

## **Der Weltkrieg Optional Rules (Updated 2021/3/20)**

### **Grand Campaign (and West Front)**

These rules are to increase realism for the early West Front mandatory attacks and other restrictions. These tended to result in the French suffering far more losses than historically and the Belgians being too easily trapped in Antwerp. With these rules, things are a little easier for the Entente, though a good German player can still likely cause greater than historical losses and delays in shifting troops. In return, the German attack on Liege will result in fewer German losses, as was historical.

#### **Section 39 (section 3 West Front) new rule:**

The initial German attack on Liege was a special and unusual operation below the scope of a normal Der Weltkrieg attack, resulting in fewer German casualties than a full-scale attack would have. To more realistically represent this, the German player may, on turn 1 only, move three infantry and two cavalry divisions (each full strength) adjacent to Liege. During the combat phase, the Germans must expend two supply points. Instead of resolving combat normally, the German player suffers four strength points of losses, distributed among any units adjacent to Liege. The Belgian units in Liege must retreat, lose one strength point, and later move in accordance with rule 39-8 as though they had retreated in a normal combat.

The Belgian defense policy in Antwerp was overly cautious, but they did not intend to suicidally sacrifice all units in defense of the city. Therefore, in addition to being released if attacked or starting in October, all Belgian units (including any in Namur) are released from movement restrictions if any German unit moves adjacent to map 5-3 hexes 1504, 1505, 1603, or 1604). All Belgian units are additionally released if a German unit moves adjacent to any Paris hex or any French or Belgian coastal hex.

#### **Rule 39-2 (3-3 in West Front) should read:**

Until the 6th August turn, the German player must maintain a line of hexes from Metz (map 5-3 hex 2415) to Strasbourg (hex 3018) that are occupied by a German infantry unit, or in the ZOC of a German infantry unit. No more than two hexes in this line in a row may be a ZOC-only hex without infantry units.

#### **39-4 (3-6 in West Front) should read:**

All 6-4 and 7-4 units in the French 1st, 2nd, 3rd, and 4th armies must make every effort to conduct an attack by the end of the 5th August turn. The French player decides exactly which turn each unit attacks. Different units may attack on different turns. If has not attacked before the 5 August turn, then some units may not be required to attack. These include units that can only attack hexes containing a fortress of strength 12 or greater, units that can only attack a hex with over 40 combined infantry and fortress strength points, and units that can only attack a hex with more than 6 artillery strength points.

#### **39-5 (3-7 in West Front) should read:**

French 6-4 and 7-4 infantry units that are set-up under the control of the 1st, 2nd, 3rd, and 4th HQs may only move in an easterly or northerly direction (north, northeast, southeast, or some

combination thereof) until each completes its attacks (this means that units may be released at different times). If in any turn they are not in a position to make an attack on a required hex in accordance with 39-4 (hexes with German units that do not exceed the strength numbers from 39-4), they must endeavor to move in such a way that they are in a position to make such an attack as quickly as possible, even though they are not actually required to attack until the 5 August turn.

### **Optional Combat Results Table**

These CRTs are designed to better represent combat with low numbers of strength points, especially in poor terrain. In such situations, the normal CRT has substantial distortions compared to what it should have. For higher numbers of strength points, especially in easier terrain, both CRTs give highly similar results.

These optional CRTs also rebalance the terrain shifts to be symmetrical for attacker and defender, as the original Der Weltkrieg rules had (though the effect of terrain is reduced in line with the updated normal CRT). See the terrain effects chart on the bottom-right of the CRT.

Unlike the normal CRT, there are no die roll modifiers. To use these optional CRTs, first determine the number of strength points and the number of “shifts” (which take the place of die roll modifiers) based on terrain, trenches, etc. Then, cross index these two to find the “effective” number of strength points. This number is the column that should be rolled on. Apply losses as normally, except that if a “1r” is rolled, then a retreat will cancel the strength point loss (normally, retreating reduces losses by 1/3, which means that a “1” still rounds to a “1” loss after a retreat).

