance, their worst nightmare was becoming a reality. It was therefore essential to neutralise France by means of a quick victory in the west before being able to turn east and devote to Russia the attention it deserved.

The means of doing so were outlined in the Schlieffen Plan, originated by von Schlieffen but greatly modified by Helmuth Johann Ludwig von Moltke. The Schlieffen Plan proposed using 90% of Germany's armed forces to attack France, across the neutral Belgium, take Paris and put France out of the war. Then, using the superior German rail network, rush troops to the east before Russia could properly mobilise.

Afterwards, von Moltke reduced the amount of armed forces involved in the plan, to counter the risk of a French attack in Alsace and Lorraine, which he had effectively envisaged (the so called Plan XVII).

THE GAME

1914: GERMANY AT WAR *recreates the first four months of war on the Western Front, from the surprise attack launched in August 1914 by Wilhelmine Germany against France, violating the neutrality of Luxembourg and Belgium, and thus triggering Great Britain's entry into the war, until November when, after the Germans were first halted at the doors of Paris, and then defeated at the Marne, the Race to the Sea started, with the aim of seizing the harbour of Calais - crucial for supplying the British Expeditionary Force - and forcing the Antwerp's garrison to surrender before the winter.*

The 1914 outcome was ambiguous: the Entente saved Paris and Calais, but lost Antwerp, most of the Belgian soil and a large part of North-Eastern France. However, seven German armies were tied up in France, far away from the Russian front.

After these four months of rapid attacks and equally rapid counter-offensives, the war broke for the winter and looked to be longer than expected, turning into four long years of bloody trench warfare.

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INTRODUCTION

1914: GERMANY AT WAR *is a light wargame covering the surprise attack launched by Germany against France in August 1914.*

Although based on a historical event, the players in command of the two sides can modify the course of History in early 20th Century Europe. The game is recommended for two or three players, but has excellent solitaire suitability.

GAME COMPONENTS

The game includes:

- N° 1 heavy stock Mapboard 86 x 62 cm *(Mounted Map in the Limited Edition)*
- N° 1 16-Pages Rules Manual *(N° 2 in the Limited Edition)*
- N° 121 PVC Standard Stickers *(+ N° 121 PVC Icon Stickers in the Limited Edition)*
- N° 119 Wooden Unit Blocks
- N° 20 Wooden Cubes (Area Control)
- N° 19 White Wooden Cubes (Valour Point)
- N° 35 Wooden Disc (Fortress Garrison)
- N° 2 Rules Summary and Player Aids
- N° 1 White Wooden Initiative Disc
- N° 1 Yellow Wooden Turn Track Marker

SCALE

In **1914: GERMANY AT WAR**, 1 cm is approximately 27 km (1 : 2.700.000), a turn is 1 month long, and a full-strength counter represents a major military formation, normally of Corps size, along with Army Leaders.

A game lasts for 4 turns, from August to November 1914, and is played in 1-3 hours.

FOG of WAR

Place the board in the centre of the table. The Entente Player (controlling the French, the Belgian and the British) sits at the Western edge and the German Player sits opposite him at the Eastern edge. The game is played with "Fog of War" on, so units are placed upright with the sticker facing the owning player and the enemy player cannot see them. During the game - at a certain points - some units may be revealed.

HOW TO WIN THE GAME

The game is won in one of the following ways, whichever happens first:

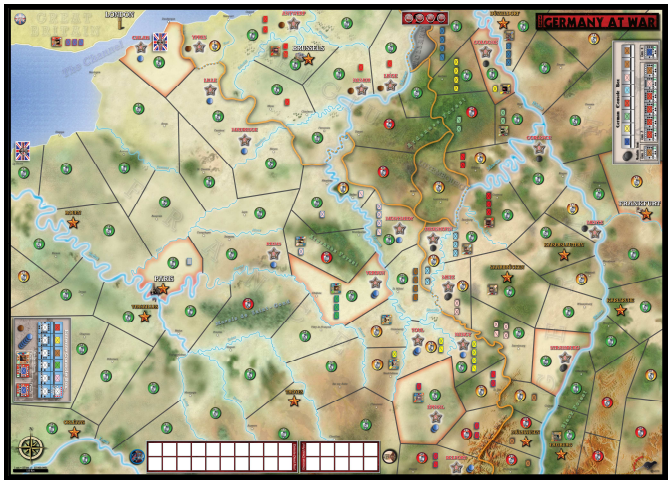
A. Sudden Death (this is a ***Decisive Victory*** and the game finishes immediately) if:

1. A *Side* has 10 Valour Points (White Cubes) *or*
2. 10 German or 20 Entente units (not Garrisons) have been eliminated *or*
3. a *Side* controls all 7 *Victory Areas*

B. *Alternatively,* at the end of the game, the player controlling the most *Victory Areas* is the winner (***Marginal Victory***).

MAPBOARD

The map is divided into zones called ***Areas***. Every of the 94 *Areas* is identified by a unique symbol (GB) or a unique number (from 1 to 93) with a large circle (green, yellow or red) with a shield and a number printed over which represents the *Terrain Bonus* (from 0 to 4).



TERRAIN

There are 4 different types (colours) of terrain:

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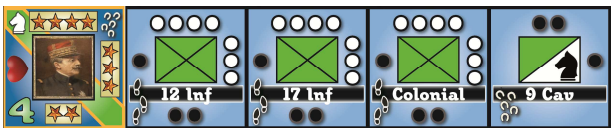
UNITS

There are four types of units in the game: *Leaders, Infantry, Cavalry* and *Garrisons.*

Leaders, Infantry and Cavalry are represented as blocks.

Each has a sticker reporting the historical name, the Movement Allowance (*Footstep* or *Horseshoes*) and the *Firepower* (*Dots* or *Stars*).

Every unit has a *unique colour code* identifying all units which belong to the same Army and are led by the Army *Tactical Leader*.



The three units above all belong to the French 4th Army (green), led by the Army Leader (4).

UNIT SIZE and NAME

Infantry and ***Cavalry*** are all Corps or Division size formations, while Leaders represent the Army Commander.

A ***Leader*** represents not only the Commander himself, but also the General staff and soldiers attached to him, plus artillery and support units.

The *Unit Name* is the name of the unit. The Unit Name is given for historical purpose only and has no effect at all in the game.

SEQUENCE of PLAY

A turn is made of a variable number of *Impulses*, from 2, up to unlimited. When a new Turn starts, the *Side* with the *Initiative* plays the first *Impulse*, followed by the other *Side* and so on. In its *Impulse*, a Side may:

A. play a ***Strategic Action (SA)*** or

B. play a ***Tactical Action (TA)*** or

C. ***Pass***

After 2 consecutive *Passes (*by the two *Sides,* one per *Side),* the Turn ends and a new one begins.

Reinforcement Phase (Turn 2-3-4-5)

Impulses *(Side with the Initiative first)*

1. Activation Segment *(TA only)*
2. Movement Segment
3. Combat Segment *(TA and SA only)*
4. Deactivation Segment *(TA only)*

Final Phase *(only when playing OR 3.0 and OR 9.0)*

Preorder Time:

September 24 - October 24

Release Date: **October 31,** 2015

Standard Edition: 59.95 € (49.94 €)*

Limited Edition: 99.99 € (79,97 €)*

Mounted Map: 35.53 € (28.87 €)*

Icon Stickers: 10.00 € (8.00 €)*

Extra Blocks: 20.00 € (16.00 €)*

***Preorder Price**

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