The Marne recreates on a divisional scale the climactic battle of the opening campaign of the First World War. This was the Allied counter-offensive that shattered the right wing of the German Schlieffen Plan, drove the Kaiser's armies out of range of Paris and decided that the war would not end in 1914. The game covers the critical days of September, 1914 as the French and British armies, retreating towards Paris, rallied and counter-attacked.

There are two basic historical situation games, the German pursuit situations and the Allied counter-attack situations. Besides the historical version of these situations there are four varying Orders of Battle which illustrate events that could have happened almost as easily as the original battle.

Game Equipment

THE GAME MAP:
The 22x34" map sheet portrays the section of France over which the battle was fought. An hexagonal grid is superimposed upon the map to regularize the movement and position of the Playing Pieces.

THE PLAYING PIECES:
The two colored sets of die-cut playing pieces (henceforth known as units) represent the opposing forces in the battle. The opposing armies at the beginning of each scenario are selected from these units in accordance with the rules on "How to Set-Up and Play the Game." This may vary depending on the scenario that is being played.

It is highly recommended that the Players sort their units by type and color immediately after removing them from the sheet, and keep them segregated, as this greatly simplifies future setting-up and playing of the game. The playing pieces are distinguished by type, strength, nationality, and mobility, as represented by the color, numbers and symbols on the units' faces.

SAMPLE UNIT

<table>
<thead>
<tr>
<th>Unit Type Symbol</th>
<th>Unit Size Symbol</th>
<th>Combat Strength</th>
<th>Movement Allowance</th>
</tr>
</thead>
<tbody>
<tr>
<td>XX</td>
<td>XX</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

DEFINITION OF TERMS:

COMBAT STRENGTH refers to the basic offensive and defensive value of a particular unit; this strength is composed of Combat Strength Points. Thus a unit with a Combat Strength of "7" has seven Combat Points available.

MOVEMENT ALLOWANCE is the basic maximum number of hexagons (hexes) which a unit may move during one Friendly Movement Phase. This allowance is composed of Movement Points; basically, a unit expends one Movement Point of its total Allowance to enter one hex. Some hexes require more than one Movement Point to enter; see the Terrain Effects Chart.

UNIT TYPES:
- Infantry
- Cavalry

NATIONALITY CODES:
All Grey-Green units are German units. All Light Brown units are French units. All Dark Brown units are British units.

UNIT SIZES
- X = Brigade
- XX = Division

UNIT DESIGNATIONS
These are the historical "names" of the units involved. Most are merely numbers. The non-numeric designations mean:

GERMAN:
- Gd - Guard
- B - Bavarian
- R - Reserve
- L - Landwehr
- J - Jaeger
- S - undesignated Schlieffen Plan forces

ALLIED
- Gd - Guard
- Mor - Moroccan
- Mar - Marine
- Alg - Algerian
- Prov - Provisional

GAME CHARTS AND TABLES
Various visual aids are provided for the Players to simplify and illustrate certain game functions. The Combat Results Table provides the method of resolving combat, and is fully explained where presented. The Terrain Effects Chart details the effects of terrain on movement and combat. The Turn Record Chart lets Players know how far they have progressed in the game; this is integrated with the Reinforcement Chart which gives the appropriate additional units that the Players receive, depending on which Situation and Order of Battle is being used.

GAME INVENTORY
Your copy of The Marne should contain the following material:
- one mapsheet (22x34")
- one rules folder
- one set of die-cut counters
- one die

If you are missing any parts, or there are any questions concerning The Marne, please write Simulations Publications Inc.
44 East 23rd Street
New York, N.Y. 10010
General Course of Play

The Marne is basically a two Player game: the Allied Player and the German Player. Each Player moves his units, and executes attacks against the opposing Player’s units. The German objective in the Pursuit Situations is to destroy Allied units and gain territory. The Allied Player tries to minimize territorial and unit losses. In Counter-Attack Situations, the Allied Player tries to recover French territory and destroy German units, while the German Player tries to hold ground and minimize his losses.

Sequence of Play:
The Game Turn

The Marne is played in Game-Turns. Each Game-Turn is composed of two Player Turns, the Allied Player-Turn and the German Player-Turn, which are essentially the same in structure. Each Player-Turn is composed of four phases during which certain game functions occur:

A typical Game-Turn would proceed as follows:

