

TWO “QUICK” EARLY WAR SCENARIOS (Inspired by Doug Murphy eyo551900@yahoo.com) ver2.1
These scenarios are excellent for learning Campaign Game basic strategies; they are not competitive.

GENERAL RULES FOR THE “QUICK” EARLY WAR SCENARIOS:

These scenarios both use the set-up as given in the Playbook in their entirety, however, do NOT use any Pre-war events. The Allies always set up first. Note that there are no “trench” DRMs in effect for the timeframe of these scenarios. Both sides will receive reinforcements during Strategic Turn “A”. Also note that during Strategic Turn “A” all HQs are replenished back to their support sides, and that there are NO Resource Points available for the Central Powers (and only a few for the Allies).

1) WEST FRONT SCENARIO – THE SCHLIEFFEN PLAN: AUGUST-SEPTEMBER, 1914:

Uses the French Front of the West Map. The German invasion plan unfolds before your eyes.

Duration: Four Operational Turns (plus the one Strategic Turn “A”), from AUG I to SEP II (inclusive).

Belgium, Britain, and France: Use the set-up/restrictions from the Playbook 19.2.

Germany: Use the set-up as given in the Playbook 19.3.

SPECIAL SCENARIO RULES:

See 19.5. The Allies set up first, but move second. NO Pre-war events are in effect. The Germans initially and automatically have the Initiative in the West for the first two turns (per 19.51), but may choose to switch Initiative as desired thereafter (i.e. beginning on the third turn). Movement (2x) in the West is per 8.14. The CP player has the OberOst Marker available (per 10.81).

OPTIONAL: Emergency Replacements (5.18). The use, or not, of this rule will have a huge impact on play. For a more balanced game, allow it. For a more historical game, do not.

VICTORY CONDITIONS:

Objectives for this scenario are the possession of CITES and FORTRESSES; examples include (but are not limited to): Ostend, Lille, Arras, Maubeuge, Belfort, Dijon, Verdun, Toul, Nancy, Epinal, and Langres.

Allied Automatic Victory: Hold Namur and/or Brussels and/or *any* City or Fortress hex in Germany.
Allied Victory: Only lose ≤ 4 City and/or Fortress hexes by the end of the SEP II Turn.
Draw: Any other result.
CP Victory: Hold ≥ 8 more City and/or Fortress hexes at the end of the SEP II Turn.
CP Automatic Victory: Occupy any hex of Paris at any time.

2) EAST FRONT SCENARIO – TANNENBURG, AUSTRIA-HUNGARY, & SERBIA, AUG-SEPT 1914:

Uses the entire East Front Map. Austria-Hungary also must fight a multi-front war.

Duration: Four Operational Turns (plus the one Strategic Turn “A”), from AUG I to SEP II (inclusive).

Allies: Use the set-up as given in the Playbook 19.2.

CP: Use the set-up as given in the Playbook 19.3.

SPECIAL SCENARIO RULES:

See 19.5. The Allies set up first, and move first. NO Pre-war Events are in effect. The Allies initially and automatically have the Initiative on the East Map for the first two turns (per 19.51), but the CP player may thereafter choose to switch the Initiative (i.e. beginning on the third turn) as desired. *If* the CP player does switch the Initiative, the OberOst Marker then becomes available (per 10.81).

VICTORY CONDITIONS:

Here, the objectives for this scenario are the possession of TOWNS, CITES and FORTRESSES.

Allied Victory: Capture and hold ≥ 6 more Town/City/Fortress hexes by the end of the SEP II Turn.

Draw: Capture and hold ≥ 3 but ≤ 5 more Town/City/Fortress hexes by the end of the SEP II Turn.

CP Victory: Have ≤ 2 Town/City/Fortress hexes by the end of the SEP II Turn than at the start of scenario.

Source: The First World War, A Complete History, Martin Gilbert, Henry Holt Press, 1994.

For any questions or comments, email: eyo551900@yahoo.com