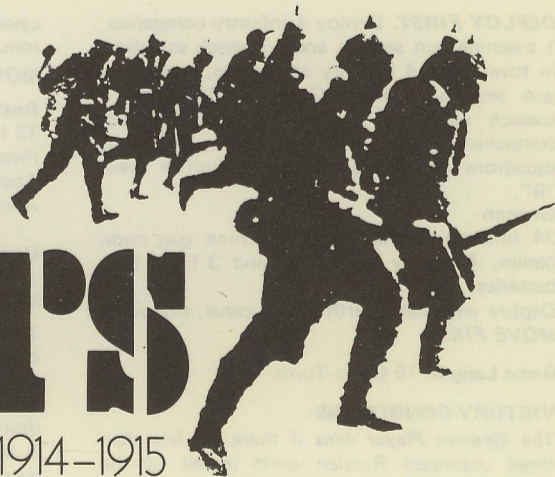


Soldiers

WWI TACTICAL COMBAT 1914-1915



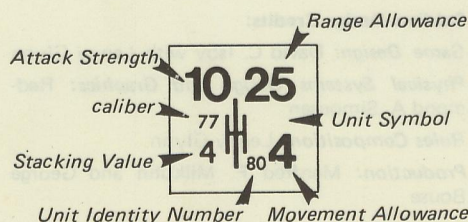
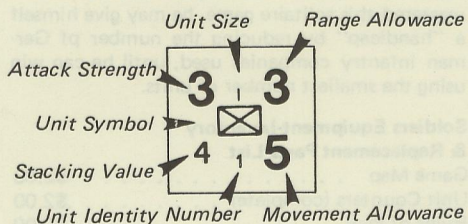
"Soldiers are citizens of Death's grey land."
Soldiers is a tactical (company level) game of warfare in the brief, mobile phase at the beginning of the First World War (August 1914 - May 1915). In this period of the war armies were still able to maneuver: the paralyzing trench lines had not yet been consolidated.

GAME EQUIPMENT

The Game Map: the 22" by 28" map shows terrain typical of the ground the armies of early World War I fought over. It includes hills of varying height, towns, woods, a canal, a railroad line, and a road network. The Terrain Effects Chart explains the effects of these terrain features on movement and combat. A hexagonal grid has been superimposed over the map to enable the Players to determine movement, position and firing ranges of their units.

The Playing Pieces: the square die-cut pieces (hereafter called units or markers) represent platoon, battery, and company size units, military organizations of several different types and configurations. The number and symbols represent that unit's abilities with respect to movement and combat.

TYPICAL UNITS



DEFINITION OF TERMS

Attack Strength is the basic offensive power of a unit (see Combat).

Defense Strength is the basic defensive power of a hex, regardless of what units are in that hex (see Combat).

Range Allowance is the maximum number of hexagons through which a unit may project its Attack Strength, i.e., fire its weapons.

Movement Allowance is the basic maximum number of hexagons which a unit may move in one Movement Phase.

Stacking Value is the relative amount of "space" the unit occupies in a given hex. No more than a total of eight **Stacking Points** may be placed in a given hex.

UNIT IDENTIFICATION TABLE

Each nationality had virtually unique combat formations and organizations, which used as their basic building block the company of infantry, squadron of cavalry, and battery of artillery. The units represented in the game for each of these nationalities are summarized here.

BRITISH

	Infantry Company
	Machine gun section
	Cavalry Squadron: mounted
	Cavalry Squadron: dismounted
	Field Gun battery
	Field gun platoon
	Howitzer battery
	Howitzer platoon

FRENCH (AND JAPANESE)

	Infantry Company
	Machine gun section

Cavalry squadron: mounted

Cavalry squadron: dismounted

Field gun Battery

GERMAN

Infantry company

Machine Gun company (German only)

Machine Gun platoon (German only)

Cavalry squadron: mounted

Cavalry squadron: dismounted

Horse drawn Machine Gun section (German only)

Field Gun battery

Field Gun platoon

Howitzer battery

Howitzer platoon

BELGIAN

Infantry company



Machine Gun section



Cavalry squadron: mounted



Cavalry squadron: dismounted



Field Gun battery



Field Gun platoon

RUSSIAN



Infantry company



Machine Gun section



Cavalry squadron: mounted



Cavalry squadron: dismounted



Cossack Cavalry: mounted
(Russian only)



Cossack Cavalry: dismounted
(Russian only)



Field Gun battalion (Russian only)



Field Gun company

AUSTRO-HUNGARIAN



Infantry company



Machine Gun section



Cavalry squadron: mounted



Cavalry squadron: dismounted



Field Gun battery



Field Gun platoon

FUNCTIONAL MARKERS (USED BY BOTH PLAYERS)



Improved Position



Trenches



Observed marker



Interdicted marker



Eliminated marker



Disrupted
(after Friendly Movement Phase)



Disrupted
(after Enemy Movement Phase)



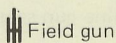
Game-Turn Indicator

UNIT SIZES

- Battalion (Russian artillery only) — 8 Stacking Points
- Company/Battery/Squadron — 4 Stacking Points
- Platoon — 2 Stacking Points
- Section — 1 Stacking Point

UNIT TYPES

- infantry
- cavalry: mounted
- cavalry: dismounted



Field gun



Howitzer



Horse-drawn Machine gun



Machine gun

GAME CHARTS AND TABLES

Various visual aids are provided to simplify and illustrate certain game functions. These are the Combat Results Table and the Terrain Effects Chart. Each of these charts are fully explained where they are presented.

GENERAL COURSE OF PLAY

Fifteen scenarios are provided with *Soldiers* to illustrate the types of combat that occurred at the start of the First World War. The scenarios explain the historical situation, outline the forces each Player receives and where and when these units are placed on the Mapsheet. The scenarios also determine the objectives of the opposing Players and the conditions of victory. Choose a scenario, set the playing pieces involved on the mapsheet, according to the instructions for deployment, and the game is ready to begin.

SEQUENCE OF PLAY

The Game-Turn

Soldiers is played in turns. Each of these Game-Turns is composed of four phases, one Movement Phase for each Player and two Mutual Fire Phases. Specific game functions are performed in each phase, and the phases are followed in order.

A. **First Player Movement Phase** (the scenario designates one of the Players as the "First Player"). The First Player moves any or all of his units up to the limits of their Movement Allowance. While moving, this Player's units may come under fire due to *Interdicting attacks*; see those rules.

B. **Mutual Fire Phase.** Both Players may fire their weapons at opposing units. Although this fire is assumed to be simultaneous, for simplicity purposes, the First Player should make all attacks with his units that may fire, and resolve them. The Second Player then makes and resolves his attacks, including attacks by those units which may have suffered combat results in this phase. (See Cavalry rules for an important exception, Case A.)

C. **Second Player Movement Phase.** The second Player repeats the actions of the First Player in his Movement Phase, using his own units.

D. **Mutual Fire Phase.** The same procedure as the other Mutual Fire Phase is followed, except that the Second Player makes his attacks first, for clarity's sake.

E. **Game-Turn Indication.** One Player should advance the Turn Record marker one space, to indicate the passage of one complete Game-Turn.

The above procedures are repeated for the number of Game-Turns dictated by the scenarios. At the end of the last Game-Turn, play ceases, and the Players' positions are evaluated in the light of Victory Conditions of the particular scenario.

MOVEMENT

General Rule:

During a Player's Movement Phase, he may move as many or as few of his units as he desires. Each unit may be moved as many or as few hexes as he chooses up to the limit of its Movement Allowance.

Procedure:

Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:

(A) Movement is calculated in terms of hexagons. Each unit expends one (or more) *Movement Point* of its total Movement (point) Allowance for each hex entered. See the Movement section of the *Terrain Effects Chart* for a full list of the different "entry costs" of different types of terrain hexes.