1. GERMAN PLAYER TURN
   A. First Movement Phase
      The German Player first checks the Reinforcement Chart and places any reinforcements due him during this Game-Turn on the map as specified by the Chart. He may then move all of his units (including any newly arrived reinforcements) in any direction up to their full Movement Allowance, within the restrictions outlined in Movement and Zone of Control rules, and the Terrain Effects Chart.
   B. First German Combat Phase
      The German Player may now conduct attacks against any Allied unit that has units adjacent to. (For procedure and rules, see Combat). Units used to attack in this First Phase are out of action (disrupted) for the remainder of the German Player-Turn, i.e. such units may not move or attack in the German Second Movement and Combat phases of this turn. This “disruption” is marked by inverting all unit counters which participate in attacks during the first Combat Phase. The effects of disruption of these units ends at the conclusion of the Second German Combat Phase. At the end of the First German Combat Phase any German units that were disrupted by Combat in the Second German Combat Phase of the previous turn, or as a result of Allied attacks in the previous Allied Player-Turn, are turned Face-up and return to normal.
      See the Combat Results table for a fuller explanation of disruption.
   C. Second German Movement Phase
      The German Player may now move any or all of his units which did not attack in the First German Combat Phase, i.e. any undisrupted German units. This Movement Phase is otherwise exactly like the First Movement Phase.
   D. Second German Combat Phase
      The German Player may conduct attacks against any Allied units that are in hexes adjacent to uninvited, “undisrupted” German units. German units which attacked in the First German Combat Phase may not attack in this Combat Phase, although their Zones of Control may aid in eliminating Allied units which are forced to retreat (see Zones of Control rules). At the end of the Second German Combat Phase, all German units which were disrupted in the first Combat Phase are turned face-up and returned to normal. This includes units disrupted by Allied defense in Combat as well as units disrupted by merely having taken part in attacks. German units which attack in the second Combat Phase are not disrupted by attacking. As the German turn ends, the only units remaining disrupted are those that receive a “disrupted” result in Combat during the Second Combat Phase.

2. ALLIED PLAYER TURN
   The Allied Player repeats the same procedures for moving his units and engaging in Combat that the German Player used in his turn.

3. The Allied Player moves the Game-Turn Marker on the Turn Record Chart to indicate the passage of one Game-Turn.

GAME LENGTH
The Allied Counter-Attack situations last ten complete Game-Turns. The German Pursuit Situations last seventeen complete Game-Turns. Victory is judged at the end of the last Allied Player-Turn in a game (see Victory Conditions or How to Win the Game).

GAME SCALE
Each hex in The Marne is equivalent to 7.2 kilometres from side to side. Each complete Game-Turn in The Marne represents one day of real time.

MOVEMENT

GENERAL RULE:
During the Movement Phases of a Player’s Turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

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

CASES:
(A) Movement is calculated in terms of hexagons. Basically, each unit spends one Movement Point of its total Movement (point) Allowance for each hex entered. To enter some types of hexes more or, in some cases, less than one Movement Point is expended. See the movement section of the Terrain Effects Chart for a full list of these different “entry costs.”

(B) Movement is never required; it is always voluntary.

(C) Units are moved individually, or in stacks, at the player’s discretion, in any direction, or combination of directions. A unit may be moved as few or as many hexes as the player wishes, as long as the Movement Allowance of a unit is not exceeded. Unused Movement Points are not accumulated from turn to turn, nor may they be transferred to another unit.

(D) No enemy movement is permitted during a Player’s Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase.

(F) Friendly units may pass through other Friendly units at any time they wish, without penalty.

(G) Units may never enter or pass through a hex containing Enemy units.
(H) Units may move over different types of terrain in the same Movement Phase, as long as they have enough Movement Points to expend as they enter each hex.

(I) Units may never move directly from one Enemy controlled hex to another, even if the two controlled hexes are controlled by different Enemy units. (Exception: Case J and Advance-after-Combat).

(J) Leapfrog Withdrawals
All units may move through Enemy Zones of Control when engaging in “Leapfrog” Withdrawals. To perform this operation, the unit that wishes to withdraw from one Enemy controlled hex to another must begin its Movement Phase in a hex adjacent to another Friendly unit which is in the controlled hex to be entered. It may then move into that hex, but no further in that Movement Phase. The unit that was “holding the way open,” in effect, may move further during the Movement Phase, at its normal rate. Leapfrog withdrawals may not be accomplished by moving a unit up to the hex to be entered by the trapped unit during the same Movement Phase; the “rescuing” unit must begin in that hex at the start of the Movement Phase.

(K) In case J (when a unit may move from one Enemy controlled hex to another), the moving unit may only proceed one hex, and then must stop, and move no further during that Movement Phase.

(L) Supply Effects
When a unit is isolated (see Supply rules) it loses one Movement Point, e.g. a 2-4 Cavalry unit would only have three Movement Points when isolated. No unit may deliberately move out of supply.

(M) It is possible that a unit may not have sufficient Movement Points to move even a single hex in a particular Movement Phase. In this case, the unit may simply not move any move.

Example: An isolated Allied B-3 has only two Movement Points. It may not enter a swamp hex in a German unit’s Zone of Control because the cost of entering a swamp hex is two Movement Points and the cost of entering a Zone of Control is one Movement Point. Movement Point “entry” costs are always cumulative and the Allied unit does not have the three Movement Points required to enter the German-Controlled Swamp hex.

STACKING (more than one unit per hex)

GENERAL RULE:
Each Player may have as many as three units stacked together in a single hex. These units may move together, or may separate, or may end the Movement Phase stacked together without any penalty.