# Der Weltkrieg Simulation Series

## COMBAT RESULTS TABLE for 1914 through 1916

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25				
<i>Shift</i>	-5	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	-5	<i>Shift</i>	
	-4	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12	13	13	14	14	15	-4		
	-3	1	1	2	3	4	4	5	6	6	7	8	8	9	10	11	11	12	13	13	14	15	15	16	17	18	-3		
	-2	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16	17	18	18	19	20	-2		
	-1	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	14	15	16	17	18	19	20	21	22	23	-1		
<i>Die</i>	1	0	0	0	0	0	1 <sup>r</sup>	1 <sup>r</sup>	1 <sup>r</sup>	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	3	1	<i>Die</i>	
	2	0	0	0	0	1 <sup>r</sup>	1 <sup>r</sup>	1 <sup>r</sup>	1	1	1	1	2	2	2	2	2	2	2	2	2	3	3	3	3	3	2		
	3	0	0	0	1 <sup>r</sup>	1 <sup>r</sup>	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	4	4	3		
	4	0	0	1 <sup>r</sup>	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	
	5	0	1 <sup>r</sup>	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3	3	4	4	4	4	4	4	5	
	6	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	5	5	5	6	
<i>Shift</i>	+1	1	2	3	4	6	7	8	9	10	11	12	13	14	15	17	18	19	20	21	22	23	24	25	26	28	+1	<i>Shift</i>	
	+2	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24	25	26	28	29	30	+2		
	+3	1	3	4	5	7	8	9	10	12	13	14	16	17	18	20	21	22	23	25	26	27	29	30	31	33	+3		
	+4	1	3	4	6	7	8	10	11	13	14	15	17	18	20	21	22	24	25	27	28	29	31	32	34	35	+4		
	+5	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	+5		
<i>Shift</i>	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50				
	-5	13	14	14	15	15	16	16	17	17	18	18	19	20	20	21	21	22	22	23	23	24	24	25	25	-5	<i>Shift</i>		
	-4	16	16	17	17	18	19	19	20	20	21	22	22	23	23	24	25	26	26	27	28	28	29	29	30	-4			
	-3	18	19	20	20	21	22	22	23	24	25	25	26	27	27	28	29	29	30	31	32	32	33	34	34	35	-3		
	-2	21	22	22	23	24	25	26	26	27	28	29	30	30	31	32	33	34	34	35	36	37	38	38	39	40	-2		
-1	23	24	25	26	27	28	29	30	31	32	32	33	34	35	36	37	38	39	40	41	41	42	43	44	45	-1			
<i>Die</i>	1	3	3	3	3	3	3	3	3	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	1	<i>Die</i>	
	2	3	3	3	3	4	4	4	4	4	4	4	4	5	5	5	5	5	5	6	6	6	6	6	6	6	2		
	3	4	4	4	4	4	4	5	5	5	5	5	5	5	6	6	6	6	6	6	6	7	7	7	7	7	3		
	4	4	4	4	5	5	5	5	5	6	6	6	6	6	6	7	7	7	7	7	7	7	7	8	8	8	4		
	5	4	5	5	5	5	6	6	6	6	6	6	7	7	7	7	8	8	8	8	8	8	8	8	9	9	5		
	6	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	9	9	9	9	9	9	9	10	10	6		
<i>Shift</i>	+1	29	30	31	32	33	34	35	36	37	39	40	41	42	43	44	45	46	47	48	50	51	52	53	54	55	+1	<i>Shift</i>	
	+2	31	32	34	35	36	37	38	40	41	42	43	44	46	47	48	49	50	52	53	54	55	56	58	59	60	+2		
	+3	34	35	36	38	39	40	42	43	44	46	47	48	49	51	52	53	55	56	57	59	60	61	62	64	65	+3		
	+4	36	38	39	41	42	43	45	46	48	49	50	52	53	55	56	57	59	60	62	63	64	66	67	69	70	+4		
	+5	39	41	42	44	45	47	48	50	51	53	54	56	57	59	60	62	63	65	66	68	69	71	72	74	75	+5		

**Key:** To use this CRT, cross index the column with the total strength points attacking or counterattacking with the relevant shift due. The number displayed is the column to roll on. The number found indicates the number of strength points lost. If an "r" result is obtained, than the loss of 1 is reduced to 0 if the defender retreats. Note that this retreat is still mandatory if 1 strength point loss would be sufficient to force the retreat.

Non-retreating units counterattack at TRIPLE strength. Retreating units counterattack at DOUBLE strength. Artillery units counterattack at DOUBLE strength, and DO NOT counterattack if they retreat or are unsupplied. Unsupplied unit strength is HALVED.

### Supply Point Expenditure Requirements:

Attacking	
Infantry	4
Counterattacking	
Infantry	2
Artillery	2

No Expenditure Required for Fortress

### Terrain Effects

(shifts for counterattack/attack)

Clear	+0/-0
Broken	+1/-1
Woods/Swamp/River/Hilly/Steep	+2/-2
Rough	+3/-3
Wooded Rough	+4/-4
Mountain/Urban/Major River/Alpine	+5/-5
Trench	+0/-2
Insufficient Artillery vs. Trench	Clear +2/-1 Broken +2/+0

Max Shifts is +4/-4 except for mountain and urban terrain, major rivers, and artillery attacking fortresses.