(B) In his Movement Phase a Player may move all, some, or none of his units. Movement is never required; it is always voluntary.

(C) Movement on roads costs one half of a Movement Point for each hexagon a unit moves through, provided that the unit traces its movement through hexes connected by the same road.

(D) Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning Player desires as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit.

(E) Each unit must complete its movement before the owning Player moves another unit.

(F) No Enemy units may be moved during a given Player's Movement Phase.

(G) Friendly units may pass through or onto other Friendly units but no unit may move through a hex occupied by an Enemy unit or end its movement in an Enemy-occupied hex.

(H) Units may enter a Canal hex at a cost of one Movement Point. They may move from a Canal hex to an adjacent Canal hex at a cost of one Movement Point. But if they choose to move out of the canal they must expend three **additional** Movement Points in addition to the normal "entry cost" of the terrain hex they enter from the Canal hex.

(I) In order to be able to fire in the Fire Phase immediately following a Friendly Movement Phase, a given unit must **not** have been moved its full Movement Allowance. All infantry units (and dismounted Cavalry units) must have two "unused" Movement Points in order to fire; Artillery and Machinegun units must have their **entire** Movement Allowance remaining; Mounted Cavalry units may be moved their entire Movement Allowance and still be able to fire. French Artillery units are an exceptional case: they require only four unused Movement Points in order to fire (in other words, unlike other artillery, French artillery may move and still be able to fire in the immediately following Fire Phase).

In order to keep track of which unit can or cannot fire, Players should move each unit individually and, if a given unit expends enough movement Points so that it will not be able to fire, turn the unit face-down at the end of its movement. During the immediately following Fire Phase, the Player will only be able to fire those units which are face-up. At the end of the Fire Phase, turn **all** units face-up.

(J) Any undisrupted unit may fire in the Fire Phase after the Enemy Movement Phase no matter how many Movement Points it expended in its own previous Movement Phase.

COMBAT

General Rule:

All combat in **Soldiers** is Fire Combat. (Exception: see Cavalry, case A.) There are two modes of fire attack: **Direct Fire** and **Observed Fire**. Direct Fire is possible only when the firing unit itself has the Target hex in its Line of Sight (i.e., its Line of Sight is not obstructed by Blocking Terrain). In Direct Fire, attacking units apply their full (printed) Attack Strength against the Target hex(es). Observed Fire is possible only when the firing unit can trace a Line of Sight to but not "into" the Target hex. The unit executing Observed Fire must have a clear Line of Sight to another Friendly unit which **can** trace a Line of Sight "into" the Target hex. This unit, which can trace a Line of Sight "into" the Target hex, serves as an "observer." In addition, all units may execute Observed Fire against those Enemy units which fire out of Blocking Terrain (even if there is no Friendly unit which can trace Line of Sight "into" the Blocking Terrain hex that the Enemy units fired from). In Observed Fire units may only apply one half of their (printed) Attack Strength against the Target hex. (Fractions are rounded down in favor of the unit being fired on.)

Procedure:

At the end of a Player's Movement Phase, he decides with which of his units he wishes to fire. Units which have a Line of Sight "into" a Target Hex within their Range Allowance may fire on it directly and may also serve as "observers" for

other Friendly units to enable them to conduct "Observed" Fire into the Target hex(es). Total the Attack Strengths of unit(s) firing on each Target Hex and compare this to the Defense Strength of the **hex** under fire. (Units themselves have **no** Defense Strengths; their ability to withstand fire depends on the type of terrain hex they are in. The Defense Strength of all Terrain hexes is explained on the Terrain Effects Chart.) Express the comparison of Attack-to-Defense-Strengths as a simplified probability ratio (odds), refer to the Combat Results Table, roll a die and determine the effect of fire by cross-referencing the number on the die and the odds. The Player who has been fired upon may now fire in the same manner with any units he chooses to fire. Even units which have been "disrupted" or "eliminated" by Enemy fire in this Fire Phase may fire before suffering combat results since all Fire is considered simultaneous. After the Second Player has fired, both players follow the procedures for taking casualties explained on the Combat Results Table. (At this stage players also conduct any Cavalry charges; see Cavalry, case A.)

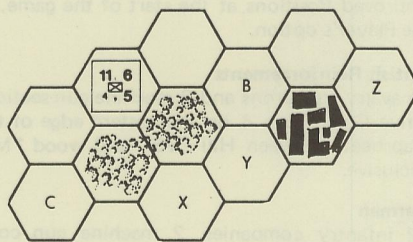
Cases:

(A) Line of Sight for purposes of Fire is traced from the center of the firing unit's hex to the center of the Target hex. (Players may wish to use a straight edge or a piece of twine to check this Line of Sight.) Range is determined by counting the shortest possible path of hexagons to the target hex. Note that, due to the peculiarities of a hexagonal grid, the Line of Sight may sometimes be "longer," in terms of hexagons-passed-through, than the true range. Don't be disturbed by this anomaly simply treat Range Determination and Line of Sight Determination as separate processes.

(B) If the Line of Sight passes through **any** part of a hex which contains woods, or towns it is blocked and the firing unit may not fire at the Target hex. (Exception: see Artillery, case B.)

(C) If the Line of Sight crosses a Crest hex it is blocked; the Crest hex may be fired upon but the unit may not fire past it to reach another Target hex, unless that Target hex is the highest Crest Hex of Hill 75. (Exception: see Artillery, case B.)

(D) Line of Sight may be traced along the side of a single Blocking Terrain hex (towns, woods, crests), e.g., a unit may fire directly on hexes b and c, but it cannot fire on hexes x, y, or z.



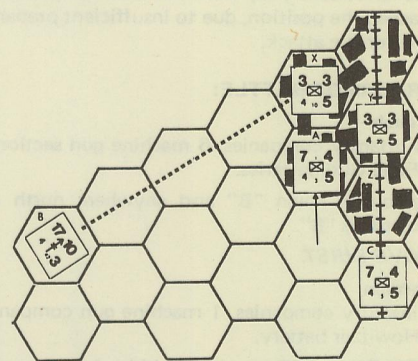
(E) Units which have not yet fired from Canal hexes are considered hidden by the canal ditch. They can be fired on directly only if the firing units can trace a Line of Sight to the Target Canal hex from an adjacent hex, or along a straight line of Canal hexes or from a Crest hex. Units may freely fire **from** Canal hexes or serve as "observers" to direct "Observed" fire. All units may trace their Line of Sight for fire **over** Canal hexes since Canals are below ground level.

(F) Units which have not yet fired from Towns or Woods hexes are considered **hidden** by the buildings or trees. No unit may fire directly on Enemy units in these hexes unless it is in an adjacent hex. Friendly units in Town and Woods hexes may be seen by the owning player if he has an unobstructed Line of Sight up to the

Friendly-occupied Town or Woods hex. Thus Friendly units in towns or woods can serve as "observers" to direct "Observed" Fire. All units may fire freely **out of** Towns and Woods hexes.

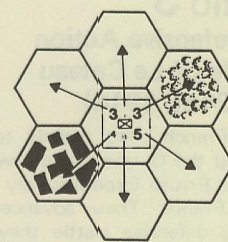
(G) Whenever a unit can fire directly at a given Target hex it can also serve as an "observer" to direct Friendly "Observed" Fire.

Example: A German Infantry unit (a) moves into a town hex adjacent to two French units (x) and (y). In the Fire Phase after German movement the German unit (a) may fire directly on either French unit (at double Attack Strength because of being adjacent). In addition, a German Machine Gun unit (b) four hexes distant may execute "Observed Fire" (at 1/2 Attack Strength) against one of the French units (x). But the German unit (c) on the railroad cannot fire on the French unit (y) on the railroad either directly or with "Observed Fire." The French unit (y) is shielded from German fire from (c) by the Blocking Terrain of town hex (z).