CASES:
(A) Stacking limitations apply only at the end of a Friendly Movement Phase; no more than three units may be stacked in a hex at the end of any Friendly Movement Phase. If a Player cannot meet these provisions for his own units at the end of His Movement Phase, he must remove a sufficient number of units to be within the stacking limitations, with the choice of units removed being his own. There is no restriction on stacking during the Movement Phase, or during or at the end of the Combat Phase.

(B) Units stacked together must defend together; i.e. they may not be attacked separately. When attacked their Combat Strengths are totalled and all units in the hex suffer the same Combat Results.

(C) Units in the same stack may attack enemy units in different hexes, i.e. while they must defend together, they may attack separately.

ZONES OF CONTROL

GENERAL RULE:
The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit’s Zone of Control. These are rigid, semi-active Zones of Control; Enemy units may not move through them, but they have no effect on combat. Hexes upon which a unit is exerting a Zone of Control are called controlled hexes.

PROCEDURE:
All units’ Zones of Control are identical: they prohibit the movement and, in some cases, the supply of Enemy units. Friendly controlled hexes never affect Friendly units.

CASES:
(A) Units may never move directly from one Enemy controlled hex to another, with the exception of Leapfrog Withdrawals (see Movement, Case J, and Advance-after-Combat).

(B) All units, when entering Enemy controlled hexes, must expend an additional Movement Point, above and beyond the ordinary cost of moving one hex.

(C) Friendly supply lines may not be traced through an Enemy controlled hex, unless that controlled hex is occupied by a Friendly unit. Thus the presence of a Friendly unit negates the interdicting effect of an Enemy controlled hex upon Friendly supply lines, although that Enemy Zone of Control still affects Movement.

(D) If a hex is controlled by more than one Friendly and/or Enemy unit, this has no effect on the presence of a Zone of Control. Thus it is possible for a given hex to be controlled by opposing units.

(E) Units may leave Enemy Zones of Control freely, i.e. there is no Movement Point cost for leaving Enemy Zones of Control.

(F) Zones of Control do not extend across River hex-sides.
## TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Effect on Movement</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Terrain</td>
<td>Cost one Movement Point to enter</td>
<td>no effect</td>
</tr>
<tr>
<td>Forests</td>
<td>no effect</td>
<td>add “1” to the die roll when defending unit(s) are in Forest hexes.</td>
</tr>
<tr>
<td>Cities &amp; Towns</td>
<td>no effect</td>
<td>no effect</td>
</tr>
<tr>
<td>Rivers</td>
<td>costs one additional Movement Point to cross</td>
<td>add “3” to the die roll if all attacking units attack thru River hexes. Units forced to retreat across a river hex side are eliminated. Zones of Control do not extend across River hexes.</td>
</tr>
<tr>
<td>Swamps</td>
<td>Entering a Swamp hex costs two Movement Points</td>
<td>add “2” to die roll when defending unit(s) are in Swamp hexes.</td>
</tr>
<tr>
<td>Forts</td>
<td>The Zones of Control of undestroyed forts block German movement</td>
<td>(see Fortification rules)</td>
</tr>
</tbody>
</table>

### Supply

**GENERAL RULE:**
Units need supply to move and engage in Combat in an uninhibited manner. Lack of supply slows movement and cuts the Combat Strength of isolated units in half.

**PROCEDURE:**
A unit is in supply if it can trace a line of no more than 40 contiguous hexes (free of enemy units or Enemy Zones of Control) to a supply source. Supply lines may be traced through hexes in Enemy Zones of Control provided that Friendly units are in the Enemy-controlled hexes. The German Supply Source is the Northern edge of the Map. Allied Supply is traced to the Southern edge of the Map, or any hex of the city of Paris (assuming Paris has not fallen into German hands).

**CASES:**
(A) Units which cannot trace a supply line lose one Movement Point and one-half of their Combat Strength Points. In halving of Combat Strength Points, fractions are not rounded off: i.e., an Allied 7-3 is halved to three and one-half Points when it is out of Supply. It has two Movement Points (one less than the normal Movement Allowance).
(B) Units may not move further out of Supply when they are cut off. They may only move in the direction of their Supply Source and they may only conduct attacks which, if successful, will open their lines of Supply.
(C) Units are determined to be in supply for movement at the beginning of the Movement Phase. Units are determined to be in supply for combat purposes at the instant of combat. Thus, for example, if a unit was not in supply due to an obstructing Enemy unit which is then removed during the Combat Phase, it might attack at Full Combat Strength after the obstructing unit's removal.
(D) Units may remain out of supply indefinitely, i.e. units are never lost solely due to being isolated.
(E) Any number of units may be supplied from a single supply source.

COMBAT

GENERAL RULE:
Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is, this Player is considered to be the Attacker, while the other Player is considered the Defender, regardless of the overall strategic position of the two players.

PROCEDURE:
Total up the Combat Strength of the attacking units involved in a specific attack, and compare it to the total Combat Strengths of the defending unit(s) in the hex under attack. State the comparison as a probability ratio: Attacker's Strength to Defender's Strength. Round off the ratio downward to the nearest "whole" number, to yield one of the simplified odds found on the Combat Results Table, roll the die, adjust it for any of the effects as given on the Terrain Effects Chart, and read the result under the appropriate column for that die roll. Apply the result of the combat immediately before going on to resolve any other combat.