# Der Weltkrieg Simulation Series

## COMBAT RESULTS TABLE for 1917 & 1918

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25			
<i>Shift</i> -5	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	-5	<i>Shift</i>	
-4	1	1	2	3	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12	13	13	14	14	15	-4		
-3	1	1	2	3	4	4	5	6	6	7	8	8	9	10	11	11	12	13	13	14	15	15	16	17	18	-3		
-2	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16	17	18	18	19	20	-2		
-1	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	14	15	16	17	18	19	20	21	22	23	-1		
<i>Die</i> 1	0	0	0	0	1 <sup>r</sup>	1 <sup>r</sup>	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3	1	<i>Die</i>
2	0	0	0	1 <sup>r</sup>	1 <sup>r</sup>	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	3	3	4	4	4	2		
3	0	0	1 <sup>r</sup>	1 <sup>r</sup>	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	5	5	3		
4	0	0	1 <sup>r</sup>	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	4		
5	0	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	4	4	5	5	5	6	6	5		
6	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	5	5	5	5	6	6	6	6	7	6		
<i>Shift</i> +1	1	2	3	4	6	7	8	9	10	11	12	13	14	15	17	18	19	20	21	22	23	24	25	26	28	+1	<i>Shift</i>	
+2	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24	25	26	28	29	30	+2		
+3	1	3	4	5	7	8	9	10	12	13	14	16	17	18	20	21	22	23	25	26	27	29	30	31	33	+3		
+4	1	3	4	6	7	8	10	11	13	14	15	17	18	20	21	22	24	25	27	28	29	31	32	34	35	+4		
+5	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	+5		
	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50			
<i>Shift</i> -5	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	-5	<i>Shift</i>	
-4	16	16	17	17	18	19	19	20	20	21	22	22	23	23	24	25	25	26	26	27	28	28	29	29	30	-4		
-3	18	19	20	20	21	22	22	23	24	25	25	26	27	27	28	29	29	30	31	32	32	33	34	34	35	-3		
-2	21	22	22	23	24	25	26	26	27	28	29	30	30	31	32	33	34	34	35	36	37	38	38	39	40	-2		
-1	23	24	25	26	27	28	29	30	31	32	32	33	34	35	36	37	38	39	40	41	41	42	43	44	45	-1		
<i>Die</i> 1	3	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	6	6	6	6	6	6	6	6	6	1	<i>Die</i>	
2	4	4	5	5	5	5	5	6	6	6	6	6	6	6	7	7	7	7	7	7	7	7	8	8	8	2		
3	5	5	5	5	6	6	6	6	6	7	7	7	8	8	8	8	8	9	9	9	9	9	9	10	10	3		
4	6	6	6	6	6	7	7	7	7	7	7	8	9	9	9	9	9	9	9	9	10	10	10	10	10	4		
5	6	6	7	7	7	7	7	8	8	8	8	9	9	9	9	9	9	10	10	11	11	11	12	12	12	5		
6	7	7	7	8	8	8	9	9	9	9	10	10	10	10	11	11	11	11	12	12	12	13	13	13	13	6		
<i>Shift</i> +1	29	30	31	32	33	34	35	36	37	39	40	41	42	43	44	45	46	47	48	50	51	52	53	54	55	+1	<i>Shift</i>	
+2	31	32	34	35	36	37	38	40	41	42	43	44	46	47	48	49	50	52	53	54	55	56	58	59	60	+2		
+3	34	35	36	38	39	40	42	43	44	46	47	48	49	51	52	53	55	56	57	59	60	61	62	64	65	+3		
+4	36	38	39	41	42	43	45	46	48	49	50	52	53	55	56	57	59	60	62	63	64	66	67	69	70	+4		
+5	39	41	42	44	45	47	48	50	51	53	54	56	57	59	60	62	63	65	66	68	69	71	72	74	75	+5		

**Key:** To use this CRT, cross index the column with the total strength points attacking or counterattacking with the relevant shift due. The number displayed is the column to roll on. The number found indicates the number of strength points lost. If an "r" result is obtained, than the loss of 1 is reduced to 0 if the defender retreats. Note that this retreat is still mandatory if 1 strength point loss would be sufficient to force the retreat.

Non-retreating units counterattack at TRIPLE strength. Retreating units counterattack at DOUBLE strength. Artillery units counterattack at DOUBLE strength, and DO NOT counterattack if they retreat or are unsupplied. Unsupplied unit strength is HALVED.

### Supply Point Expenditure Requirements:

<b>Attacking</b>	
<b>Infantry</b>	4
<b>Counterattacking</b>	
<b>Infantry</b>	2
<b>Artillery</b>	2

**No Expenditure Required for Fortress**

### Terrain Effects

(shifts for counterattack/attack)

Clear	+0/-0
Broken	+1/-1
Woods/Swamp/River/Hilly/Steep	+2/-2
Rough	+3/-3
Wooded Rough	+4/-4
Mountain/Urban/Major River/Alpine	+5/-5
Trench	+0/-2
Insufficient Artillery vs. Trench	Clear +2/-1 Broken +2/+0

Max Shifts is +4/-4 except for mountain and urban terrain, major rivers, and artillery attacking fortresses.