(H) Units remain concealed in Blocking Terrain (woods, or towns) only as long as there is no Enemy unit in adjacent hexes and the concealed units have not fired. Once units open fire out of a Blocking Terrain hex, they may be fired on by Enemy units with "Observed" Fire. Place an "observed" marker on the hex they have fired from. For the rest of that game, Enemy units may continue to use "Observed" Fire against that hex.

(I) All undisrupted units may **always** fire directly into any of the six hexes adjacent to the one they occupy and may direct "Observed" Fire into those hexes.



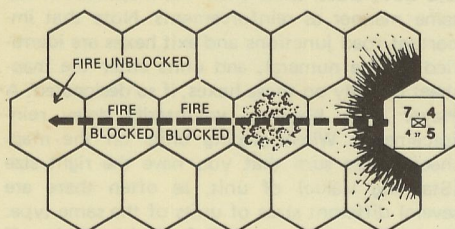
(J) Infantry and non-British Machine Gun units may not fire **through** hexes containing other units (Enemy or Friendly). They may trace a Line of Sight through such hexes for purposes of "Observed" Fire. (Exception: Infantry and Machine Gun units on Crest Hexes may fire "over" hexes containing other units on lower terrain; i.e., over occupied Slope and Level Terrain hexes.)

(K) All artillery units and British Machine Gun units may fire with Direct Fire through hexes occupied by other units (Enemy or Friendly).

(L) Units on Crest Hexes may fire with Direct Fire on Crest hexes of other hills anywhere on the map (within their Range) regardless of Blocking Terrain on the Level Terrain between hills. But differences in height between Crest Hexes has the same effect as the difference in height between Level Terrain hexes and Slope

and Crest hexes (i.e., the units on the higher Crest defend with a Defense Strength of "four," those on the lower Crest with a Defense Strength of "two.")

(M) Units on Crest hexes may fire at other Crest hexes on the *same* hill as if they were Level Terrain. They may fire on units in level Terrain or Slope hexes under the following circumstances: (1) The Line of Sight to the Level Terrain or Slope Target Hex may not pass through any other Crest hex. (2) If there is Blocking Terrain on the Line of Sight it must be closer to the unit on the Crest Hex than to the Target hex on Level Terrain. If the Blocking Terrain (woods, towns) is closer to the Target hex or exactly mid-way on the Line of Sight the unit can not fire on the Target hex from that Crest hex.



(N) A single hex may only be fired on *once* in any given Fire Phase.

(O) An individual unit may only fire on a single Target hex in each Fire Phase.

(P) A Player may combine the fire (whether Direct or Observed) of different units against single hexes in any combination he chooses.

(Q) If several units in the same hex are fired upon, they defend at the Defense Strength of the hex and combat results apply to *all* units in the hex.

(R) At close range the Attack Strength of certain units doubles as follows: Infantry units' Attack Strength doubles when firing on adjacent hexes. Machine Gun units using Direct Fire at a range of three, or less, hexes double their Attack Strength.

(S) Units using "Observed" Fire always apply $\frac{1}{2}$ their normal (printed) Attack Strength against the hex they are Firing upon.

INTERDICTING FIRE

General Rule:

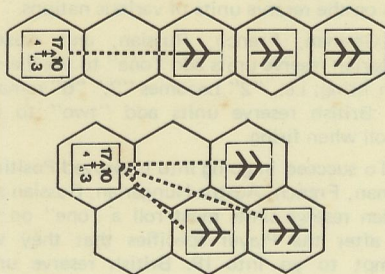
All units may execute a special type of Direct Fire known as "Interdiction." All units may fire (at full Attack Strength) on *unoccupied* Clear Terrain Hexes within their Range and Line of Sight in an attempt to deny Enemy units passage through such hexes. Units allocated to Interdiction Fire may not participate in normal combat during the Fire-Phase-of-allocation.

Procedure:

At the start of the Fire Phase occurring immediately after his movement, a Player may designate any hex(es) which he wishes to "Interdict" and the units that will fire on them. He then places an "Interdiction" counter on the hex(es). In the following Enemy Movement Phase the Enemy Player may move his units through the "Interdicted" hex(es) if he chooses to do so. But as soon as any unit moves into a hex containing an "Interdiction" counter it must stop and the Player who chose to "Interdict" the hex may direct fire on the unit that moved into the hex using the units he specified were firing on the hex. The attack is conducted as an ordinary Direct Fire attack except that the unit that moved into the "Interdicted" hex may not return fire if it is "disrupted" or "eliminated." If the moving unit suffers "no effect" it may continue its movement. Any other unit that moves into the "Interdicted" hex in that Move-

ment Phase receives the *same* result, as did the first unit, i.e., if the first unit suffers "no effect" it may move on and other units may move through the "Interdicted" hex without stopping. All Friendly "Interdiction" markers are removed from the mapsheet at the end of the Enemy Movement Phase.

Artillery batteries (and battalions) and Machine Gun sections may "Interdict" two contiguous hexes at any point along the Line of Sight. German Machine Gun companies (17-3's) may "Interdict" *three* contiguous hexes.



ARTILLERY: Special Capabilities

Artillery units (i.e., Field guns and howitzers), have the longest Ranges of any units in *Soldiers*. Correct use of Artillery (especially deployment) is often decisive. Artillery units, in addition to their longer range, have special capabilities and limitations.

Cases:

(A) French Artillery units are the only Artillery units which may move and then fire in the Fire Phase after their movement. They require *four* unused Movement Points to fire after moving and thus can expend *two* Movement Points and still fire. If they use *more* than two Movement Points they may not fire until the Fire Phase after Enemy movement.

(B) Howitzer artillery units represent high-angle artillery trained for "Observed Fire." They may execute "Observed Fire" over any amount of Blocking Terrain provided they have a Friendly unit in *their* Line of Sight that has the Target Hex in *its* Line of Sight. Howitzer units themselves need not have the Target Hex in their Line of Sight. Howitzers may also fire directly on Enemy units up to a Range of twenty-five hexes. From twenty-five hexes to their maximum range of forty hexes they may only execute Observed Fire (at $\frac{1}{2}$ Attack Strength).

(C) Allied Artillery units used Shrapnel shells; useless in open country, Shrapnel shells were lethal in woods. When Allied Artillery fires at German units in woods hexes deduct *one* from the die roll number; i.e., "5" counts as "4"; "1" remains "1."

(D) Artillery units may attempt to destroy any of the three bridges over the canal. The firing player must specify that he is aiming at the bridge itself. Bridges are considered to have a defense strength of ten. (Units in a Bridge Hex defend with a defense strength of eight in town — or two in the other two Bridge Hexes.) The firing player then rolls a die for a normal attack. If the result is "e" the bridge is destroyed and the hex it was in is treated as a regular Canal hex for the remainder of the game. Any units in the Bridge Hex on the turn a bridge is fired on are "eliminated," if and only if the bridge is "eliminated," otherwise units suffer no effects.

CAVALRY

By 1914 Cavalry was useless against troops except in very special circumstances. The following rules reflect Cavalry's disabilities.

Cases:

(A) All Mounted Cavalry units have a Range of

"one" and a Movement Allowance of "eight." Mounted Cavalry may use all eight Movement Points and attack an adjacent Enemy unit. This reflects their ability to "charge." But in order to have any effect on any defending unit except other Mounted Cavalry, they must first survive that unit's defensive fire and gain a "no effect" result, i.e., attacks by Mounted Cavalry against any other type of unit (including Dismounted Cavalry) are always conducted *last* in any Fire Phase. The sequence of fire is as follows: (1) the Player who has just moved fires all units except Mounted Cavalry. (2) the second Player does the same. (3) the first Player may now conduct Mounted Cavalry attacks against non-cavalry units with any Mounted Cavalry units which received "no effects" results from Enemy Fire. (4) the Second Player may attack non-cavalry units with any Mounted Cavalry which suffered "no effects" from Enemy fire.