CASES:
(A) During the Combat Phases of his Turn, a Player may only attack those units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.
(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to utilize every adjacent unit if he does decide to attack. Attacking is completely voluntary.
(C) No unit may attack more than once in each Player-Turn, i.e. it may attack in the First or Second Combat Phase, but not in both. No Enemy unit may be attacked more than once in each Combat Phase.
(D) More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units), that is to say, different defending units on different hexes may be treated as the objects of attacks which might be made by one hex group of attacking units if the attacking units are adjacent to two or more Enemy-occupied hexes.

(F) Combat odds are rounded off in favor of the Defender. For example: an attack of 10 Strength Points against 6 Strength Points would round off to a one-to-one odds situation.
(G) If one or more unit(s) in a stack participates in an attack, the other unit(s) in the stack need not participate in the same attack or in any attack at all during that Combat Phase.
(H) When a unit is out of supply (see Supply) it may only attack and defend at one-half Combat Strength. Fractions are retained by the unit which is cut off from supply, i.e. a 7-3 out of supply has three and one half Combat Strength Points for attack or defense.
(I) Whenever terrain effects on the die roll (see the Terrain Effects Chart) are ambiguous due to the attacking units engaging defending units in different hexes, resolve the effect in favor of the defender. Thus if an attacking unit is engaging two of the defender's units on different hexes, one in a Swamp hex and the other not, the attacker must add two to his die roll.
(J) Flank Attacks:
Whenever attacking units are adjacent to every hex around a defending unit, the defending unit is under "Flank Attack." The Attacker deducts "one" from his die roll result when resolving "Flank attacks."

(K) Rivers:
No unit may attack across a River hexside unless it has not moved at all during the immediately preceding Movement Phase. Units which attack across Rivers and force an Enemy withdrawal or elimination, may advance across the River into the vacated hex after combat. But units which defend successfully behind a River hexside may not advance across the River after combat.
(L) The three Allied (1)-4 cavalry divisions may only use their Combat Strength on the defense— they may never participate in an attack.
(M) When attacking disrupted units, the attacker may subtract one from his die roll, in addition to any terrain effects.
(N) Attacks at odds greater than 10-1 are resolved at 10-1; attacks at less than 1-5 are resolved as 1-5 attacks.

(C) An Enemy-occupied hex may be attacked by as many attack units as can be brought to bear.
# Combat Results Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>0</th>
<th>1</th>
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<tbody>
<tr>
<td>1</td>
<td>A3</td>
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<td>A1</td>
<td>D1</td>
<td>D2</td>
<td>D3</td>
<td>De</td>
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<td>1</td>
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<td>3</td>
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<tr>
<td>2</td>
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<td>D1</td>
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<td>D2</td>
<td>D3</td>
<td>25</td>
<td>26</td>
<td>27</td>
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</tbody>
</table>

**EXPLANATION OF COMBAT RESULTS**

- **Ae** = Attacker eliminated: all of the attacking units are removed from the map, immediately before going on to resolve any other combat actions.
- **De** = Defender eliminated: all of the defending units are removed from the map, immediately before going on to resolve any other combat actions.

**A1, A2 or A3 = Attacker retreated:** the attacking units are retreated (by the Defender) the indicated number of hexes. At the end of the retreat they are disrupted (flip face down).

**D1, D2 or D3 = Defender retreated:** the defending units are retreated (by the Attacker) the indicated number of hexes. At the end of the retreat they are disrupted (flip face down).

**EFFECTS OF DISRUPTION**

Disrupted units are prevented from participating in the next Friendly Movement Phase and the next Friendly Combat Phase following their disruption. Disrupted units are unaffected defensively, and still exert their Zones of Control. After missing one Friendly Movement Phase, and one Friendly Combat Phase, the disrupted units are turned face-up again and may resume normal functioning. A disrupted unit which is again disrupted does not suffer any greater penalty than the retreat and disruption, i.e., units are never eliminated due to double disruption.

**ADVANCE AND RETREAT AFTER COMBAT**

**Advance-after-Combat:** Whenever a hex is vacated as a direct result of combat (through elimination or retreat) the victorious Player may advance any or all of his units (which were involved in the action) into the vacated hex. (Exception: Defending units may not advance across rivers.) This option to advance must be exercised immediately before going on to any other combat actions. Advancing units must obey stacking limitations. Units may advance directly from one Enemy controlled hex to another.

**Retreating:** Whenever a retreat is mandated by the Combat Results Table, the victorious Player retreats the opponents units, one unit at a time, strongest unit first. The retreat must be performed within the restrictions of the retreat priorities listed below:

1. The unit must be retreated to a vacant hex, free of Enemy Zones of Control, if possible.
2. If priority number 1 cannot be met, the unit must be retreated to the Friendly occupied hex (or hexes) containing the fewest number of Friendly units not adjacent to Enemy units.
3. If priority number 2 cannot be met, the unit must be retreated to the Friendly occupied hex containing the fewest number of Friendly units which are adjacent to Enemy units, but which are not involved in combat, or which have already had their combat resolved for that Phase.
4. If priority number 3 cannot be met, the unit must be retreated to the Friendly occupied hex which is involved in combat at the most favorable odds from the point of view of the retreating units.