(B) All units (except other Mounted Cavalry units) are doubled when firing on Mounted Cavalry. Note — this effect is combined with the doubling of infantry and Machine Gun units at certain Ranges. Thus infantry firing at Mounted Cavalry units in adjacent hexes is *quadrupled*; Machine Gun units firing at Mounted Cavalry at ranges of three hexes or less is also quadrupled.

(C) Cavalry units may change status (i.e., dismount and remount) as follows: Mounted Cavalry expends its whole Movement Allowance without moving from a given hex to dismount. A "dismounted" cavalry counter is placed on top of the mounted counter to mark this change of status. The "dismounted" cavalry counter may move away from the mounted counter in the next Friendly Movement Phase and act as infantry. The mounted counter is left on the map, may not move, and if attacked is considered eliminated by a "disrupted" result as well as by an "eliminated" result. To remount, a dismounted unit begins its Movement Phase in the hex containing the corresponding mounted counter and expends the whole of its Movement Allowance on that hex to remount. When the unit is remounted simply remove the "dismounted" counter and move the mounted counter freely in the next Friendly Movement Phase.

(D) If Mounted Cavalry is "disrupted" by any type of unit except Enemy Mounted Cavalry, replace the Mounted counter with a Dismounted counter before placing a "disrupted" marker on it; if it is "disrupted" by another Mounted Cavalry unit, simply leave it Mounted and place the appropriate "disrupted" marker on it.

(E) Dismounted Cavalry units move, fire, and enter and leave Improved Positions exactly as if they were ordinary Infantry units.

IMPROVED POSITIONS

All units except Mounted Cavalry may go into Improved Positions. This *doubles* the Defense Strength of a hex. It is shown by placing an "IP" marker under the unit on the Improved Hex.

Procedure:

At the start of his Movement Phase, a Player designates which of his units will attempt to go into Improved Positions in that Movement Phase. He rolls a die for each unit, and compares the die-result to the Improved Position Table to see if the unit succeeds in going into Improved Position. Any unit which attempts to go into Improved Position may not move in the same Movement Phase. Whether it succeeds in going into Improved Positions or not, the unit may fire in the Fire Phase after its movement.

To Leave Improved Positions:

Units which a Player wishes to move out of Improved Positions must be designated at the beginning of that Player's Movement Phase. He then rolls a die, and compares the die number to

the unit's proper section on the Improved Position Table. If the die number allows the unit to leave the Improved Position, it may move as normal. If it does not receive the required number, it must stay in the hex, although it may fire in the Fire Phase after the owning Player completes movement.

Cases:

(A) "Disrupted" units may not attempt to go into Improved Positions. (Exception: British Infantry and Machine Gun units may. See the Improved Position Table.)

(B) British Infantry and Machine Gun units do not require a die roll to go into Improved Positions. They go into Improved Positions if the British Player chooses by not moving in a Movement Phase.

(C) Improved Positions last only as long as the unit stays in them. As soon as the unit that has "improved" the hex moves out or is destroyed, the IP marker is removed and the hex returns to normal.

STACKING

Each Player may place up to eight Stacking Points worth of units in a given hex. Stacking Point values are printed on the lower left corner of individual units. Companies, Squadrons, and Batteries have a stacking point value of "four"; Platoons "two"; and Sections "one". Russian artillery Battalions are the only battalion-size units in the game; their stacking point value is "eight."

UNIT BREAKDOWN:

German, British, Belgian, and Austro-Hungarian Artillery batteries may be broken down into three platoon-sized (two Stacking Points) units per battery. German Machine Gun companies may also break down into three platoon-sized units. Russian Artillery battalions may break down into two battery-size units. No other types of unit may break down into smaller units.

Procedure:

Units may be broken down into smaller units or "recombined" to reform larger units at any time during the owning Player's Movement Phase. Simply remove the unit(s) to be replaced, and put the unit(s) replacing it on the same hex.

SPECIAL RULES

The following rules are included in *Soldiers* to reflect conditions which apply only to certain scenarios. They are intended to increase the scope and realism of the game. Some cover anomalous situations.

Others take account of universal but often ignored factors (such as reserve troops). Any scenario which requires one of these Special Rules will say so.

TRENCHES

General Rule:

Trenches are fairly deep and elaborate earth-work fortifications. They are too complex to be constructed by troops in the time-span of a game of *Soldiers*. But some scenarios call for the placement of Trench markers before play begins.

(A) Trench markers increase the Defense Strength of any hex to "twenty."

(B) Units expend two additional Movement Points to enter Entrenched Hexes above the ordinary entry cost of the hex. To leave an Entrenched Hex requires one Movement Point in addition to the ordinary entry cost of the hex moved to.

(C) All types of units except Mounted Cavalry may enter Entrenched Hexes.

(D) All units may fire *over* Entrenched Hexes since any units in them are below ground.

(E) Unlike IP markers, Trench markers remain on the map even if the units in them are "eliminated" and the hex is occupied by Enemy units. They retain their full Defense Strength of "20" throughout the scenarios in which they appear.

RESERVE UNITS

In the First World War, all nations used Reserve troops. While some of these units were the equal of active troops, most were not. To duplicate this some scenarios impose the following restrictions on the reserve units of various nations.

(A) German, French, Russian, and Austro-Hungarian reserve units add "one" to the die roll when firing; i.e., "2" becomes "3," "6" remains "6." British reserve units add "two" to the die-roll when firing.

(B) To succeed in going into Improved Positions German, French, Austro-Hungarian, Russian and Belgian reserve units must roll a "one" on the day after the Player specifies that they will attempt to go into IP. British reserve units require a "one" or "two" on the die to succeed in going into Improved Positions.

(C) To leave Improved Positions, French Reserve units need "one," "two," "three," or "four" on the die. British, German, Belgian and Austro-Hungarian units require a die roll of "one," "two," or "three." Russian units must roll "one" or "two" to leave Improved Positions.

THE EASTERN FRONT

Masses of ill-trained and unenthusiastic troops clashed on the Eastern Front. To duplicate this the following rules apply:

(A) When Russian units suffer a result of "disrupted" in combat they remain disrupted twice as long as usual. Place *two* "friendly phase" "disrupted" markers on top of the disrupted Russian unit. Remove one at the end of the next Russian Movement Phase. Remove the other at the end of the second Russian Movement Phase after the unit was "disrupted."

(B) In certain scenarios the "Austro-Hungarian" units actually represent subject peoples of the Austro-Hungarian Empire, Italians, Czechs, and Slavs. Whenever such units are specified they suffer the same impairment when "disrupted" as Russian units. Follow the procedure as in case (A) above.

(C) In addition, Czech units were mutinous. Whenever the Austrian Player wishes to fire with Czech units he must roll a die. "One," "two" or "three" means that the units accept their orders, and shoot. "Four," "five" or "six" on the die means that they refuse to fire.

SCENARIOS

The following fourteen scenarios depict varying operations and battles from the opening months of the First World War. Each scenario gives a brief account of the battle and how it appeared in the context of the strategic direction of the war, the opposing forces and how they are to be placed on the mapsheet before play commences, and any special rules which might apply in that scenario. Players are urged to play both sides of a scenario before assessing it as a test of skill. In certain scenarios one side has advantages which make it more likely to fulfill its victory condition.