**OVERALL CONSIDERATION:** Retreats must be made in as straight a line as possible, in the general direction of the retreating unit's army. Units may not be retreated into or through Enemy units or their Zones of Control (Enemy Zones of Control do not extend into Friendly occupied hexes for the purposes of retreat). Units may not be retreated across river hex-sides or off the edge of the map, or in violation of the Stacking limits. Units which have no alternative but to violate the above rules are eliminated instead.

**Vulnerability of Retreated units to a second Combat Result:**

If the retreated unit must be retreated to a hex containing friendly units which are about to participate in combat (hereafter called the "host" unit), then it is possible that the retreated unit may be forced to retreat again or even be eliminated; the following rules apply:

1. If the retreated unit is the Defender's end the host unit is eliminated or retreated, the retreated unit suffers the same result. This could conceivably occur more than once in a given Combat Phase.
2. If the retreated unit is the Attacker's and all the host units in the hex are retreated or eliminated, then the retreated unit suffers the same result. If, however, there is a host unit in the hex which did not participate in an unsuccessful attack, then the retreated unit does not suffer any ill effects.
3. Retreated units do not contribute to the attacking or defending strength of the host units during the Combat Phase in which they are retreated. Retreated units may not advance as a result of a successful battle by its hosts.

**NOTE:** advancing and retreating as a result of combat are not counted as normal movement and therefore do not require the expenditure of any Movement Points. Only the Attacker's units may advance across a river hex-side as a result of combat. Disrupted units may never advance as a result of combat.
Fortifications

GENERAL RULE:
Some of the hexes surrounding Paris contain Fortification Symbols. Each symbol represents a fort. These forts have Zones of Control which block German Movement and intrinsic Combat Strengths printed right on the fort symbol. They may be attacked by the German Player as if they were ordinary units, but they are only destroyed if the German Player obtains a “De” combat result against them on the Combat Results Table. The Combat Strength of Forts may only be used defensively, never offensively.

CASES:
(A) The Allied Player may place units in hexes containing Fortresses. If the German Player attacks units in a hex with a fort, add the Fort’s Combat Strength Points to the Allied units. If the combat result calls for an Allied retreat, only the units retreat; the fort remains and continues to exert a Zone of Control.
(B) German units may not enter hexes containing forts unless they have obtained a “De” combat result against the fort in the hex.
(C) When a fort is destroyed, place a blank counter on the hex.
(D) Forts may only defend; they may never apply their intrinsic Combat Strength in an attack.
(E) The Zones of Control of forts may serve to cut German Supply. Allied Supply lines may always pass through hexes containing undestroyed forts, i.e. forts negate German Zone of Control effects on Allied supply lines.
(F) The Zones of Control of Forts do extend across river hex-sides.
(G) Any German units adjacent to an undestroyed Fort (or Forts) must attack the Fort(s).

Standard Game

Victory Conditions
(or How to Win the Game)

GENERAL RULE:
Victory in The Marne is based on Victory Points earned in three ways: destruction of enemy units, occupation of territory, and the exiting of units off the map. Optional Orders of Battle also affect Victory Points, see the Order of Battle Options. Victory Points totals are counted at the end of the last Allied Player-Turn on 15 Sept.

CASES:
(A) Players should keep a record of units that are eliminated by placing them to one side. For each Strength Point of Enemy units eliminated, a Player receives one Victory Point. Thus if the German Player eliminated a French 8-3 he would get eight Victory Points.
(B) The towns and cities on the map sheet each have a number printed near them; these numbers represent the Victory Point values of these towns. To receive these territorial Victory Points a Player must have a unit in supply in the town or have been the last Player to pass a unit through the town hex, and also be able to trace a line of supply to the town. For cities of more than one hex in the size (Reims, Paris) the German Player receives the Victory Points if he has a supplied unit in any hex of the city at the end of the game. Thus the German Player would receive 25 Victory Points if at the end of the game, one of his units was in supply in a city hex of Paris, even if all other Paris city hexes were occupied by the Allies.
(C) The German Player receives five Victory Points for each Strength Point of units exited off the Southern edge of the map sheet, provided he meets the following conditions: 1) Units may exit from any hex on the South edge of the map at a cost of one Movement Point to leave the map. Once exited such units may not return to the map. 2) At the end of the game, the German Player must be able to trace a line of Supply to the hex from which the unit(s) exited. Any exited units should be placed in the appropriate box(es) printed on the edge of the map sheet to facilitate Victory Point computation. Place an “Exit” marker on the map to designate the hex exited from.
(D) The Allied Player receives three Victory Points for each Strength Point of units exited off the North edge of the map sheet. At the end of the game, the Allied Player must meet the same conditions as the German to get such Victory Points (i.e. the exit hexes must have a clear Line of Supply to an Allied Supply source). Place an “Exit” marker on the map to designate the hex exited from.
(E) Either player may exit units from the map at any point in the game; such units may not return to the map once they have exited. If the hexes from which units exited are out of supply at the end of the game, the exiting Player receives no Victory Points for those units.

Measuring Victory

Victories vary widely in degree. An overly costly victory at the start of a campaign can actually become a strategic defeat. At The Marne, the Germans needed a decisive victory to end the war. Anything less means that the Allies have not lost the war, and will recover strategically. The Allies need only a marginal victory to provide some kind of rally to raise the morale of troops who had back-pedaled from the Germans for weeks. For a decisive victory, that is, a victory to end the war in 1914, the Allies would have had to crush the Germans, something which is probably impossible. In the real campaign there were five major battles; tactically the German won four and drew the fifth: strategically, the Germans lost the war.

Levels of Victory

The following ratios of Victory Points denote the level of victory in The Marne. Fractions are rounded down in favor of the Player with lower Victory Point totals. Example: The Allied Player holds 52 Victory Points worth of towns, has exited 72 Victory Points worth of units from the North Edge of the map (24 Strength Points) and has destroyed 48 German Strength points and receives 13 Victory Points because the German Player is using option C. His Victory Point total is 185. Assume the German Player has 65 Victory Points. The ratio is 185 to 65, or 2 to 1, in favor of the Allies, rendering a Marginal Allied Victory.

<table>
<thead>
<tr>
<th>VICTORY POINT RATIOS</th>
<th>Allied to German</th>
<th>Level of Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 to 1</td>
<td>Allied Decisive Victory</td>
<td></td>
</tr>
<tr>
<td>3 to 1</td>
<td>Allied Substantial Victory</td>
<td></td>
</tr>
<tr>
<td>2 to 1</td>
<td>Allied Marginal Victory</td>
<td></td>
</tr>
<tr>
<td>1 to 1</td>
<td>German Marginal Victory</td>
<td></td>
</tr>
<tr>
<td>1 to 2</td>
<td>German Substantial Victory</td>
<td></td>
</tr>
<tr>
<td>1 to 3</td>
<td>German Decisive Victory</td>
<td></td>
</tr>
</tbody>
</table>
Situations and Orders of Battle

There are two basic situations in *The Maerne: the German Pursuit Situation and the Allied Counter-Attack Situation* (which has two versions, historical and free set-ups). Each Situation can be played using actual historical forces or modified to reflect additional forces the Germans could have gotten to the Maerne. The Allied Counter-Attack Situation lasts for ten complete Game-Turns beginning on the 6 Sept, Game-Turn. The German Pursuit Situation begins on 30 Aug. Game-Turn, and lasts for seventeen complete Game-Turns.

### ALLIED COUNTER-ATTACK HISTORICAL SITUATION

The positions of all units for the Historical Allied Counter-Attack Situation are on the map sheet. German units read from the North side of the map, Allies read from the South edge. To deploy the initial forces, simply match the Strength and Movement values to the units printed on the map with equivalent unit counters. Historical designation of units is not essential in setting up the game.

**HOW TO BEGIN PLAY**

Place the Game-Turn indicator on Game-Turn 8 (6 Sept.). It is now the German Player’s Turn for 6 Sept. and play begins as outlined under the Sequence of Play. This historical Allied Counter-Attack is recommended as an ideal introduction to *The Maerne*; it is easily set-up, lasts only ten Game-Turns and serves to familiarize players with the mechanics and strategy of *The Maerne*.

### ALLIED COUNTER-ATTACK FREE-SET-UP SITUATION

This situation uses the forces printed on the map sheet, but allows players to place the units more freely before beginning play. The only restriction on initial placement in the historical forces is that the units in a given Army or in the Paris Garrison must be placed on the map sheet on hexes within the Army boundary. Army Boundaries are the lightly tinted areas: light blue for the French and grey for the German armies. The German Player places his units first, then the Allied Player places his units. Place the Game-Turn indicator on Game-Turn 8, 6 Sept. It is now the German Player’s Turn.

### The German Pursuit Situation: Special Rules

The German Pursuit Situation begins on August 30, Game-Turn 1. At the start of this Situation the only forces on the map sheet are a handful of French units in Paris. The other Allied units are approaching the map area in a great arc across North Central France. Closely on their heels are the 1st, 2nd, 3rd and 4th German Armies. The First Player-Turn of the Pursuit Situation is considered to be the German Player-Turn even though no German units reach the map area. The second Player-Turn on August 30 sees the entry of the powerful, but demoralized Allied Forces on the North edge of the map sheet. On the German Player-Turn for August 31 the first German units enter, also on the North edge. Certain special rules govern the entry and combat conditions of units in the Pursuit Situation.