In every scenario, one side is designated as moving first. That Player who is so designated moves all of his units he wishes to for his First Movement Phase before the other Player moves. He also moves first in every subsequent Game-Turn throughout the game. In most scenarios, one Player is designated as deploying first. This

means that that Player places all his units on the mapsheet and must finish placing them in the area delineated by the directions before the other Player begins placing his units on the mapsheet. Certain situations also have one or both sides receiving reinforcements during the course of the game. These units are not deployed on the mapsheet before play commences, but rather enter the mapsheet while the game is in progress. These units enter the mapsheet from the designated edge hex during the Player's Movement Phase of the designated Game-Turn. Units have the area in which they may deploy delineated by certain geographical areas. When a group of units is designated as deploying in one place or another, they can deploy in either, or both places. In other situations, there are no units on the mapsheet before play commences, and both sides' units enter the mapsheet in the same manner as reinforcements. Note that important road junctions and exit hexes are identified with a numeral, and units enter the mapsheet directly on those hexes, if so designated. A Player may, however, voluntarily delay reinforcements. When placing units on the mapsheet, make sure that you have the right size (Stacking Value) of unit, as often there are several different sizes of units of the same type. Several situations also call for exiting units off the mapsheet as a part of the victory conditions. Artillery and machine gun *platoons* do not count towards these victory conditions.

Take the mapsheet and fold it back against itself along the machine folds in order to make it lie flat. Place it on a smooth table top. Players may wish to lightly tape the mapsheet to the table using pieces of masking tape to prevent the map from shifting during play. Familiarize yourself with the counters using the Unit Identification Table before punching out the die-cut squares. Keep the units separated by color and type. Store them in labelled envelopes when not in use. This greatly facilitates future game set-ups. Read through the rules quickly and then play a trial game, referring back to them as necessary. Do not try to memorize the rules; let the game teach them to you as you play. Do not take any of the rules for granted, as you will find many substantial differences in the play of *Soldiers* as compared to that of other tactical games.

SCENARIO 1

Franco-German Meeting Engagement Brunstatt (August 18th, 1914)

The French 44th Division moved into Alsace as part of "Plan 17," an operation to recapture the territory the French had lost in 1871. On August 18th, their advanced guard ran into the 5th Royal Bavarian Regiment, part of the Bavarian 1st division, which was marching through Alsace into France. A brief, but bitter action resulted, including a futile charge by Bavarian cavalry on French machine guns. In the end, the French were forced to retire but the Bavarians were unable to follow up, so the action ended a draw.

ORDERS OF BATTLE:

French

24 infantry companies, 6 machine gun sections, 3 Field Gun batteries, and 4 cavalry squadrons.

DEPLOY FIRST. Deploy anywhere in the area west of town "A", inclusive, and north of road nr.1, inclusive.

MOVE FIRST.

German

12 infantry companies, 1 machine gun company, 2 Field Gun batteries, 1 Howitzer battery, and 4 cavalry squadrons.

DEPLOY directly on the railroad from the south edge of the map to Woods "P" inclusive.

Game Length: 18 Game-Turns

VICTORY CONDITIONS:

The German Player wins if he exits at least five units off the western edge of the mapsheet north of the canal (exclusive) before the end of the game.

The French Player wins if he exits at least five units off the eastern edge of the mapsheet south of Woods "M".

If neither Player wins, the game is a draw.

SCENARIO 2

French "Plan 17" Attack, Morhange (August 21st, 1914)

The French "Plan 17" depended upon the French theory that the attack would sweep all before it. The Battle of Morhange showed this theory to be a disaster and spelled the end for Plan 17. When the Württemberg Grenadier regiment captured a mine near the town, the French 11th Division of the XX Corps attempted a counterattack. They were cut down before they reached the position, due to insufficient preparation for the attack.

ORDERS OF BATTLE:

French

24 infantry companies, 6 machine gun sections, 4 Field Gun batteries.

Deploy in town "B" and anywhere north of crossroads "8".

MOVE FIRST.

German

8 infantry companies, 1 machine gun company, 1 Howitzer battery.

DEPLOY FIRST anywhere within eight hexes of town "C". All German units are considered to be in Improved Positions at the start of the game.

Game Length: 20 Game-Turns

VICTORY CONDITIONS:

The French Player wins if there are no undisrupted German units in town "C" at the end of the game.

The German Player wins if he prevents the French Player from fulfilling his victory conditions.

SCENARIO 3

British Defensive Action The Battle of Le Cateau (August 24th, 1914)

While the French tried futilely to implement Plan 17, and the German Army swung through Belgium, the British Expeditionary Force (BEF) landed in France. They advanced to Mons, where in a defensive battle they halted the Germans, but were forced to retreat. At Le Cateau, the British stood and again repulsed the Germans, preventing a pursuit. Much of the fighting was done by the 2/Suffolk, 1/E. Surrey, 1/Duke of Cornwall's Light Infantry, 2/Manchesters and 2/Kings' Own Yorkshire Light Infantry, supported by XXVII brigade, Royal Artillery. They were attacked by the battered German 5th Division. The British victory was marred by the encirclement and annihilation of the 2/King's Own Yorkshire Light Infantry on their right flank.

ORDERS OF BATTLE:

British

20 infantry companies, 5 machine gun sections, 6 Field Gun batteries, and 1 Howitzer battery.

DEPLOY FIRST. Deploy 6 infantry companies and 2 machine gun sections on Hill "40", 4 infantry companies and 1 machine gun section

on Hill "50", 6 infantry companies and 1 machine gun section in wood "K"; 4 infantry companies and 1 machine gun section no more than 15 hexes west of the railroad and within 6 hexes of the southern edge of the mapsheet. 6 gun batteries and 1 Howitzer battery south of the canal (exclusive) within 5 hexes of the western edge of the mapsheet. All units may be in Improved Positions at the start of the game, at the Player's option.

German

41 infantry companies, 3 machine gun companies, 7 Field Gun batteries, 3 Howitzer batteries, and 2 cavalry squadrons.

Deploy anywhere east of the railroad, exclusive.
MOVE FIRST.

Game Length: 14 Game-Turns

VICTORY CONDITIONS:

The German Player wins if he exits at least 15 of his units from the western edge of the mapsheet by the end of the game, and destroys at least 12 British units.

The British Player wins if the German Player fails to fulfill his victory conditions.

SCENARIO 4

The Rear Guard Action at Elouges and the Charge of the 9th Lancers (August 24th, 1914)

At the same time of the Battle of Le Cateau, the 1/Norfolk and 1/Cheshire Regiments, along with 119th battery, Royal Artillery, were covering the withdrawal of another part of the B.E.F. They were attacked by the German 8th Division, badly mauled at Mons. During the action, the British 9th Lancers, supported by the 4th Dragoon Guards and 18th Hussars, arrived and attempted to attack, although they were beaten back.

ORDERS OF BATTLE:

British

8 infantry companies, 5 machine gun sections, 9 cavalry squadrons, 1 Field Gun battery, and 3 trench markers.

DEPLOY FIRST. Deploy 8 infantry companies, 2 machine gun sections, and 1 gun battery, along with the 3 trench markers, on Hill "60" or on any non-road hex within five hexes of Hill "60". All units not deployed in trench hexes may be in Improved Positions at the start of the game, at the Player's option.

British Reinforcements

9 cavalry squadrons and 3 machine gun sections arrive Game-Turn 4 on the eastern edge of the mapsheet, between Hill "75" and wood "M" exclusive.

German

32 infantry companies, 2 machine gun companies, 6 Field Gun batteries, and 1 Howitzer battery.

Deploy anywhere north of town "B", exclusive.
MOVE FIRST.

Note that this situation requires the use of the Special Trench rule.

Game Length: 10 Game-Turns

VICTORY CONDITIONS:

The German Player wins if he can exit at least 8 units from either road "4" or "5" by the end of the game.

The British Player wins if he prevents the German Player from accomplishing his victory condition.

SCENARIO 5

German Cavalry Probe at Cerizy (August 28th, 1914)

On August 28th, the Royal Scots Greys, 12th Lancers, 20th Hussars and the Life Guards were deployed around the town of Cerizy, holding the right flank of the B.E.F. as they retired from Mons. They were attacked by the German Guard Cavalry division, seeking to penetrate the British cavalry screen and find out the condition of the British. At first, the Germans drove the British back, but the rapid fire of the dismounted cavalry and a charge by the Lancers finally repulsed the Germans.