- **A**. All Allied units are Demoralized until the end of Game-Turn 6, Sept 4, of the Pursuit Situation. The effects of this demoralization are as follows: Allied Combat Strength is halved (with fractions kept). Thus an Allied 7-3 would be a 3½-3, an Allied 8-3 is a 4-3. This effect is in addition to the possible effect of being out of supply. This penalty ends at the beginning of Game-Turn Seven. Allied units can attack and defend at full strength beginning on Game-Turn 7 (5 Sept.) and for the rest of the game.

- **B**. The Reinforcement Chart for each Player is printed on the map sheet. This chart specifies the order and place of entry of all historical and optional forces. For the first few turns of the Pursuit Situation, the areas of entry are specified in terms of Army entry boundaries. Thus on the August 30 Game-Turn, the Allied Player receives the six 8-3’s, one 2-3, one 3-4 and one 1-4 of the British Expeditionary force (historical option) within the B.E.F. Army entry boundaries. These forces may be brought onto the map sheet on any hex within the arrows marking the B.E.F. entry boundaries. The first hex entered is counted against the unit’s Movement Allowance for that Movement Phase. Other Allied and German forces will also have area of entry specified in terms of Army boundary, town, or map edge on the Reinforcement Chart. Any German Reinforcements due on the East edge of the map must enter on hexes North of German lines. The “German Line” on the East edge is defined by the northernmost Allied unit east of the hex line containing the town Suppens.

- **C**. If the entry areas of German forces should be entirely blocked by Allied units or zones of control, the German Player may choose to delay the entry of his reinforcements as long as he wishes or he may bring the reinforcements onto the map via hexes immediately to the right or left of the Army boundary that the Allied Player is obstructing. He may enter on both the left and right sides of the obstructed area.

- **D**. If the entry hexes within an Allied Armyboundary are entirely blocked by German units or zones of control, the Allied Player cannot choose to delay entry but must enter in the Game-Turn in which his reinforcements are due. He must enter his reinforcements on hexes immediately to the right or left of the Army entry boundary blocked by the German. He may choose to enter on both the right and left of the blocking German units.

- **E**. Army entry boundaries for the Pursuit Situation are printed on the map sheet. Allied Armies are the French VI, B.E.F., French V and IV from West to East on the map sheet. Other Allied Forces (French IX Army and miscellaneous units) have no Army boundaries on the North edge of the map sheet because they arrived by rail at key towns rather than marching onto the map sheet from Northern France. German Armies from West to East are 1st, 2nd, 3rd and 4th. All Army entry boundaries are clearly labeled; Allied Armies designations can be read from the South edge of the map sheet, German Armies from the North.

- **F**. To set up the Pursuit Situation, place one French 6-3, one 5-3, two 4-3’s and one 2-3 within the boundaries of the Paris Garrison.

- **G**. The first Player-Turn of the Pursuit Situation is considered to be the German Player-Turn, even though no German units reach the map sheet on August 30. Throughout the game, each Game-Turn is considered to begin with the German Player-Turn.
Order of Battle Options

The following German Order of Battle Options may be applied to both Allied Counter-Attack and German Pursuit Situations. [Note: the term “Order of Battle” as used in the game refers to the number and types of units a Player has available to him.] To modify The Allied Counter-Attack Situation, change the German forces printed on the mapsheet by adding or deducting the specified units. Set up the altered forces within their respective Army Boundaries, as printed on the mapsheet, and (for Germans only) use the reinforcements that complement the altered Order of Battle. When applying these Orders of Battle options to German Pursuit Situations, follow the instructions that explain how to change the rate of arrival of German reinforcements to suit the Order of Battle Option. Order of Battle options also affect Victory Point totals. These Order of Battle options enable Players to experiment with varying games, each simulating a real historical “might have been.” Allied Forces remain unaltered in The Marne because the units that fought at the Marne were the maximum possible Allied effort. Thus the Allies have only one Order of Battle, “H,” the historical forces. The Germans have four possible variations of their historical forces, labeled A, B, C, and D.

German Order of Battle
Option A
No East Front Reinforcements

Alarmed by the Russian invasion of East Prussia, the German High Command originally sent troops from the already weakened right wing to the East. In this option the troops are not sent east.

For the Allied Counter-attack Situation use the German Order of Battle coded “A” (and the subsequent reinforcements coded “A”).

For the German Pursuit Situation use the forces indicated by the code letter “A” on the German Reinforcement Chart.

When the German Player uses this option, add seven Victory Points to the Allied total before computing level of Victory at the end of the game.

German Order of Battle
Option B
Schlieffen Plan

Von Schlieffen’s last words, “keep the right strong,” were ignored by a generation of German General Staff officers who whittled away the strength of Schlieffen’s “Great Scythe.” This option assumes that the original Schlieffen Plan was carried out.

For the Allied Counter-attack Situation use the German Order of Battle coded “B” (and the subsequent reinforcements coded “B”).

For the Pursuit Situation use the Forces indicated by the code letter “B” on the German Reinforcement Chart.

When the German Player uses this option add thirty Victory Points to the Allied total before computing level of Victory.

German Order of Battle
Option C
No Siege of Belgian Fortifications

Because of Belgian resistance, the Germans were forced to detach troops to besiege Antwerp and other fortifications. In this option Landwehr alone screen the forts and the historical besieging forces are available at The Marne instead.

For the Allied Counter-attack Situation use the German Order of Battle coded “C” (and the subsequent reinforcements coded “C”).

For the Pursuit Situation: Use the forces indicated by the code letter “C” on the German Reinforcement Chart.

When the German Player uses this option add thirteen Victory Points to the Allied total before computing level of Victory.

German Order of Battle
Option D
No Sieges, No East Front Reinforcements

This is a combination of Options A and C. It assumes the Germans left the right wing quite strong.

For the Allied Counter-attack Situation use the German Order of Battle coded “D” (and the subsequent reinforcements coded “D”).

For the Pursuit Situation use the Forces indicated by the code letter “D” on the German Reinforcement Chart.

When the German Player uses this option add twenty Victory Points to the Allied total before computing level of Victory.

The Marne: Suggestions on Strategy and Tactics

The two basic Situations in The Marne really form two radically different games. In the Pursuit Situation, the Allied units enter demoralized and at half Combat Strength. Until their morale is restored, the Allies really cannot afford to fight the Germans. The Allied Player’s goal in this part of the game is to keep his forces together and unengaged. The German Player tries to pursue, engage and eliminate as many Allied units as possible. The German Player should bear in mind that the destruction of Allied units is primary while the occupation of towns and exiting of units is secondary.

Once the Allied strength is whittled away territory is easy to overrun. Paris, however, is usually impossible to take if it is defended at all. It is a false goal. The Allied armies are the real German targets. On Game-Turn 7 (Sept 5) of the Pursuit Situation the game takes a sharp turn. Allied morale and Combat Strength is restored to normal. If the Allied Player has kept most of his forces intact, this sudden doubling of Combat Strength should enable him to go on the offensive.

In the Allied Counter-attack Situation, the Allied Player starts with an intact full-strength force. Here the German is wise to fall back, delaying and sacrificing units on the extreme right, while quickly disengaging at the center. The German Player generally needs his heavy reinforcements to save him in this Situation. Tactically, the key problem in The Marne is to avoid flanking attacks and isolation, which greatly increase the chance of being eliminated. Be wary of combat near rivers, since the inability to extend Zones of Control over rivers can lead to gaps and other tactical blunders. An interesting ploy can be used here: defend one hex behind the river hex side and counter-attack the enemy when he crosses. If he has to retreat across the river, he’s eliminated.

Finally, in case of Allied disaster, retreat to Paris: the fortifications are strong, the food is excellent and the social life guaranteed to raise morale, if not Combat Strength.
Strategically the situation had shifted in the Allies' favor; the German offensive in Lorraine had actually freed French troops to serve as reserves near Paris. And then there was the "Miracle of the Marne" from the command level to the long suffering Tommies and Poilus, the Allies underwent a tremendous resurgence of morale.

On September 5 and 6 the Allies counterattacked along the entire front. The Germans were stunned, but re-attacked with an equal vigor. Each of the battles in turn ground to an indecisive halt. By September 9, the Germans had defeated the French Sixth Army in front of Paris, checked the assault of the French Ninth Army in the Marshes of St. Gond, and yielded a little ground to the French Fifth Army. They had not been defeated anywhere; if they could have held their positions, the French would have willed on the vine due to the nearness of the front to Paris, and the subsequent disruption of the French rail network. It was the British movement that was decisive. The BEF had advanced cautiously into the gap between the heavily engaged German Second Army, and the German First Army facing Paris. To mask this weakness the Germans only had a few Jaeger regiments and cavalry units: the forces which could have held the gap were en route to the Eastern Front. Ironically, the decisive battle at Tannenburg was fought before their arrival! Other German forces that might have been used were masking forts in Belgium and France, and engaged in fruitless assaults against French forts in Lorraine. So, by September 9 the BEF was across the Marne in the German rear. In a probably unauthorized over-reaction, Col. Hentsch of the German General Staff ordered a retreat to the Aisne. The German armies streamed back in a disordered retreat, pursued by almost equally disorganized Allies. The Allies had no effective commanders to co-ordinate their assaults, nor exploit their breakthroughs. Thus the Germans fended off and stalled the Allied drive, assisted by the late arrival of units from the left wing. French lines began to solidify and the front became paralyzed.

By September 15, the decisive portion of the war had been completed. As the two exhausted sides dug in and extended their fronts from the sea to Switzerland, a decision became impossible by normal means. Attrition became the keynote in the largest stage of history. A decision was only reached by destroying whole generations of men, entire societal frameworks, and the resources and riches of entire nations. The essence of Europe was gutted to feed the War, and even the victors could not win. The generals blundered and bumbled for fifty more months after the Battle of the Marne, consuming the "flower" of European youth in a massive holocaust. At the Marne, the one decisive situation that could have avoided this, there was no decision. Twelve million soldiers would die, for a peace that gave no peace. European civilisation was sentenced to death between the Aisne and the Seine rivers during those ten days of September 1914. Only the bleeding was left.