ORDERS OF BATTLE:

British

11 cavalry squadrons, 4 machine gun sections, and 1 Field Gun battery.

DEPLOY FIRST. Deploy 2 cavalry squadrons in wood "K". All other units deploy in town "C" or woods "V" and "R". All cavalry may deploy either mounted or dismounted.

German

12 cavalry squadrons, 8 infantry companies, 2 machine gun sections, and 3 gun batteries.

Deploy anywhere east of the railroad, exclusive.
MOVE FIRST.

Game Length: 20 Game-Turns

VICTORY CONDITIONS:

The German Player wins if he exits at least one unit off the mapsheet, exiting from either road "6" or "7", and leaves the unit(s) off the mapsheet for at least one full Game-Turn, and then re-enter the mapsheet anywhere between roads "6" and "7", inclusive. He must then get these unit(s) back east of the railroad by the end of the game.

The British Player wins if he prevents the German Player from fulfilling his victory condition.

SCENARIO 6

Austro-Hungarian Counterattack, Ravka Russa, (September 10th, 1914)

In the East, Russia had attacked Austria-Hungary and driven into Galicia, threatening the strategic railroad centre of Ravka Russa. After the Russian XXI Corps captured some key positions near the town, the Austrians sent elements of three crack regiments, the Hoch und Deutschmeister, 1/Kaiserjäger, and Emmanuel of Portugal to retake it. The Austrians succeeded, but renewed Russian efforts took the town and defeated the Austro-Hungarians.

ORDERS OF BATTLE:

Austro-Hungarian

16 infantry companies, 4 machine gun sections, 4 cavalry squadrons, and 3 Field Gun batteries. All these units are "Germanic" Austrians.

Deploy anywhere in woods "U", "V", and "R"; and towns "B" and "C". **MOVE FIRST.**

Russian

12 infantry companies, 4 machine gun sections, 4 gun battalions, 4 cavalry squadrons, 2 cossack cavalry squadrons.

DEPLOY FIRST. Deploy anywhere in woods "L", "S", "T", "P" and "M", and on Hill "60".

Game Length: 12 Game-Turns

VICTORY CONDITIONS:

The Austro-Hungarian Player wins if there are no undisrupted Russian units on the crest hexes of Hill "60" or in wood "L" at the end of the game.

The Russian Player wins if he prevents the Austro-Hungarian Player from fulfilling his victory conditions.

SCENARIO 7

Belgian Defensive Action on the Schipdonck Kanal (October 11th, 1914)

As the Germans swept through Belgium into France, the Belgian Army retreated into the fortress of Antwerp. After a siege, the British and Belgian forces were forced to withdraw from the city. While covering the withdrawal, the Belgian 5th Leger regiment, along with the 3rd Guides Cavalry and attached artillery, were attacked by units of the German 44th Division of the XXII Corps, who were attempting to gain a bridgehead over the canal. The concentrated fire of the Belgian machine guns halted the Germans and the withdrawal from Antwerp continued unimpeded.

ORDERS OF BATTLE:

Belgian

11 infantry companies, 4 machine gun sections, 3 Field Gun batteries and 2 cavalry squadrons.

DEPLOY FIRST. Deploy anywhere north of the central crest of hill "75", inclusive. All units may be in Improved Positions at the start of the game, at the Player's option.

German

24 infantry companies, 2 machine gun companies, 4 Field Gun batteries, 2 Howitzer batteries, and 4 cavalry squadrons.

Deploy anywhere south of Wood "O", inclusive.

MOVE FIRST.

Game Length: 12 Game-Turns

VICTORY CONDITIONS:

The German Player wins if he occupies at least one bridge hex at the end of the game and has at least four units on the north side of the canal within four hexes of the occupied bridge.

The Belgian Player wins if he prevents the German Player from fulfilling his victory conditions.

SCENARIO 8

Allied Attack on the Prinz Heinrich Burg, Tsing-Tau, China (October 31st, 1914)

While fighting raged in France, the Allies occupied the German colonial Empire. Tsing-Tau, the German colony in China, was besieged by Allied troops from Japan and Britain. On October 31st, the 2/South Wales Borderers and 2/Black Watch, supported by the Hong Kong Artillery battery, along with the 28th Regiment of the Imperial Japanese Army, which was trained and equipped in much the same manner as the French (and thusly, French units are used to represent them) attacked the Prinz Heinrich Burg, a hill which was the keystone of the colony's defense. It was defended by German regulars, and German and Austro-Hungarian marines. The hill was taken after a bitter fight in which Japan suffered almost 50% of her World War I combat losses. Tsing-Tau fell soon afterwards.

ORDERS OF BATTLE:

Allied: Use French unit counters for the Japanese since the armies are essentially the same.

12 Japanese (French) infantry companies, 4 Japanese (French) machine gun sections, 2 Japanese (French) Field Gun batteries, 8 British infantry companies, 2 British machine gun sections, and 1 British Field Gun battery.

Deploy anywhere west of town "C". **MOVE FIRST.**

Central Powers

10 German infantry companies, 1 German machine gun company, 1 Austro-Hungarian infantry, 2 German dismounted cavalry squadrons, 2 Austro-Hungarian Field Gun platoons.

DEPLOY FIRST, within six hexes of hill "60".

Special Rules:

The Austro-Hungarian gun platoons, once they have been deployed at the start of the game, may not move. In this scenario, they have a Movement Allowance of zero. This is because they were ship's guns. The German dismounted cavalry units may not remount in this scenario. Because of the bad visibility at the time of this attack, all artillery units have their Range Allowance reduced to 15 hexes.

Game Length: 15 Game-Turns.

VICTORY CONDITIONS:

The Allied Player wins if, at the end of the game, he has at least five units, of which at least one is a Field Gun battery, on crest hexes of Hill "60".

The Central Powers Player wins if he prevents the Allied Player from fulfilling his victory conditions.

SCENARIO 9

The Landing of the Indian Expeditionary Force Tanga, German East Africa (November 4th, 1914)

As part of the attempt to conquer the German Empire, British and Indian troops landed near Tanga, Capital of German East Africa. Unfortunately, the Germans were prepared, and by the time the Indians advanced after landing, the Germans had reinforced the area with their best Askari native infantry, including elements of the 4th, 5th, 6th, 8th and 16th Colonial regiments. The Indian Expeditionary force, consisting in part of the 3rd Punjab, 101st Grenadiers, 2nd and 3rd Kashmir Rifles, 61st Pioneers and 2/Loyal North Lancashire regiments, supported by 28 battery Royal Artillery; advanced on Tanga, but the troops were still seasick, most of the supplies were not yet unloaded, orders were contradictory, and to top it off, the area was full of vicious wasps. While the Indians were engaged, they were hit in the flank by the Baumann Gruppe of Europeans. They retreated in confusion, and the next day they were evacuated.

ORDERS OF BATTLE:

British

26 infantry companies, 6 machine gun sections, 1 Field Gun battery.

DEPLOY FIRST. Deploy east of the railroad, exclusive, within eleven hexes of the southern edge of the mapsheet. The Field Gun battery may be in Improved Position at the start of the game.

MOVE FIRST.

Germans

14 infantry companies, 2 machine gun companies, 8 cavalry squadrons, and 1 horse machine gun section.

Deploy all the infantry units and two machine gun companies within five hexes of town "B". Eight cavalry squadrons and one horse machine gun section deploy anywhere adjacent to the western edge of the mapsheet.

Special Rules:

All German infantry units must use the Reserve Unit rule. Any unit within four hexes directly south of town "B" must roll a die before moving. If a '1' is rolled, the unit is considered disrupted—by wasps!

Game Length: 12 Game-Turns—note that the game ends after the mutual fire phase following the British move for turn 12. The German does not get to move for Game-Turn 12.

VICTORY CONDITIONS:

The British Player wins if there are less than three unpinpointed German units in town "B", or wood "P" at the end of the game.

The German Player wins if he prevents the British Player from accomplishing his victory conditions.

SCENARIO 10

The Massacre of the Innocents, Fromelles (November 10th, 1914)

The "race to the sea" ended in the Battle of Ypres, with the Germans trying to push past the B.E.F. and down the Channel coast. In a last-ditch attempt to break the line, the Germans threw in their last reserves, among which was the 48th Reserve division. This unit was comprised of idealistic young students from Heidelberg who enlisted upon the outbreak of the war. They were trained by retired officers, veterans of 1870, who instructed them in the tactics of warfare in their youth. So, on November 10th, 1914, the students advanced, with flags flying and drums beating, their officers on white horses, and their sergeants carrying half-pikes (spontoons) to make sure the ranks were perfectly straight. Singing "Deutschland Uber Alles!", they marched into the fire of XXII Brigade, Royal Artillery, the 2/Royal Welsh Fusiliers, 2/Cameronians, 2/Argyll and Sutherland Highlanders, 1/Middlesex, 2/2 King Edwards' Own Gurkha Rifles and the 1/9 Gurkha Rifles, professional soldiers to a man. The results, and the title of this scenario, were obvious.

ORDERS OF BATTLE:

British

20 infantry companies, 5 machine gun sections, 3 Field Gun batteries, 1 Howitzer battery.

DEPLOY FIRST. Deploy anywhere north of wood "E", inclusive, and between wood "E" and wood "H", inclusive. All units may be in improved position at the start of the game.

German

36 infantry companies, 3 machine gun companies, 2 cavalry squadrons, 4 Field Gun batteries, and 2 Howitzer batteries.

Deploy anywhere south of wood "L", exclusive.

MOVE FIRST.

Special Rule:

All German units use the Reserve Unit Rule.

Game Length: 15 Game-Turns

VICTORY CONDITIONS:

The German Player wins if one of his units occupies the central road bridge hex at the end of the game.

The British Player wins if he prevents the German Player from accomplishing his victory condition.

SCENARIO 11

Russian Defensive Action, Mogely (December 22nd, 1914)

After defeating the Russian invasion of Prussia at the Battle of Tannenberg, Von Hindenburg drove on Warsaw. To block him, the Russians held a series of strongpoints behind the Bzura River. On December 22nd, troops of the German 3rd Reserve division crossed the Bzura and attacked in the Mogely sector, held by the 1 Siberian Corps. Several Russian strongpoints were taken, but the fierce Russian resistance precluded any chance of a decisive breakthrough.

ORDERS OF BATTLE:

Russian

12 infantry companies, 4 machine gun sections, 2 Field Gun battalions, and 4 cossack cavalry squadrons.

DEPLOY FIRST. Deploy 4 infantry companies, 1 machine gun section and 1 cossack squadron in town "C", 4 infantry companies, 1 machine gun section, 1 Field Gun battalion, and 1 cossack squadron in wood "P". 4 infantry companies, 2 machine gun sections, 2 cossack squadrons and 1 Field Gun battalion in town "B".

German

24 infantry companies, 2 machine gun companies, 4 cavalry squadrons, and 3 Field Gun batteries.

Deploy anywhere north of the canal, exclusive.

MOVE FIRST.

Game Length: 15 Game-Turns

VICTORY CONDITIONS:

The German Player wins if there are less than three unpinned Russian units in all of the following areas—towns "B" and "C", woods "K", "L", and "P" and Hill "60".

The Russian Player wins if the German fails to fulfill his victory conditions.

SCENARIO 12

Meeting Engagement, Lvidsgov (April 4th, 1915)

After the Germans failed to take Warsaw in the winter of 1914, they again tried in the spring of 1915. The German 1st Cavalry Division advanced eastwards over the Vistula. Its vanguard was met by a detachment from the II Caucasian Corps. The battle soon turned in the Germans' favor, and they held the strategic crossroads of Lvidsgov, although they suffered heavy losses.

ORDERS OF BATTLE:

Russian

2 regular cavalry squadrons, 2 cossack cavalry squadrons, 12 infantry companies, and 3 machine gun sections.

MOVE FIRST. 2 cavalry, 2 cossack squadrons, 4 infantry companies, and 1 machine gun section enter the mapsheet Game-Turn 1 from road "2."

Re-inforcements

Group A. 4 infantry companies and 2 machine gun sections enter the mapsheet on road hex "2" on Game-Turn 2.

Group B. 4 infantry companies enter the mapsheet on road hex "2" on Game-Turn 5.

German

8 cavalry squadrons, 10 infantry companies, and 2 horse machine gun sections. Enter the mapsheet Game-Turn 1 from road hex "6."

Game Length: 10 Game-Turns

VICTORY CONDITIONS:

The Player who occupies crossroads "8" at the end of the game wins, unless he has lost more than ten units, in which case the game is a draw.

SCENARIO 13

Battle of Attrition, Markova (May 12th, 1915)

In May, 1915, the Austro-Hungarians launched an attack to regain the territory they had lost in 1914. Part of this operation involved a wearing away of Russian units on the flanks of their advance. The Russian III Caucasian Corps, however, resisted the attacks of a Czech corps, sending the unenthusiastic Czechs back in retreat. Despite this reverse, the Austro-Hungarians were still able to gain a good deal of ground.

ORDERS OF BATTLE:

Russian

8 infantry companies, 3 gun battalions, 2 regular

cavalry squadrons, and 4 cossack cavalry squadrons. Deploy in wood "Q."

MOVE FIRST.

Austro-Hungarian

12 infantry companies (Czech), 6 cavalry squadrons (Slavic), 5 machine gun sections (Germanic Austrian), and 1 Field gun battery (Germanic Austrian). Deploy north of wood "E," inclusive.

Game Length: 15 Game-Turns

VICTORY CONDITIONS:

This being a battle of attrition, the only measure of victory is the destruction of Enemy units. For this scenario only, each side is awarded a specific number of "victory points" for each Enemy unit destroyed. The Austro-Hungarian Player receives 2 points for every Russian infantry company destroyed, 8 for each gun battalion, 4 points for each machine gun section, and 2 for each cavalry and cossack squadron. The Russian Player receives 1 point for every Austro-Hungarian infantry unit destroyed, 2 points for each cavalry squadron, 4 points for each machine gun section, and 7 points for the gun battery. The Player who destroys more points of Enemy units at the end of the game, wins.

SOLITAIRE GAME

Many wargamers, due to time and distance problems, often find themselves without opponents. For these people, solitaire wargaming is the usual answer. All of the situations in *Soldiers* may be played solitaire, with one person moving and firing the units of both sides. However, many wargamers do not care for this and a special solitaire situation has been provided for them.

SOLITAIRE SITUATION:

German Attack on the Russians Near Mlawa (August 20th, 1914)

As part of the encircling movement before the Battle of Tannenberg, the 2nd brigade of the German 1st Division, I Corps, attacked Russian troops of the XIX Corps at the town of Mlawa. After some heavy fighting, the Germans captured the important crossroads town.

In this situation, there is only one "free" Player, the German one. The Russians move and fire mechanically according to special rules based on the Czarist Army's tactical doctrine.

ORDERS OF BATTLE:

German

24 infantry companies and 2 machine gun companies. Deploy in canal hexes west of the railroad bridge, exclusive.

MOVE SECOND.

Russian

14 infantry companies and 4 machine gun sections. Deploy one infantry company in each hex of town "B." Then place one machine gun section in the northernmost, northeasternmost and northwesternmost hexes of town "B." After that, place the remaining Russian infantry units so that every hex in town "B" contains two Russian units. All hexes in town "B" are considered to be in Improved Positions.

MOVE FIRST.

Game Length: 15 turns

Special Rules:

Russian infantry companies move only if there is an unoccupied town hex within 4 movement points of a Russian infantry company *and* also within 5 movement points of a *German* infantry company. So, Russian infantry companies may only move to prevent the Germans from occupying town hexes within 4 movement points of the Russian infantry company in question. A Russian infantry company in the above situation may

not move, however, if by moving it would leave another town hex within 5 movement points of a German infantry company. Remember that all Russian units are in Improved Positions and must roll a 1, 2, or 3 to be able to leave. Russian machine gun sections do not move at all. In this scenario only, Russian units may not fire at unoccupied hexes. Russian units will fire at German occupied hexes within range in this order of precedence.

1-adjacent units. If two German units are adjacent to the Russian unit, the westernmost of the two is the target.

2-For Russian machine gun sections: any unit within 3 hexes; if there is more than one unit within 3 hexes, the westernmost of them.

3-Any machine gun units. If two machine gun units are within range, the closer.

4-Closest units in open terrain.

5-Closest units in covering terrain.

Following this order of precedence, the Russians will fire at hexes trying to obtain 4-1 odds in the Mutual Fire Phase following the Russian "Movement" Phase, or 2-1 odds in the Mutual Fire Phase following the German Movement Phase. Russian units will fire at each target hex, in order of precedence, until each hex is attacked at 4-1 or at 2-1 odds, depending upon the Fire Phase. After the appropriate odds have been obtained on the first hex in the order of precedence, they are then obtained against the second hex in the order of precedence, and so on, until all the Russian units that *can* fire, *have* fired. If a Russian attack would be at odds *over* 4-1 or 2-1 (depending on the phase) and the non-firing of one of the attacking units would bring the odds *below* 4-1 or 2-1 (again depending on the phase), then the attack may take place at over 4-1 or 2-1 odds. Russian units may only attack at less than 4-1 or 2-1 odds when they are physically unable to do so, due to the number of units available to fire or Line-of-Sight restrictions.

VICTORY CONDITIONS:

The Player wins if by the end of the game there are less than 3 undisrupted Russian units in town "B." If the Player does not fulfill his victory conditions by the end of the game he has "lost" to the Russian Army. Once a Player has mastered this solitaire game, he may give himself a "handicap" by reducing the number of German infantry companies used, until he can win using the smallest number of units.

Soldiers Equipment-Inventory & Replacement Parts List

Game Map	\$2.00
Unit Counters (complete)	\$2.00
Rules of Play	\$2.00
die (one)	\$1.00 per pkg of 20

Soldiers Design Credits:

Game Design: David C. Isby with Leriny Glynn

Physical Systems Design and Graphics: Redmond A. Simonsen

Rules Composition: Lenny Glynn

Production: Manfred F. Milkuhn and George Bouse

Production Information:

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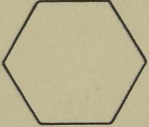
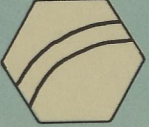
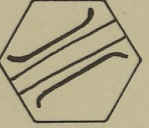
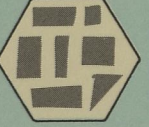

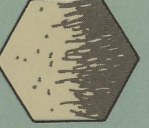


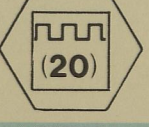

Map: 120 lb. Mohawk Vellum/Sandstone

Rules: 60 lb. Finch Offset Smooth Finish/White

Counters: 60 lb. paper x 48pt. cardboard, die-cut

Typography: basic Setting is 8/9 Unvers Light on a 14 pica measure. Typesetting by The Tech, Cambridge, Mass.

TERRAIN EFFECTS CHART

HEX TYPE	HEX-DEFENSE STRENGTH	MOVEMENT POINTS TO ENTER	EFFECT ON LINE OF SIGHT FOR FIRE PURPOSES
 Clear Terrain	2	1	no effect, units may freely fire into or through Clear Terrain
 Road	Same as other terrain in hex	$\frac{1}{2}$	same as other terrain in hex
 Bridge	Same as other terrain in hex (see Artillery case D).	$\frac{1}{2}$ at road 1 at rail line	same as other terrain in hex
 Town	8	$\frac{1}{2}$	Blocks Line of Sight. Only adjacent units can fire directly into town hexes.
 Woods	5	2	Blocks Line of Sight. Only adjacent units can fire directly into woods hexes.
 Slopes	4, if attacker is on lower terrain, 2, if attacker is on the same or higher level.	2	no effect
 Crests	4, if attacker is on lower terrain, 2, if attacker is on the same or higher level.	1	Blocks Line of Sight units may fire on the first Crest hex in Line of Sight but not past it to other hexes.
 Improved Position	doubles ordinary Defense Strength	same as other terrain in hex	no effect
 Trench	20	2 over cost of other terrain in hex	(See Trenches Rule, Case D)
 Canal	4; reduced to 2 if attacker has Line of Sight from another Canal hex, a Crest hex, or an adjacent hex.	1, add 3 over cost of other terrain to leave Canal hex.	(See Combat, Case E)

SOLDIERS

Combat Results Table

Combat Odds (Attack Strength-to-Terrain Defense Strength)

Die Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	Die Roll
1	d	d	d	d	e	e	e	e	e	e	1
2	o	d	d	d	d	e	e	e	e	e	2
3	o	o	d	d	d	d	e	e	e	e	3
4	o	o	o	d	d	d	d	e	e	e	4
5	o	o	o	o	d	d	d	d	e	e	5
6	o	o	o	o	o	d	d	d	d	e	6

EXPLANATION OF RESULTS:

o=No Effect: the unit that has been fired at is not effected in any way.

d="Disrupted": The "disrupted" unit loses one Movement Phase and one Fire Phase. It may return fire in the Phase in which it is "disrupted." "Disruption" is recorded by placing a "disrupted" marker on top of the unit. If the "disruption" takes place in the Fire Phase after the unit's own Movement Phase, cover it with a Friendly Phase marker. Remove the marker at the end of the next Friendly Movement Phase. If the unit is "disrupted" in the Fire Phase after the Enemy Movement Phase cover it with an Enemy Phase marker. Remove the marker at the end of the next Enemy Movement Phase. No units may "observe" and direct the "Observed"

Fire of other units while they are "disrupted." As soon as "disrupted" markers are removed from a unit it is considered "rallied" and may move and fire as normal.

e=Eliminated: The unit is removed from play and replaced with an Eliminated marker. No unit (Enemy or Friendly) may enter or pass through a hex containing an Eliminated marker. The Eliminated marker is removed at the end of the Movement Phase immediately following the Fire Phase in which it was placed (the hex then returns to normal status).

Remember, units that suffer Elimination results may still fire in the Phase in which they are eliminated (assuming they have met the other requirements for being able to fire).

IMPROVED POSITION TABLES

Units in a hex may roll the die in an attempt to acquire improved positions, instead of moving during a Friendly Movement Phase and firing in the subsequent Fire Phase. Roll the die only once per hex. Only *French* artillery units may enter improved positions during the course of the game; although *all* artillery units may *begin* the game in improved positions. Mounted cavalry, however, may *never* be in improved positions.

ENTERING IMPROVED POSITIONS

British units enter improved positions:

Automatically

British units enter improved positions while disrupted:

die-roll required: **1, 2, 3, 4**

Belgian, French artillery and machine gun, German, and Austro-Hungarian units enter improved positions:

die-roll required: **1, 2**

French infantry, Russian, and Austro-Hungarian "subject" units enter improved positions:

die-roll required: **1**

LEAVING IMPROVED POSITIONS

To leave improved positions, units must roll a die and come up with the appropriate number, otherwise they may not move and must remain in the improved positions until their next Movement Phase, when they may again attempt to leave the improved position.

French units:

die-roll required: **1, 2, 3, 4, 5**

British, Belgian, German, and Austro-Hungarian units:

die-roll required: **1, 2, 3, 4**

Russian and Austro-Hungarian "subject" units:

die-roll required: **1, 2, 3**